

Activity Book

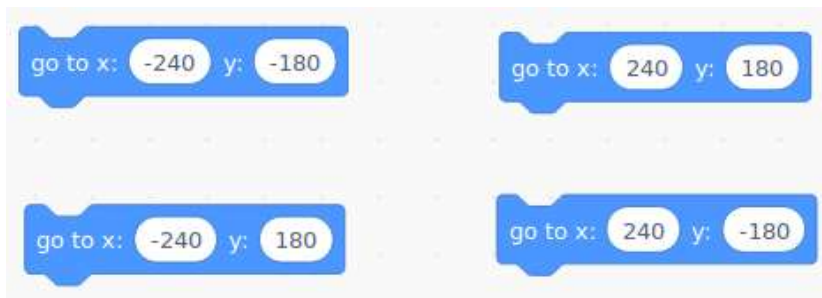
My game. Unit 3

Key words

- Coordinates
- Random number operator
- Messages and events
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Task № 1

Circle the movement to the upper left corner



Task № 2

Underline what you need in order for the sprite to be beautiful:

1 – Like to draw

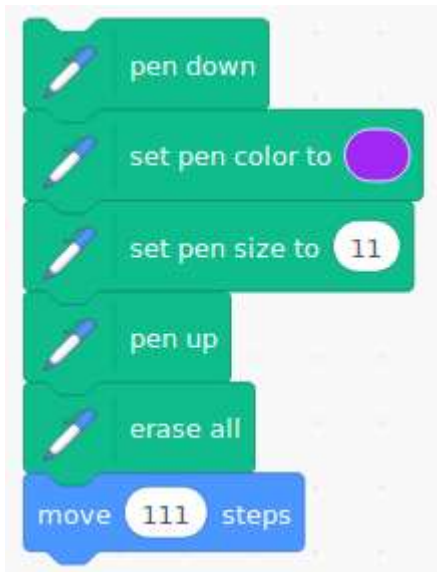
2 – Learn to draw

3 – Like to draw and learn to draw

4 – Choose sprite from the Library

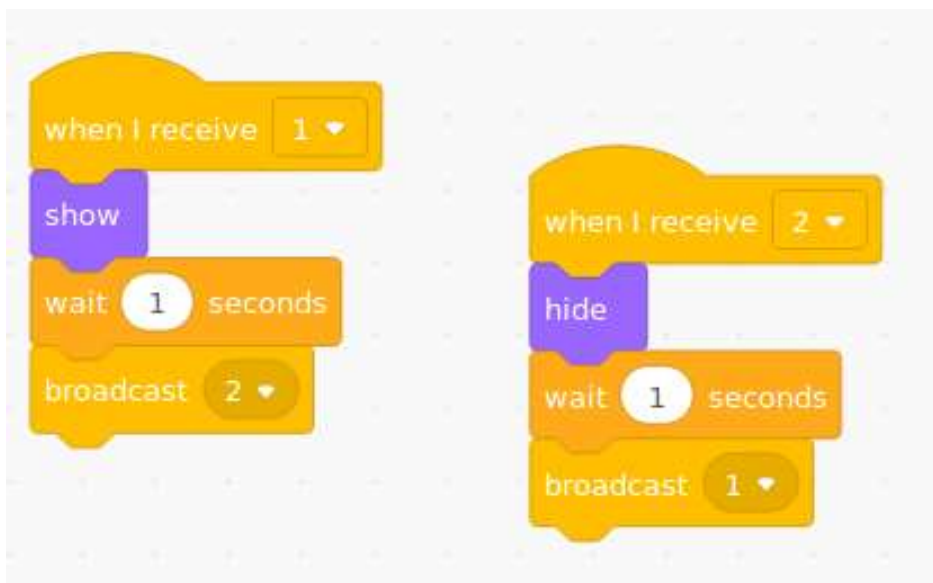


Task № 3



The young programmer wanted to draw a line of crimson color with a thickness of 11. Did he succeed? Circle the wrong one. Imagine how you would do it with your hand and pencil.

Task № 4



Can I send a message to myself? Quite! For example, say to yourself: go to do your homework! So is this ball. He passed the message to itself, read it, and sent a new one. But to whom? Back to itself!

What happens if you click on the left script? And on the right? Underline the correct answer. Think about it or make two scripts quickly))

1 It will appear and hide forever.



- 2 It will appear forever.
- 3 It will disappear, then it will appear.
- 4 It will not appear.
- 5 It will give an error.

Please rate how much you liked the lesson

