❶ What's the Answer

Number 1　25
Number 2　25
Answer　50

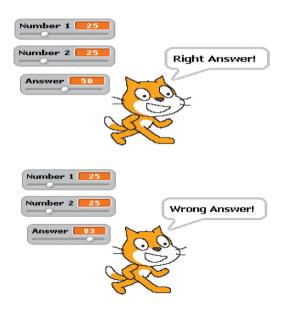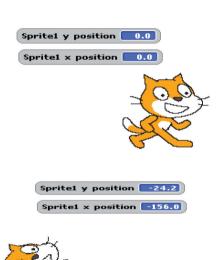Right Answer!

Using a conditional 'If...then...else' statement write a program to check your addition skills.
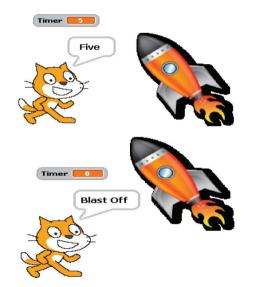Click the sprite to check the answer.

Number 1　25
Number 2　25
Answer　83

Wrong Answer!

Sprite1 y position　0.0
Sprite1 x position　0.0

❷ Keeping Track

Set up 2 variables to track the x and y position of the sprite as it moves around the stage.

Sprite1 y position　-24.2
Sprite1 x position　-156.0

❸ 5,4,3,2,1

Timer　5

Five

Count down a rocket blast off..

Timer　0
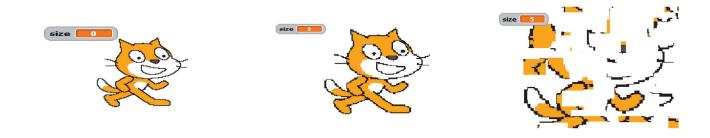
Blast Off

4 Bigger and Bigger

Use a variable to store the size of your sprite. Set the size to zero and then use a 'repeat until' command to grow your sprite back to full size and make it explode.

5 Shape Sensation

Draw a triangle, a square, a pentagon, a hexagon, a heptagon and an octagon (8-sided shape) inside each other as shown.