Scratch Level 2 Questions

1. What does the “When this sprite clicked” block do?

2. What block allows me to pause a sprite for 5 seconds?

3. Which block allows me to compare two blocks?

4. What is broadcasting and how do I send/receive messages?

5. What does the “Set rotation style” block do?

6. How do you make sprites appear and disappear?

7. How do I make my code run in a loop?

8. After creating a variable, how can I change the value inside?