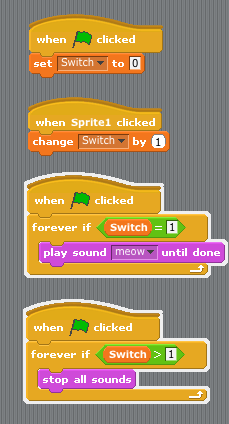
Name: Date:

Design & Technology 9 Section:

**Scratch Do Now 2**

**Directions:** Match each combo block with what it will do. Then write a summary of what the program does.

1. This combo block checks to see if the variable “switch” has the value 1, and if it does, it plays the sound “meow” for the rest of the program. Block \_\_\_\_\_\_\_\_\_
2. This combo block sets the value of the variable “switch” to 0, when the green flag is clicked. Block \_\_\_\_\_\_\_\_\_
3. This combo block checks to see if the variable “switch” has a value greater than 1, and if it does, it stops all sounds for the rest of the program. Block \_\_\_\_\_\_\_\_\_
4. This combo block changes the value of the variable “switch” by 1 every time Sprite1 is clicked. Block \_\_\_\_\_\_\_\_\_



**D**

**C**

**B**

**A**

Summary: