**Name Homeroom**

***Reflect upon the following questions. Try to make your responses as detailed as possible.***

1. Scratch uses Blockly coding, describe how Blockly code works.

1. What does the following block do?
2. What do you think a Scratch animation or game could be useful for?
3. What could happen if you use the wrong code? How would you avoid this happening?
4. Give examples of code blocks that allow actions to happen more than once? Explain how they work. Why are they useful?
5. How can Scratch provide game information to the player?
6. When would you use the following block?
7. Why would you use ? Give an example of where you have used it.
8. What is message **broadcasting** and **receiving**? Give an example of where you used it.
9. What is a **Variable** in Scratch? What does it do? Give an example of where you have created and used one.
10. In the box below list the things you can now do using Scratch?

***E.g.*** *I can use the* ***When Clicked*** *block to start a program running.*