



Pioneer Preparatory
School of Gabès



Name :

First Name :

Classe :

Synthesis test n°2
Computer Science



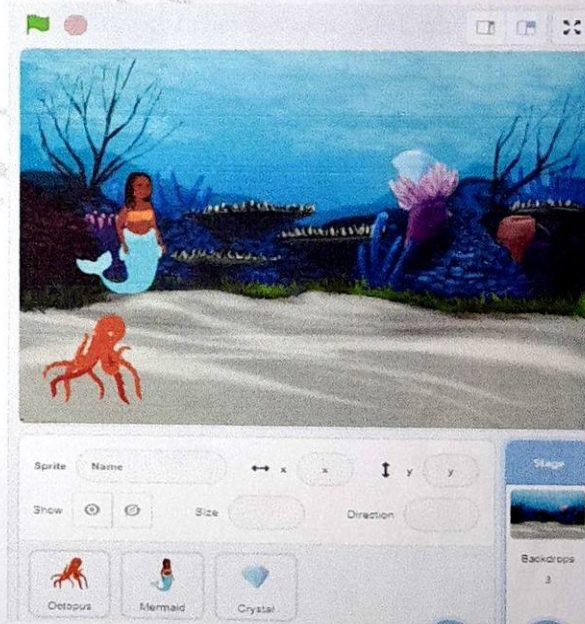
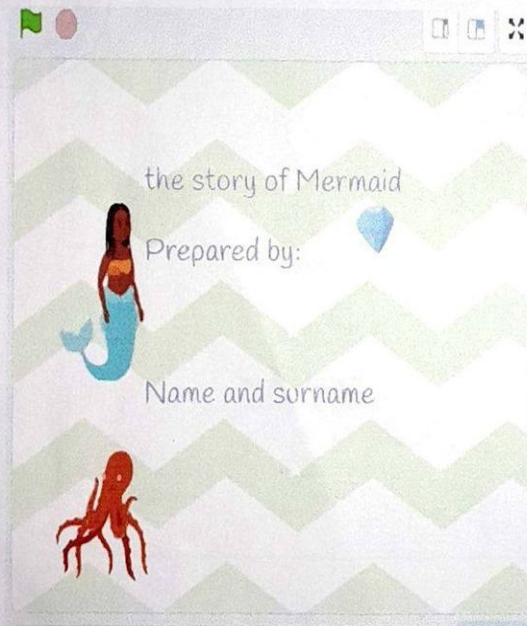
SY :2024-2025

Teacher : Mrs Ben
Amor Mariem

Date : 06.-03-2025

The story of Mermaid




1. Open the Scratch software (1 pts)
2. Add the **mermaid**(size 60), **octopus** (size 70), and **crystal** (size 150)sprites. (1.5 pts)
3. Add the **underwater 2**and **Stripes**backdrops. (2 points)
4. Save the Scratch project as 'full name.sb3' at the desktop (2 points)



- ❖ The story begins with the backdrop stripes for 2s (write the title: The story of Mermaid) and your full name.
- ❖ Then we switch to backdrop underwater2. (3pts)





Sprite	Program
octopus  Octopus	<ul style="list-style-type: none"> • Appears at the position(-197.-115) • Moves with his costumes(a and)until the center (2.5 pts)
Mermaid  Mermaid	<ul style="list-style-type: none"> • Appears at the position (-148.4) with a costume a • Wait there 2s • Changes to her costumes-b • Says "what a wonderful crystal I will take it" • Glides slowly to the crystal with its costume-c • Changes to her costume-d to Cath the crystal. • Then after 0.5 seconds changes to her costume-c (6pts)
Crystal  Crystal	<ul style="list-style-type: none"> • Appears at the position (93.70) • When mermaid catches the crystal <ul style="list-style-type: none"> ➤ The crystal disappears (2pts)

Good Luck 😊



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