

# ScratchJr Solve-It Answer Sheet

Name of Student: \_\_\_\_\_

## FIX THE PROGRAM

**Question 1:** Remove a block



Circle a block to remove



**Question 2:** Add a block



Circle a block to add:



Name of Student: \_\_\_\_\_

**Question 3:** Remove a block AND add a block



Circle a block to remove



Circle a block to add



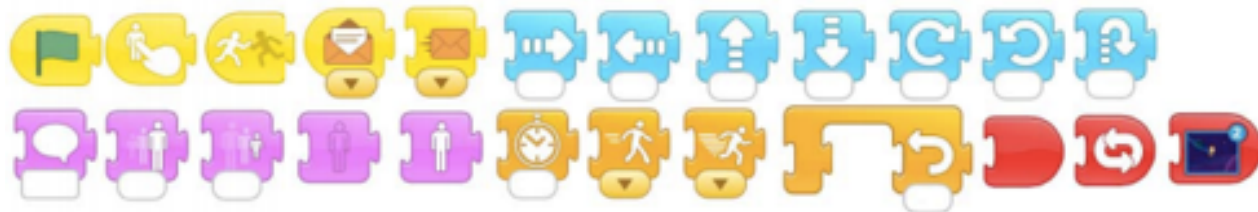
**Category: Circle the block**

Question 1:



Name of Student: \_\_\_\_\_

Question 2:

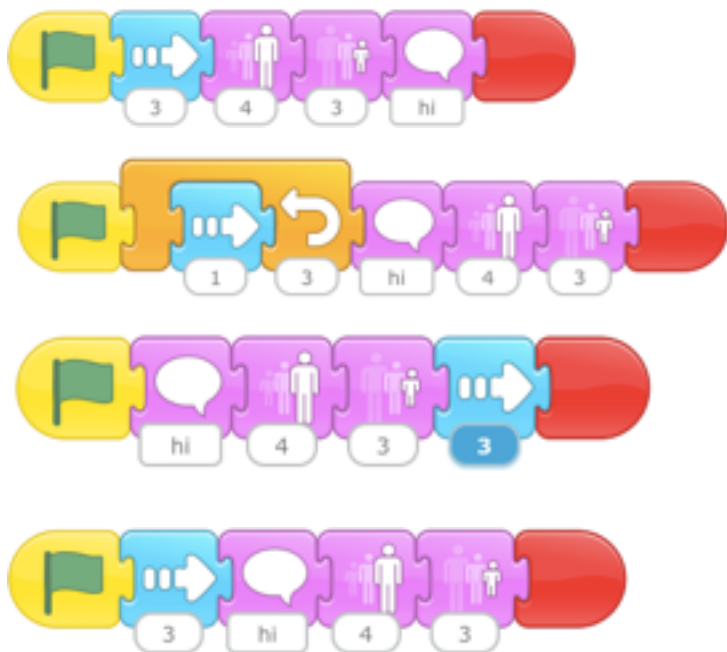


Question 3:



**Category: Match the Program**

Question 1:



Name of Student: \_\_\_\_\_

**Question 2:**



Name of Student: \_\_\_\_\_

**Question 3:**



**Category: Reverse Engineering**

**Name of Student:** \_\_\_\_\_

**Question 1:**

**Question 2:**

**Question 3:**