Archaeology Arcade Game: Episode 4 – Worksheet

This episode is about adding a poison block to your game that the archaeologist has to avoid.

Q1. This block allows your player to move around in your game: ------→

Circle the correct block that prevents your player from moving:

Why? ____________________________________________________
_____________________________________________________________________________________

Q2. Why were the ‘repeat’ blocks placed before this block:

Q3. Circle the category that allows you to pause moments in your game:

For element value of bluntiles in the code? ______________________
_____________________________________________________________________________________

Code for Episode 4:

If you would like a copy of the answers to the worksheets, please email education@crrda.org.au
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in the code? ______________________________________________

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