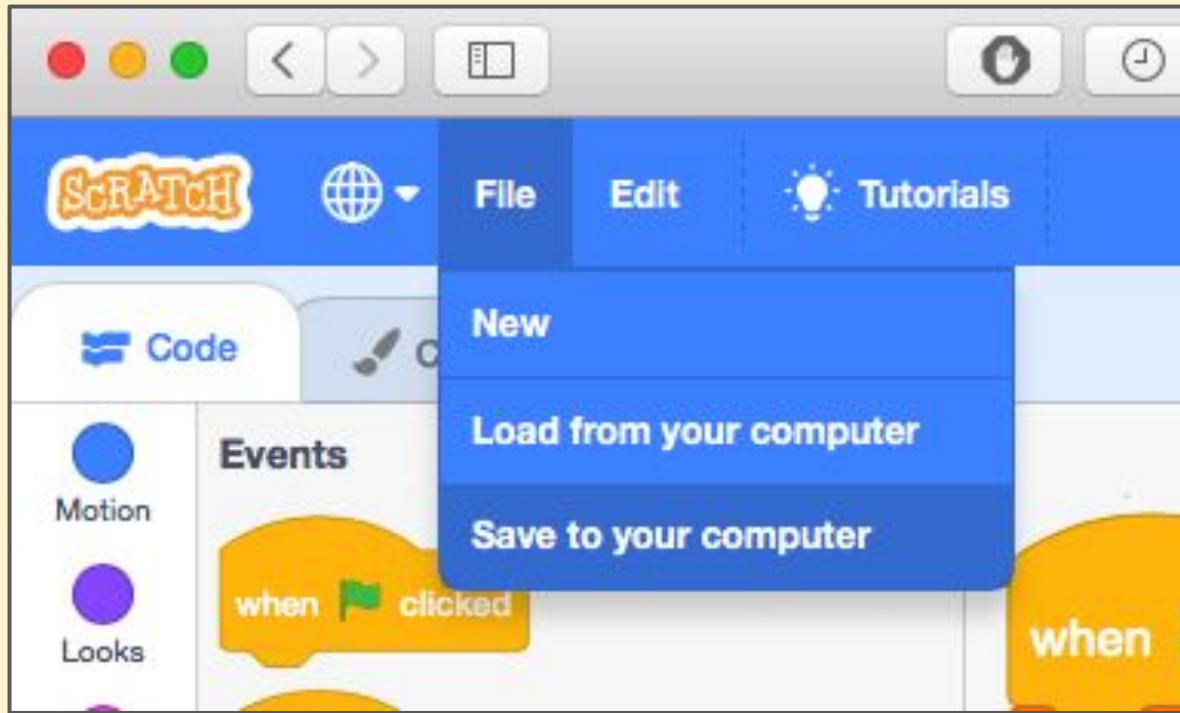


The blocks you need are from: Events (yellow); Looks (purple); Sensing (blue); Control (orange); and Operators (green)



For the if answer = B then block:

- Use the = 50 block from Operators (green)
- Add the answer block from Sensing (blue) in the first bit
- Make the = say the correct answer (B for question 1)



To save your work:

1. Click File (top left)
2. Save to your computer
3. Find the download
4. Move it into a helpful space

The image shows the Scratch code editor interface. On the left, the 'Variables' category is selected, showing a 'Make a Variable' button and a list of variables: 'my variable' (unchecked) and 'theScore' (checked). Below this are 'My Blocks' options: 'Make a List' and 'Make a Block'. The main workspace contains the following code blocks:

```
when clicked clicked
set theScore to 0
say Welcome to the e-safety quiz for 2 seconds
say Answer A, B or C to each question for 2 seconds
ask What is the best password: A = dog; B = BlueSpanner2004; C = pa55w0rd and wait
if answer = B then
  say a suitable message for 2 seconds
  change theScore by 1
else
  say a different message for 2 seconds
```

Make a Variable called theScore to keep track of the user's score

The image shows a Scratch code editor interface. On the left is a palette with categories: Operators (green), Variables (orange), and My Blocks (pink). Under Operators, there are blocks for '< 50', '= 50', 'and', 'or', and 'not'. Under My Blocks, there are several 'join' blocks: 'join apple banana' (highlighted with a red box), 'letter 1 of apple', 'length of apple', and 'apple contains a ?'. The main workspace shows a script starting with an 'if' block: 'if answer = B then'. Inside the 'then' block, there are three 'say' blocks: 'say a suitable message for 2 seconds', 'change theScore by 1', and 'say a different message for 2 seconds'. Below the 'then' block is an 'else' block with a 'say a different message for 2 seconds' block. At the bottom of the script is a 'say' block with a 'join' block containing 'You have scored' and 'theScore points', followed by 'for 2 seconds'. This 'join' block is also highlighted with a red box.

Adding a complex message can be done by using a **join block** (or two)