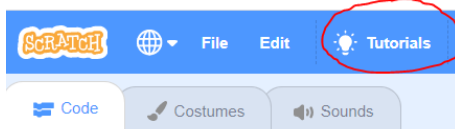


Preparation Guide for Scratch 3 Regular Level Certification

The goal of the certification is to certify that a person is proficient in the use of the MIT Scratch 3 programming environment to create stories, games, and animations. It tests for basic coding and computer science knowledge and familiarity with the Scratch 3 environment. It also checks for some problem solving as well as math skills. Below is a list of things that may be helpful in preparation for certification.

- Review basic Tutorials found in your Scratch 3 account. See also below Note 2.



- Read Robofest Learning Unit Document on the Robofest Certification page that shows related question numbers for each learning unit
- Understand the concept of sprite/costumes and stage/backdrops
- Practice coding with the following blocks
 - **Motion:** move, turn, go to x: y:, glide, points in direction, change x or y by, set x or y to,
 - **Looks:** say, show, switch costume, hide,
 - **Sound:** play sound
 - **Events:** when green flag clicked, when ___ key pressed, when this sprite clicked, when I receive a message, broadcast a message, broadcast a message and wait
 - **Control:** wait, repeat, forever, if, if else, wait until, repeat until, create clone of
 - **Sensing:** touching, ask, answer, key pressed?, timer, reset timer
 - **Operators:** +, -, *, /, pick random, >, <, =, and, or, join
 - **Variables:** How to make a variable, How to display variable on the stage, How to use created variables, set, change
 - **My Blocks:** how to make a My Block, How to use My Blocks
- Practice to add some comments

Notes:

1. This certification is NOT directly related to robotics.
2. No questions are asked about creating & drawing new sprites or backdrops
3. Extensions will NOT be asked