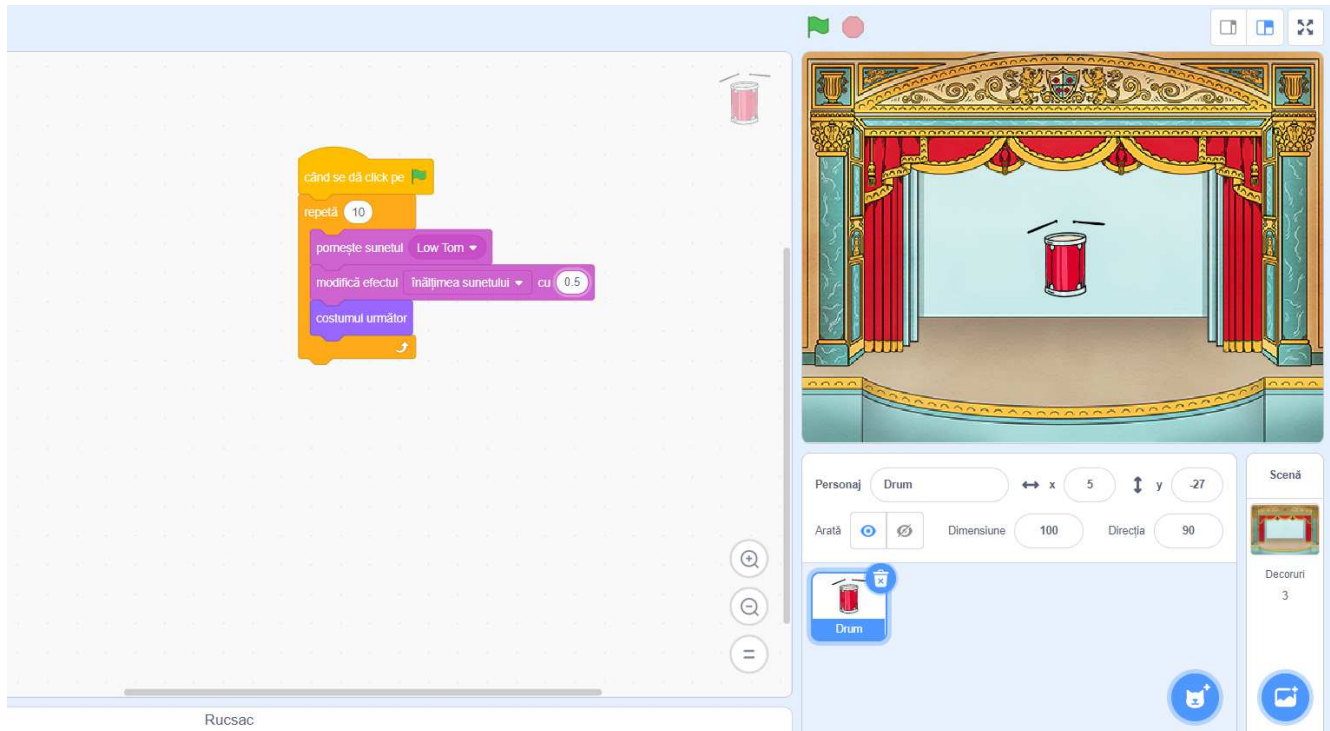


FIȘĂ DE LUCRU
Evenimente și Control Scratch

- 1. Începe programul când se apasă steagul verde.**
- 2. Programul să se execute când se apasă tasta spațiu.**
- 3. Faceți personajul să se miște către centrul decorului dând click pe el.**
- 4. Execută la infinit o mișcare.**
- 5. Creează 10 clone ale personajului ales.**

1. Începe programul când se apasă steagul verde.

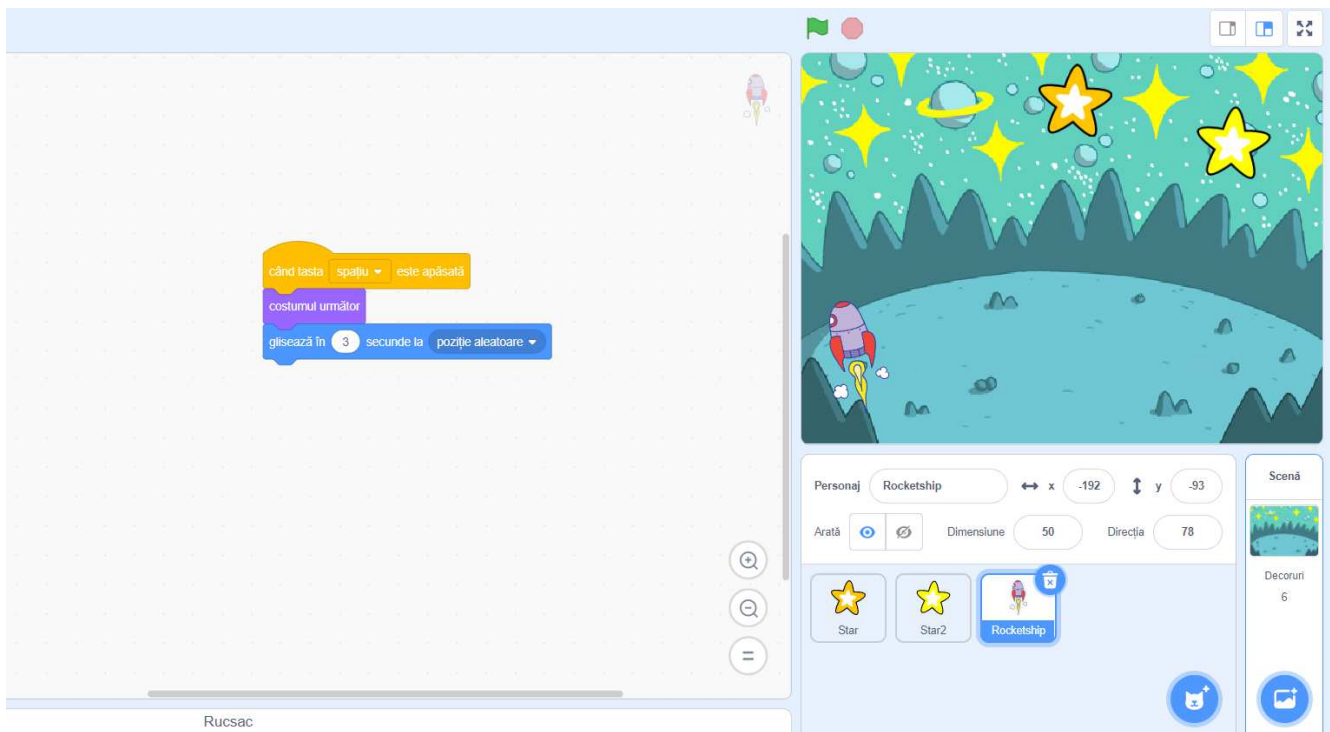


The screenshot shows a programming environment with a stage scene of a theater. A red drum is positioned on the stage. The code on the left is as follows:

```
when green flag clicked  
repeat (10)  
  play sound Low Tom  
  change volume by 0.5  
  next costume
```

The interface includes a 'Personaj' (Character) panel with 'Drum' selected, showing its position (x: 5, y: -27) and size (100). The 'Scenă' (Stage) panel shows 'Decoruri' (Decorations) set to 3.

2. Programul să se execute când și cât se apasă tasta spațiu.



The screenshot shows a programming environment with a stage scene of space. A rocketship is positioned on the left side of the stage. The code on the left is as follows:

```
when space key pressed  
next costume  
glide 3 seconds to random position
```

The interface includes a 'Personaj' (Character) panel with 'Rocketship' selected, showing its position (x: -192, y: -93) and size (50). The 'Scenă' (Stage) panel shows 'Decoruri' (Decorations) set to 6.

3. Faceți personajul să se miște către centrul decorului dând click pe el.

The screenshot shows the Scratch IDE interface. On the left, a script is attached to a character named 'Rucsac' (Raccoon). The script consists of three blocks: a yellow 'când se dă click pe acest personaj' (when clicked on this character) block, a blue 'glisează în 3 secunde la x: 0 y: 0' (slide to x: 0 y: 0 in 3 seconds) block, and another blue 'glisează în 1 secunde la cursorul mouse-ului' (slide to mouse cursor in 1 second) block. On the right, the stage is visible with a green ball character. The coordinate grid shows the center at (0,0). The character's current position is x: 103, y: -84. The character's name is 'Ball', its size is 100, and its direction is 90 degrees. The stage name is 'Scenă' and it contains 7 decorations.

4. Execută la infinit o mișcare.

The screenshot shows the Scratch IDE interface. On the left, a script is attached to a character named 'Rucsac' (Raccoon). The script consists of three blocks: a yellow 'când se dă click pe' (when clicked) block, an orange 'la infinit' (forever loop) block, and inside the loop, a purple 'așteaptă 0.2 secunde' (wait 0.2 seconds) block and a blue 'costumul următor' (next costume) block. On the right, the stage is visible with a butterfly character. The character's name is 'Butterfly 2', its position is x: 0, y: 106, its size is 100, and its direction is 90 degrees. The stage name is 'Scenă' and it contains 6 decorations.

5. Creează 10 clone ale personajului ales.

The image shows a programming environment interface. On the left, a script is built on a grid background:

- Event block: "când se dă click pe" (when clicked)
- Control block: "repetă 10" (repeat 10 times)
- Motion block: "glisează în 0.5 secunde la poziție aleatoare" (glide 0.5 seconds to random position)
- Block: "creează o clonă a mea" (create a clone of me)

On the right, a stage with a forest background contains 10 blue square clones of a character named "Ball". Below the stage is a control panel for the selected "Ball" character:

- Personaj: Ball
- x: 133, y: 121
- Arată: (visibility icons)
- Dimensiune: 100, Direcția: 78
- Decoruri: 8

At the bottom left, the text "Rucsac" is visible.