

Instructions: Look at the picture of the blocks. Fill in the puzzles using the answer bank (a grown-up can read the words aloud). Read the Did you know? box. Number the 4 steps in order, tick True or False, match each word to its meaning, then write short answers.

1. Block puzzles

Answer bank: **Hi** **event** **when** **yellow**

Question	Answer
When tapped, say Hi. Tap the cat. It says...	
The block shaped like a hat starts with...	
A doorbell press is an...	
When block colour is...	

About this topic

An event is something that happens: a tap, a key press, a click, or two things bumping into each other. Programs wait for events and then react. A doorbell is an event. When someone presses it, the bell rings.

Did you know?

- Your tablet notices every tap as an event.
- A when block looks like a hat sitting on top of the stack.
- One sprite can react to lots of events.



When blocks

2. Put the steps in order

Write 1 to 4 in the boxes (1 = first).

- ☐ Reaction: Decide what the code should do
- ☐ Test: Make the event happen and watch
- ☐ Event: Choose what will happen
- ☐ Connect: Join the event to the function

3. True or false?

A tap is an event.	☐ True	☐ False
When blocks go at the bottom.	☐ True	☐ False
A sprite can have two when blocks.	☐ True	☐ False
Events never happen.	☐ True	☐ False

4. Match up

Write the letter of the right meaning in the box.

Event	A. The Roblox event for when a part is touched.
When block	B. Something that happens, like a tap or touch.
Touched	C. A named group of code you can run again and again.
Function	D. A hat block that starts code when an event happens.

5. Short answers

- What starts when you press the green flag?

- Draw what a sprite does when tapped.

- Name an event at home.

- Explain in your own words: Explain what an event is, in your own words.

- Stretch: Why do programs wait for events?

