



Instructions: No answer bank: write or fix the Lua code. Number the steps in order, answer the case study questions, explain the key terms, then write full-sentence answers and plan the extended answer.

1. Code puzzles

Question	Working and answer
Which event fires when a part is touched?	
Write the line that connects <code>lava.Touched</code> to <code>onTouch</code> .	
Which word starts a named function?	
Fix it: <code>part.Touched.Connect(onTouch)</code>	
How many times can a function be used?	

Did you know?

- The value passed to `Touched`, often called `hit`, is the part that did the touching.
- Players can be found from `hit.Parent`, which is their character.
- A `debounce` variable stops an event firing many times in one touch.
- `ClickDetector.MouseClick` is the event for clicking a part.

Background

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.

2. Steps in order

Number the steps 1 to 5 (1 = first).

Reaction:	Decide what the code should do
Test:	Make the event happen and watch
Function:	Put the reaction in a function
Event:	Choose what will happen
Connect:	Join the event to the function

4. Key terms

Key term	What does it mean? Give an example.
Event	
When block	
Touched	
Function	
Connect	

3. Case study

Tayo connects a coin's `Touched` event to give one coin. When he walks over it, his score jumps by 6 because his feet and legs all touch it.

Case study: the coin that pays six times

1. Why did the event fire many times?

2. What idea stops this?

3. What else could he do after one touch?

5. Think it through

1. Explain the difference between an event and a function.

2. Explain why functions save time.

6. Longer answers (full sentences)

1. Describe how to make a door open when a button is touched.

2. Write a function called `sayHi` that prints `Hi`.

3. Why might `hit.Parent` be useful?

4. Explain in your own words: What does `Connect` do in Roblox?

7. Extended answer

Extended answer: 'Every game is just a lot of events.' How far do you agree?

Plan: introduction · point for (example) · point against (example) · conclusion with your judgement.
