

How to add a start and end screen for a ScratchJR quiz (Part 3)

To customize the appearance of a multiple-choice question, students can add a start and end theme to a question in ScratchJR.

To create multiple-choice questions in ScratchJR, students already know how to do so using characters or through messages to create questions and answers. To change the appearance of the multiple-choice question, students can add a start and end screen to a question in ScratchJR. Below are instructions on how to add a start and end screen in ScratchJR.

How to create a start screen for multiple-choice questions in ScratchJR

Step 1:

Students select the scene that created the question earlier. Next, you will **add a character to the scene** ; press **the plus icon to add a character** .

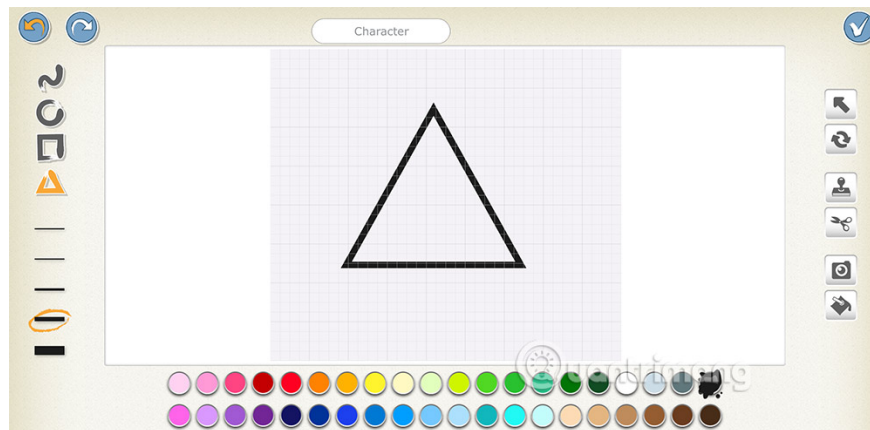


Then the user **taps the white frame** and then taps **the pen icon** to draw the character.

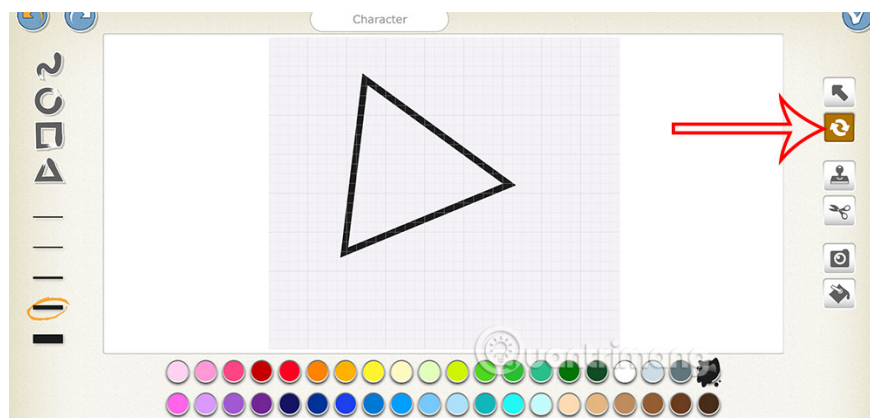


Step 2:

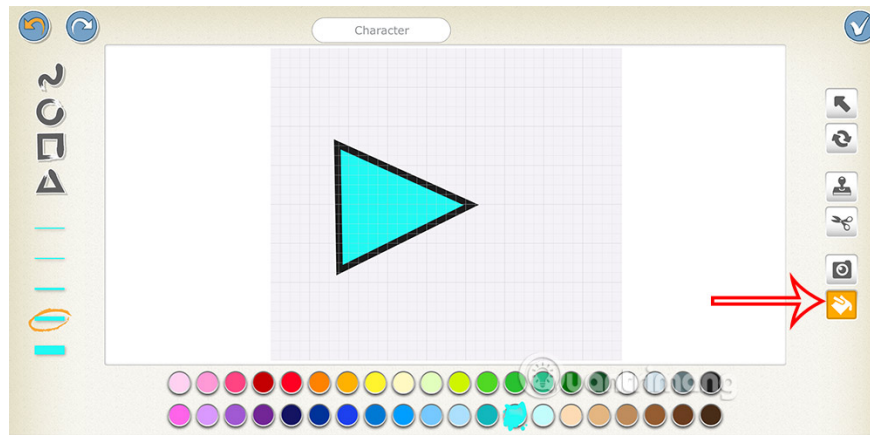
We will **draw a triangle** with the size and color you choose.



Next, tap **the rotate icon** on the right and **rotate the triangle 90 degrees**.



Then **click the paint bucket icon** to fill the triangle with color. Next, select a color and click the triangle to fill it. Finally, **click the checkmark** to add it to the program.



Step 3:

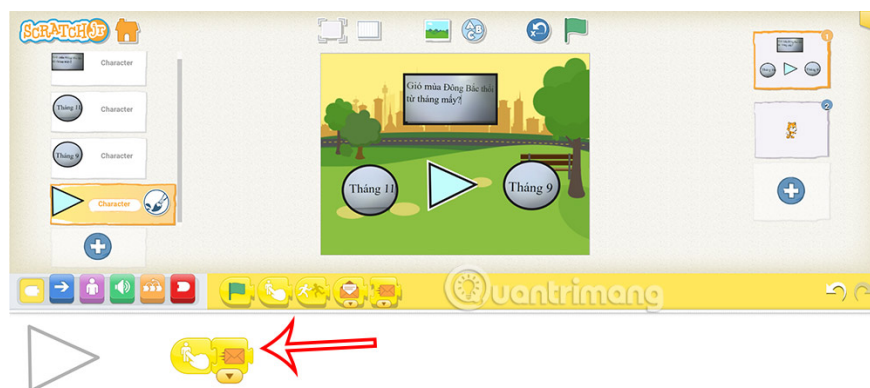
You will now see the program as shown below.



Step 4:

Next, we will add the program start command. Students will add the character's function to start the program by dragging and dropping a combination of the two commands: "tap the character" and "send a message" (in orange) in the Events command group.

Tap the triangle icon, then **tap the "Touch character" command and the "Send message" command** .

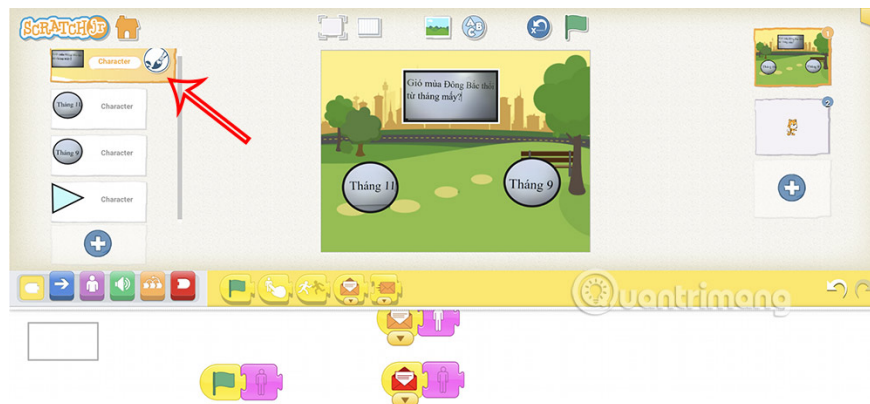


Continue by **tapping the "Receive Message" command (orange)** to enable the next question when you tap the program start icon. Then **add the "Hide Character" command** in the Appearance group to hide the icon.

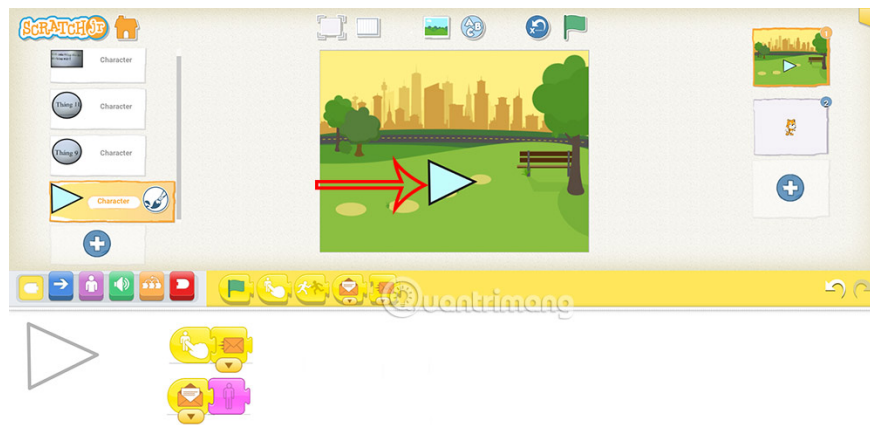


Step 5:

Click on the multiple-choice question object and then **delete the blue flag command and the orange message command**. This will ensure greater consistency when running the program and switching questions.



Students will see only icons on the start screen.



When you click this icon , the question and answer will be displayed , and the icon will begin to disappear .



How to add an end screen to a ScratchJR quiz

In the final quiz scene, we'll add a closing scene to indicate that the game has ended.

Step 1:

You will add a character to the final scene of the show. Next, combine the two commands: **the green flag command** in the Events command group and **the hide character command in the Appearance command group** to hide the character at the end.

Next, students **add a command to receive a message** (purple or a message from the correct answer to the last question) so that when the last question is finished, the end icon is displayed.

Step 2:

Next, at the character's ending point, we can use commands from the Movement and Appearance command groups, or display the message "End of program!!" using the character's speech command.

Students can refer to the following instructions for the character's ending scene.



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