

How to create multiple-choice questions in ScratchJR (Part 2)

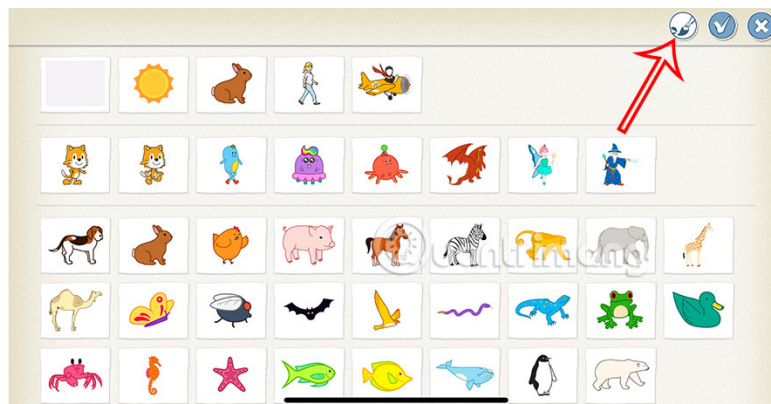
In this article, students will gain additional knowledge to expand on multiple-choice questions, increasing the number of questions in each scenario by incorporating messaging techniques.

So, students have learned how to create multiple-choice questions in ScratchJR with simple content, each character representing a question. In this article, students will gain further knowledge to expand the multiple-choice questions, increasing the number of questions in each scene by combining it with messaging techniques. Below is a guide on creating multiple-choice questions in ScratchJR.

1. Design question and answer characters in ScratchJR

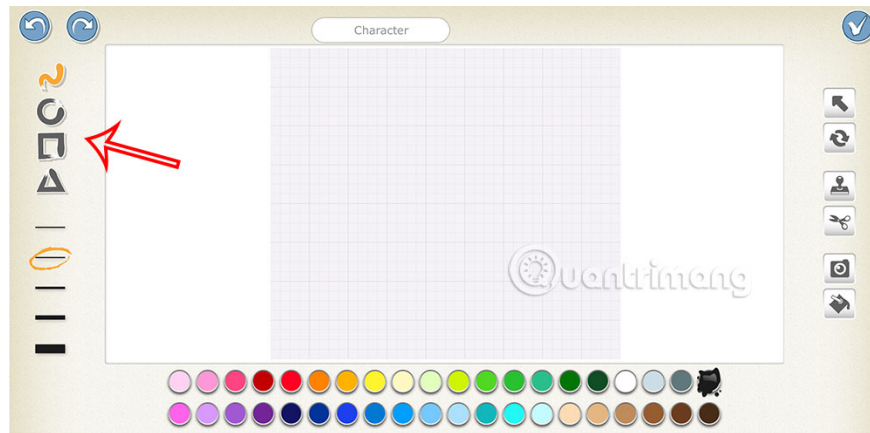
Step 1:

Open a new program, then click **the plus icon to add a new character** . In the add character interface, click **the drawing pen icon** to design the character.

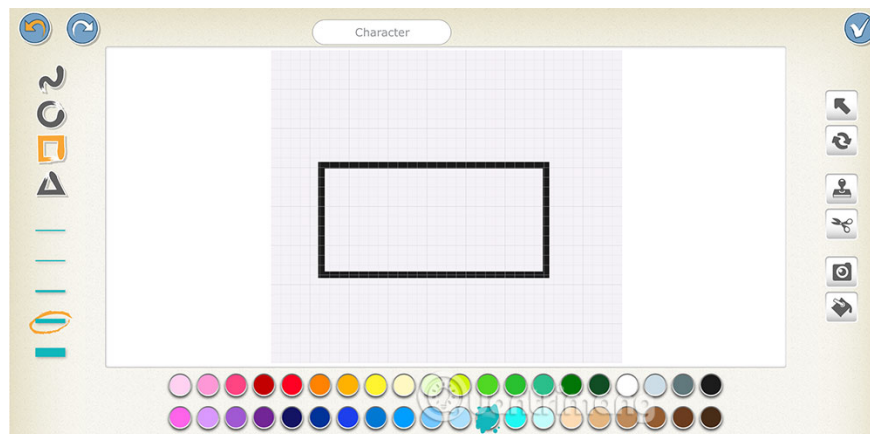


Step 2:

In this interface, you **tap one of the three drawing icons on the left** (circle, square, triangle) and draw on the screen.

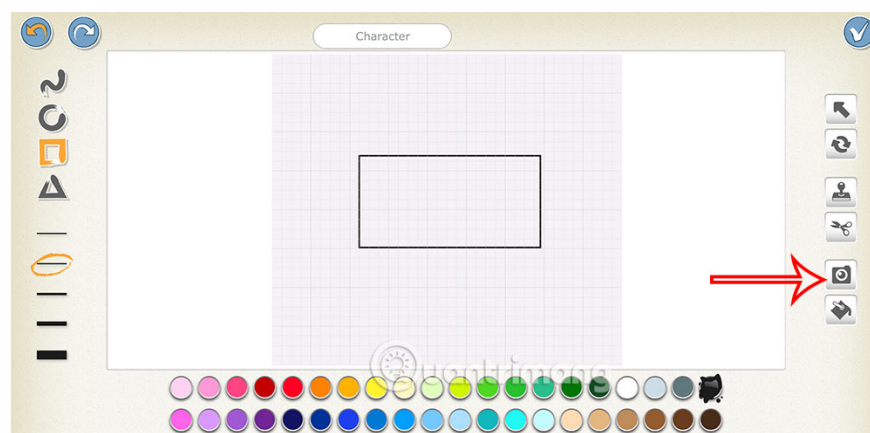


We will **draw a rectangular frame** as shown below, and we can adjust the size of the lines and the color.



Step 3:

After drawing the frame on the screen, **select the camera icon** on the right, then **select the frame you just drew** on the screen.



A frame will then appear allowing you to **capture the pre-written question or answer** on your computer or in a book. Click **the camera icon below to take a picture**.

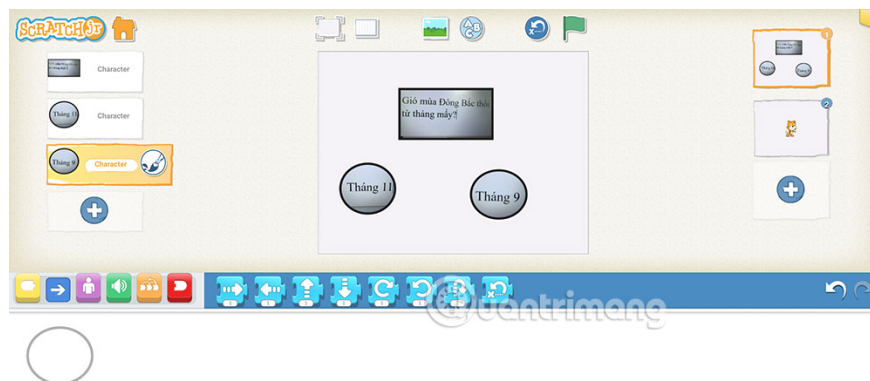


Step 4:

The result is the question shown in the image; **press the checkmark to save it**.



You continue **designing the answer options for the question** using different shapes. The result is the question with the options shown below.

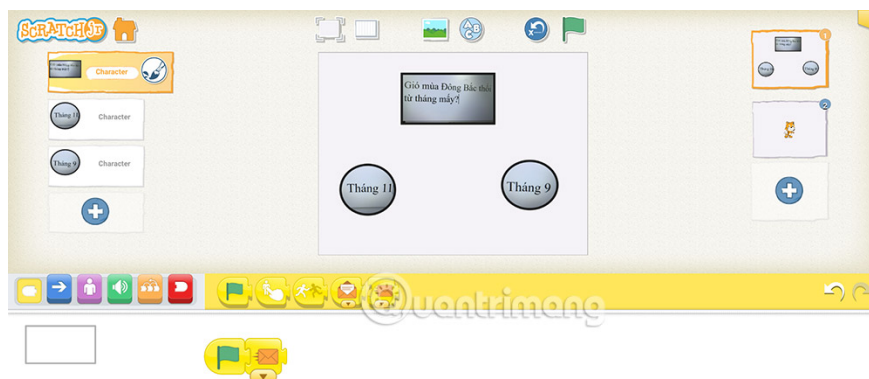


2. Create ScratchJR quizzes via text message.

When using the messaging technique in ScratchJR, the number of questions in a scene will increase, up to a maximum of 4 questions as before.

Step 1:

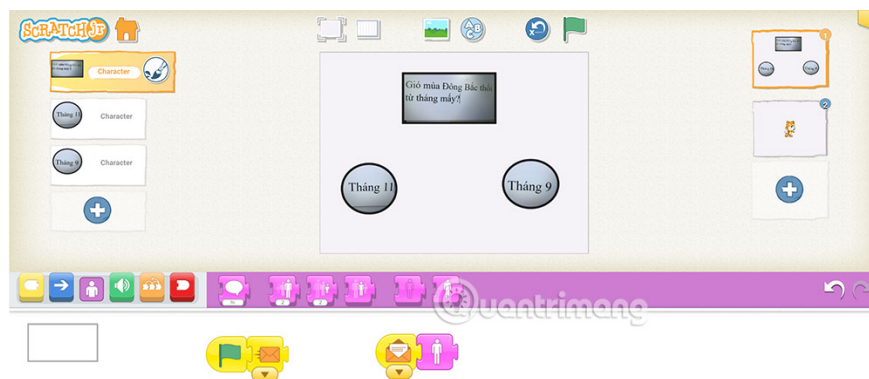
Click on **the question object** , then click on the Events command group, **select the flag command** . Next, select **the orange message command** as shown below.



Step 2:

The command with the green flag will be executed first, followed by the command to send the orange message, so objects with the command to receive the orange message will be executed next.

We will drag **the message receiving command (orange)** to this question object. To **display the question** , we will use **the character display command** in the Appearance command group as shown below.



Step 3:

Drag and drop the command to receive the red message, then add **the command to hide the character** . This way, when you move to the next question, the objects in this question and answer will be hidden.

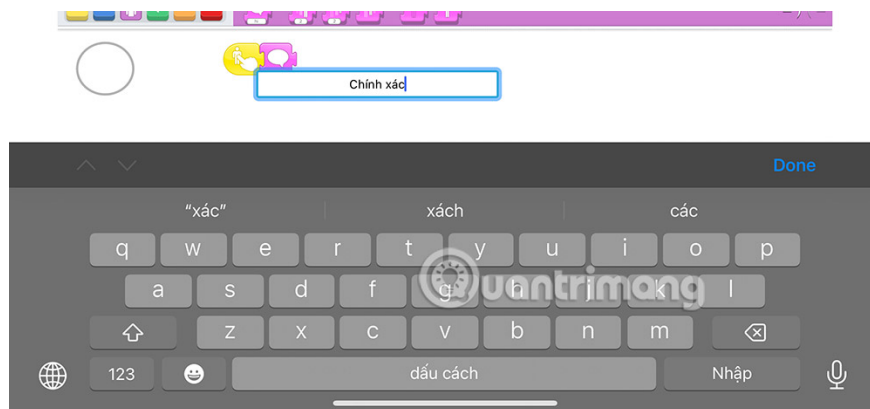


Complete the command set for the question object as shown below.

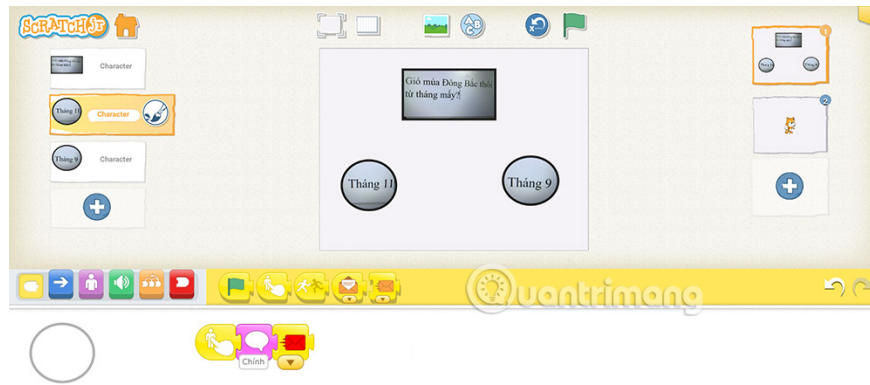


Step 4:

Tap on the answer option , then select the "Tap character" command , and then select the "Show speech" command . For the correct answer , enter "Correct" . For the incorrect answer , enter "Incorrect answer" .



If you answer correctly, you need to add a red message to move on to the next question.



Continue adding other commands to the correct option to create a complete command group as shown in the image.



Step 5:

Add command groups for the incorrect option as shown below.



You finished reading the article "**How to create multiple-choice questions in ScratchJR (Part 2)**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.