

# How to create multiple-choice questions in ScratchJR (Part 1)

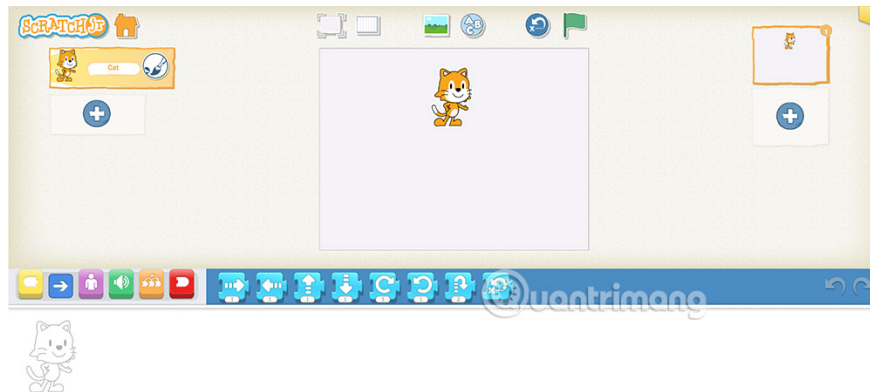
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Through ScratchJR commands, you can build various programs and projects, such as quizzes. Students can create up to four animations to conduct four different quizzes. The questions and answers will be represented by pre-existing characters. Each quiz will have a correct or incorrect answer. If an answer is incorrect, you can choose again; if an answer is correct, you move on to the next question. Below is a guide on creating quizzes in ScratchJR.

## How to create multiple-choice questions in ScratchJR

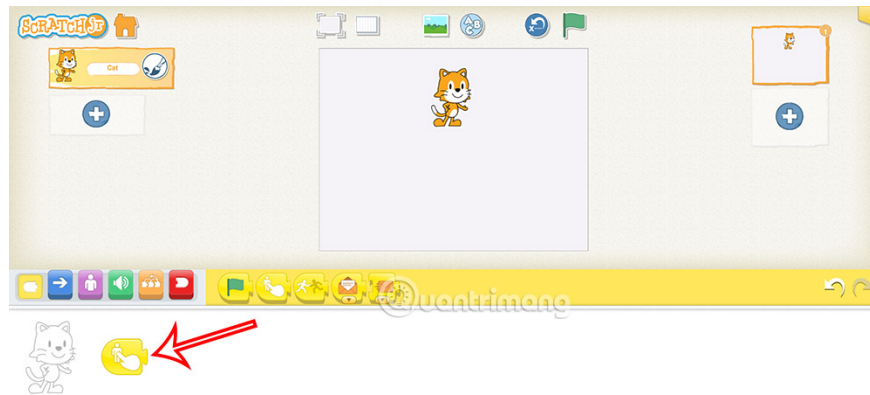
### Step 1:

First, **create a new project** . The cat will be used as a question; drag the cat to the top to create space for the other characters.

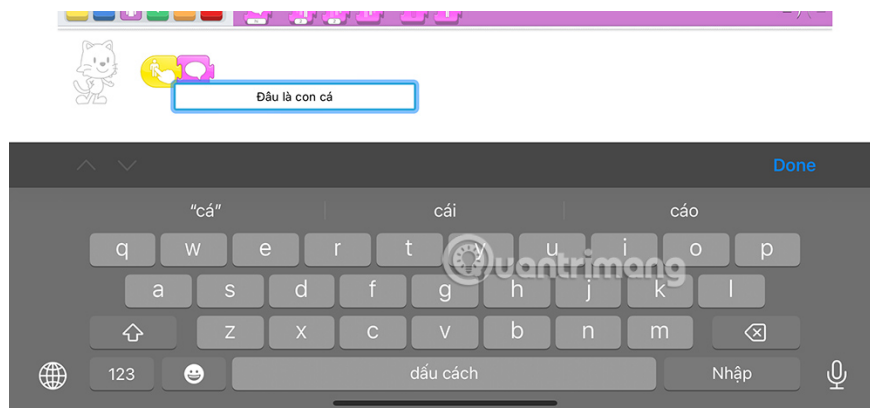


### Step 2:

Next, **click on the Events command group** and select **the command to tap the cat character** .

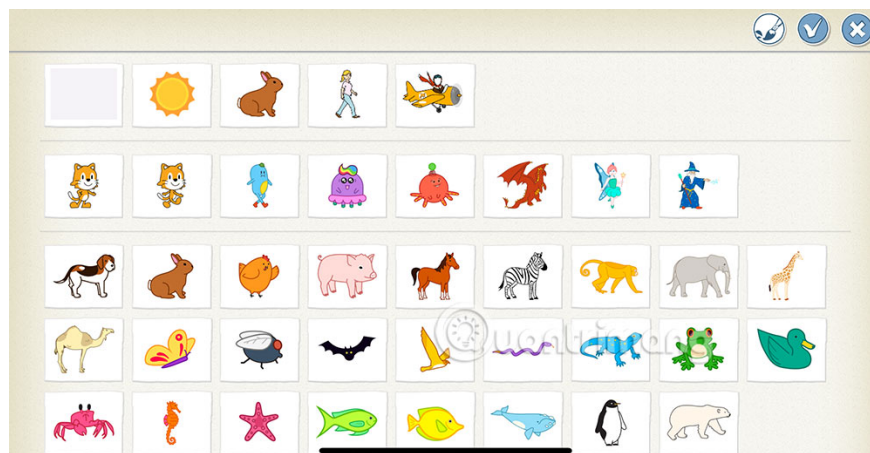


Next, select **the Appearance commands group** , then **select the speech command for the cat character**. You will enter a question for this cat character.



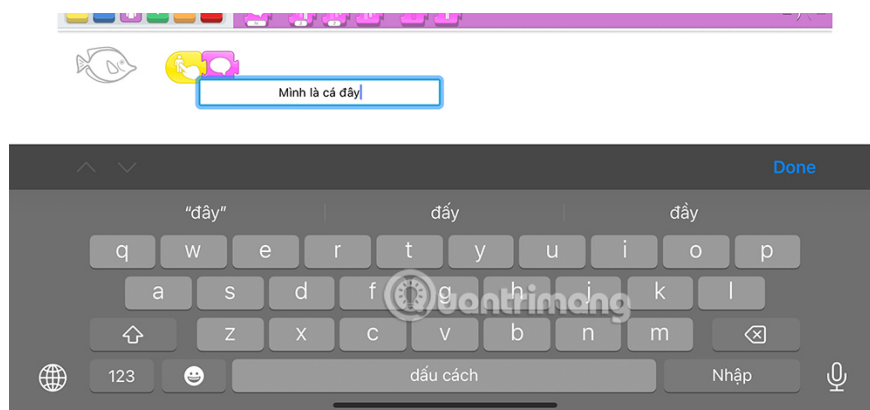
### Step 3:

Click the **plus sign to add a new character** in ScratchJR as an option. Select **the fish character** and drag it below the cat to make it an option.



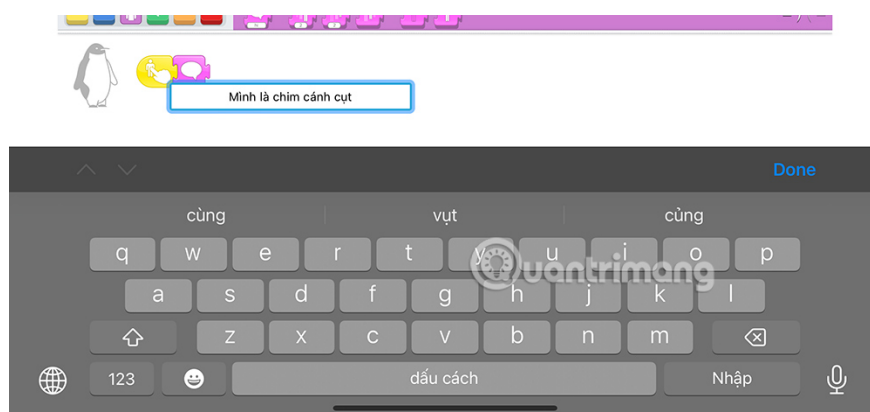
### Step 4:

You **tap on the fish character** to create a command. Here, you also select **the command to tap the character** , and then select **the command to speak to this fish character** .



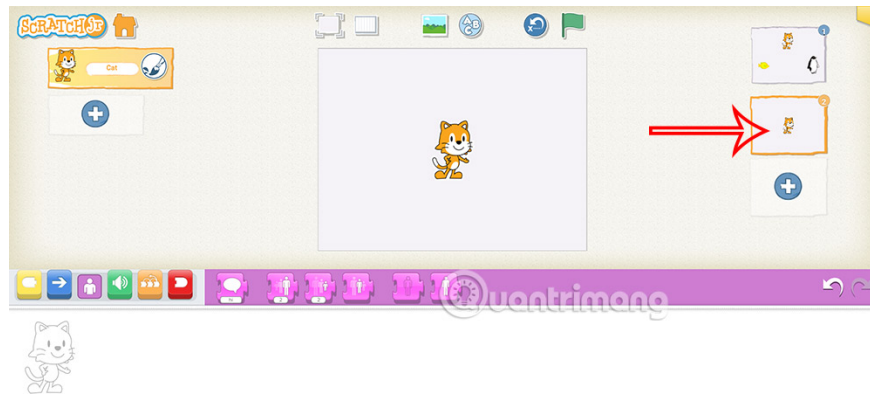
### Step 5:

Continue by **selecting a different character as the incorrect answer** for this question. You also **add a tap command** and a **speech command for this character** .

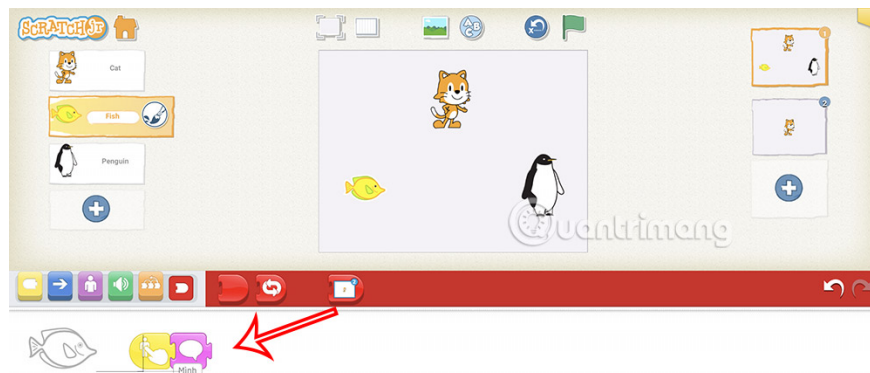


### Step 6:

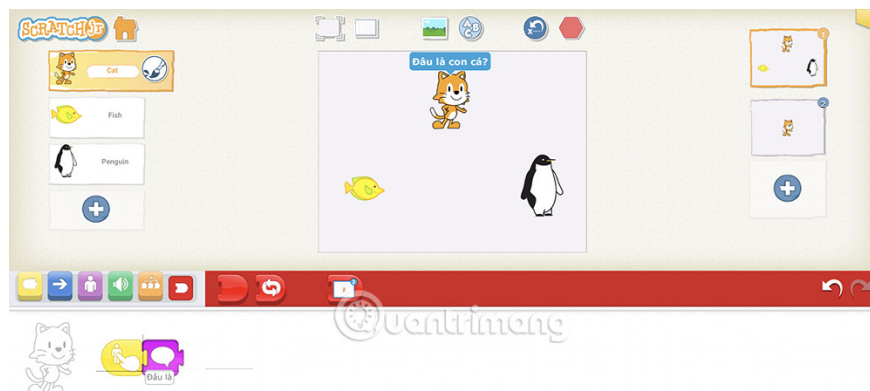
Now we will execute **the transition command if we select the correct option** . On the **right side of the screen**, select the **"+" sign** to add an animation.



Click back on **the original animation** . Click on **the character that matches the question** , in this case, the fish. Click on **the "End" command group** , then select the **second animation** you just added.



So, when you select the cat, the question will appear. Then, choose one of the other two characters to find the correct answer. If you choose the correct answer, you will move to the next scene.



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