Name: .... Roll No: ....

Class: .... Section: .... Date: ....

WORKSHEET

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PROGRAMMING IN SCRATCH

Chapter-9

A. Tick (✓) the correct option.

1. .... block is used to draw shapes.

   a. Pen   b. Operators   c. Looks

2. The .... block is used to hide the Sprite from the stage.

   a. F   b. S   c. T

3. The .... duplicates the Sprite's image onto the stage.

   a. stamp   b. pen up   c. None

B. Fill in the blanks using the words given below.

Hints: Script, Operators, Sprite's, Variable

1. .... blocks are used to do arithmetic and logical calculations.

2. Blocks are used to control the .... appearance.

3. .... blocks are used to hold values and strings.

4. Forever is a Control block which runs the .... continuously until stopped.

C. Write 'T' for True and 'F' for False.

1. We cannot create variable in Scratch.   ....

2. If...then...Else is a Control block which checks the given condition.   ....

3. We cannot draw shapes in Scratch.   ....

4. Relational Operators allow you to compare the relationship between two values or variables.   ....