

Name: .....

Roll No: .....

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

Date: .....

## WORKSHEET

## PROGRAMMING IN SCRATCH

### Chapter-9

#### A. Tick (✓) the correct option.

- The ..... block is used to hide the Sprite from the stage.
  - show
  - escape
  - hide
- ..... blocks are used to draw the Sprite's footprints.
  - Looks
  - Pen
  - Control
- ..... is used so that the Sprite will not draw as it moves.
  - Pen Down
  - Pen Up
  - Stamp

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

**Hints:** relational, looks, string, forever

- The ..... block menu has instructions for setting the colour, size and visibility of the Sprite.
- ..... is a Control block which runs the script continuously until the Stop button is pressed.
- ..... operators are used to compare relation between two values or variables.
- When we save a word in a variable it is called ..... variable.

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

- We cannot create variables in Scratch. ....
- If...then...Else is a Control block which checks the given condition. ....
- All the blocks in Scratch are of same colour. ....
- Hide command makes Sprite disappear from the stage. ....