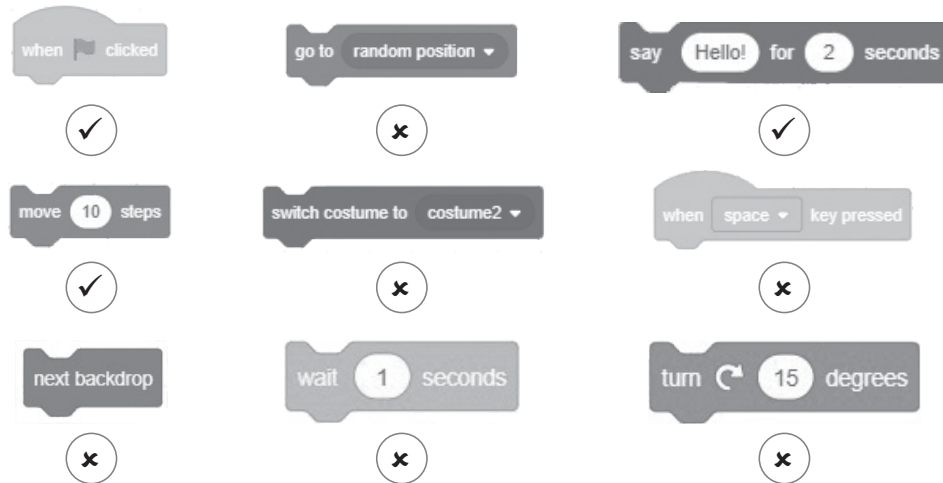


7. More on PowerPoint 2016

Let's Plug-in (Pg 76)



Let's Catch Up (Pg 79)

- 5
- 3
- 4
- 1
- 2

Test Your Skills (Pg 82)

1. a. (i) b. (ii) c. (i) d. (iii)
2. a. Say b. Go to c. Sound d. Move
3. a. Turns the sprite clockwise
b. Used to set the volume of the sprite
c. Used to say something for a given time
d. Used to repeat a set of blocks a fixed number of times.
4. a. (T) b. (T) c. (F) d. (F)
5. a. Say block
b. Motion blocks are use to move the sprite on the stage.
c. Wait block stops all activities for a given amount of time.
d. They have looping blocks which are used when the same blocks have to be repeated for a number of times. Repeat block and Forever blocks are two types of control blocks.

Fun Zone (Pg 83)

Let's Solve

M	C	S	E	N	S	I	N	G	O	X	M	O
O	O	R	V	O	P	E	R	A	T	O	R	S
T	L	P	E	N	Z	U	R	T	I	R	T	O
I	U	B	N	P	X	T	L	O	O	K	S	U
O	M	B	T	O	R	O	W	R	A	W	R	N
N	N	O	S	M	U	F	L	C	P	L	C	D
C	O	N	T	R	O	L	G	L	D	A	T	A

Let's Explore

Do it yourself

8. Creating Shapes in Scratch

Let's Plug-in (Pg 85)

Do it yourself

Let's Catch Up (Pg 88)

- | | | |
|-------------|-------------|-------------|
| 1. Heptagon | 2. Triangle | 3. Pentagon |
| 4. Nonagon | 5. Hexagon | 6. Octagon |

Test Your Skills (Pg 91)

- | | | |
|---------|---------|--------|
| a. (ii) | b. (ii) | c. (i) |
|---------|---------|--------|
- | | | | |
|------------|--------|-------|------------|
| a. Polygon | b. 360 | c. Go | d. Hexagon |
|------------|--------|-------|------------|
- | | | | |
|--------|--------|--------|--------|
| a. (F) | b. (F) | c. (T) | d. (T) |
|--------|--------|--------|--------|
- | |
|--|
| a. The pen blocks draw a trail as the Sprite moves on the stage. |
| b. Polygons are 2D shapes with 3 or more straight lines and angles. |
| c. Polygons are 2D shapes with 3 or more straight lines and angles. |
| d. To draw a square we can keep the value of the move block same but to draw a rectangle we have to change the value of move block 2 times in the loops. |

Fun Zone (Pg 92)

Let's Solve

- | | | |
|------------------------|------------------------|------------------------|
| a. 0 sides, 360 degree | b. 3 sides, 180 degree | c. 4 sides, 360 degree |
| d. 4 sides, 360 degree | e. 5 sides, 360 degree | f. 6 sides, 360 degree |
| g. 7 sides, 360 degree | | |