

Name:

Roll No:

Class: Section:

Date:

AN INTRODUCTION TO SCRATCH PROGRAMMING

Chapter-6

A. Tick (✓) the correct option.

- Which blocks are used to control the sprite movement?
 a. Control ☐ b. Motion ☐ c. Sound ☐
- The block is used to hide the Sprite from the stage.
 a. Hide ☐ b. Show ☐ c. Penup ☐
- Which blocks are used to draw shapes?
 a. Sound ☐ b. Control ☐ c. Pen ☐

B. Fill in the blanks using the hints given below:

Hints: Script, bigger, Sprite's, Variable

- Grow button is used to make the sprite in size.
- Blocks are used to control the appearance.
- blocks are used to hold values and strings.
- is a background of the stage.

C. Write 'T' for true and 'F' for false.

- Quit option is used to close a Scratch project.
- Once the sprite is added on the Stage, you cannot delete it.
- We cannot draw shapes in Scratch.
- Relational Operators allow you to compare the relationship between two values or variables.
- Operators blocks are colour-coded as blue.
- Looks blocks are used to control a Sprite's appearance.