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

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

AN INTRODUCTION TO SCRATCH PROGRAMMING **Chapter-6**

A. Guess who am I?

1. I am the main working area to draw or perform action. ....

2. I am used to make the sprite smaller. ....

3. I am used to run a Scratch program. ....

4. I am used to make the sprite bigger in size. ....

5. I am a block-based programming language. ....

B. Match the following.

1. Green flag a. Used to delete sprites, sounds, blocks and scripts.

2. Delete b. Used to make the sprite bigger in size.

3. Shrink c. Used to make the sprite smaller.

4. Grow d. Used to run a Scratch program.

C. Answer the following questions:

1. What are Motion blocks used for?

....

2. What is the purpose of using a variable?

....

3. Mention the block that is used to sense events.

....

4. What is backdrop?

....

Grade: ☆ ☆ ☆ ☆ ☆ Teacher's Signature: ....

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