

Worksheet

1

Name:

Roll No: Class: Section:

Date:

SCRATCH

Chapter-6

1. Tick (✓) the correct option.

- (a) Which of the following is the display of a sequence of images in order to create extraordinary illusions?
- | | | | |
|--------------------|--------------------------|-------------------|--------------------------|
| (i) Movie | <input type="checkbox"/> | (ii) Animation | <input type="checkbox"/> |
| (iii) Illustration | <input type="checkbox"/> | (iv) Presentation | <input type="checkbox"/> |
- (b) Which of the following is a graphic object that moves on the stage?
- | | | | |
|-----------------|--------------------------|--------------------|--------------------------|
| (i) Sprite | <input type="checkbox"/> | (ii) Block | <input type="checkbox"/> |
| (iii) Animation | <input type="checkbox"/> | (iv) None of these | <input type="checkbox"/> |
- (c) Which of the following is the area where we can preview the result of our work or project?
- | | | | |
|-------------------|--------------------------|---------------------|--------------------------|
| (i) Sprite Editor | <input type="checkbox"/> | (ii) Stage Toolbar | <input type="checkbox"/> |
| (iii) Stage | <input type="checkbox"/> | (iv) Preview window | <input type="checkbox"/> |
- (d) Which of the following dialog boxes opens when we click on the 'Choose new sprite from file' button?
- | | | | |
|-----------------------|--------------------------|---------------------|--------------------------|
| (i) Choose New Sprite | <input type="checkbox"/> | (ii) Sprite Library | <input type="checkbox"/> |
| (iii) New Sprite | <input type="checkbox"/> | (iv) None of these | <input type="checkbox"/> |
- (e) Which of the following blocks changes position of sprite on X-axis by specified number of steps?
- | | | | |
|-------|--------------------------|------|--------------------------|
| (i) | <input type="checkbox"/> | (ii) | <input type="checkbox"/> |
| (iii) | <input type="checkbox"/> | (iv) | <input type="checkbox"/> |
- (f) Name the variable that is created for only one sprite.
- | | | | |
|--------------|--------------------------|--------------------|--------------------------|
| (i) Local | <input type="checkbox"/> | (ii) Global | <input type="checkbox"/> |
| (iii) String | <input type="checkbox"/> | (iv) None of these | <input type="checkbox"/> |

2. Fill in the blanks.

- (a) CGI stands for
- (b) The tool helps to decrease the size of the sprite.
- (c) A is a collection of graphics/blocks that are assembled in a particular order that executes from the top to bottom.
- (d) A is a placeholder to store and read values from the user.
- (e) is a process in which a set of instructions or programming blocks are repeated in a sequence for specified number of times or until a condition is met.