

Name:

Roll No:

Class: Section:

Date:

CONDITIONAL BLOCKS IN SCRATCH

Chapter-7

A. Match the following:

1. Boolean Blocks

a. 

2. Stack Blocks

b. 

3. CAP Blocks

c. 

4. C Blocks

d. 

5. Hat Blocks

e. 

B. Guess who am I?

1. I am used to make the penguin ask question.

2. I am an another name of C block.

3. I am used to make the penguin move.

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

1. In scratch, a program is called a Script.

2. Reporter blocks cannot hold values which consist of numbers or strings.

3. A variable that stores letters in the form of strings or characters is called string variable.

4. We cannot create our own variables in Scratch.