

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. ....