

Name:

Roll No:

Class: Section:

Date:

INTRODUCTION TO SCRATCH

Chapter-7

A. Tick (✓) the correct option.

1. What is the color of the Motion block?

a. Dark blue <input type="checkbox"/>	b. Brown <input type="checkbox"/>	c. Gold <input type="checkbox"/>
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2. Which of the following is default sprite of Scratch?

a. Mouse <input type="checkbox"/>	b. Cat <input type="checkbox"/>	c. Dog <input type="checkbox"/>
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3. Which of these is the main working area in the Scratch window?

a. Script area <input type="checkbox"/>	b. Menu bar <input type="checkbox"/>	c. Stage <input type="checkbox"/>
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4. Which block is used to control the sound?

a. Motion <input type="checkbox"/>	b. Sound <input type="checkbox"/>	c. Looks <input type="checkbox"/>
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B. Write 'T' for true and 'F' for false.

1. We cannot change the color of the Sprite.
2. Scratch is a block-based programming language.
3. A backdrop is a block of the stage.
4. Scratch is a block-based programming language.
5. Sprite is an object that we see on the Scratch stage.
6. Shrink is used to make the sprite bigger.
7. We cannot change the Sprite according to our choice.
8. Motion blocks are used to control the Sprite movement.