

Name:

Roll No:

Class: Section:

Date:

PROGRAMMING IN SCRATCH

Chapter-5

A. Name the block menu to which these blocks belong:

1. 

2. 

3. 

4. 

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

1. Scratch is very difficult to learn.

2. The stage is 360 pixels tall and 480 pixels wide.

3. There are 5 categories of] blocks.

C. Label the steps to change the backdrop.

