

# **WORKSHEET 2**



Name:	Roll No:
Class: Section:	Date:

## **PROGRAMMING IN SCRATCH**

**Chapter-5** 

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

- 1. move steps
- 2. wait secs
- 3. when clicked .....
- 4. next costume

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

Grade: A A A A A

- 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.



Teacher's Signature: