Name: .... Roll No: ....
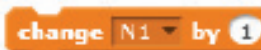
Class: .... Section: .... Date: ....

GAME CREATION IN SCRATCH

Chapter-7

A. Match the following:

1. `hide variable N1`   a. Displays variable on the stage

2. `set N1 to 0`   b. Changes the value of the variable by a defined number

3. `show variable N1`   c. Declares the value for the variable created

4. `change N1 by 1`   d. Does not display variable on the stage

B. Tick (✓) the correct option.

1. Which block is used to hide the sprite from the stage?

   a. Show ☐   b. Escape ☐   c. Hide ☐

2. Which of these are used to hold values?

   a. Blocks ☐   b. Variables ☐   c. Operators ☐

3. Which of these is the conditional statement used in Scratch?

   a. if ☐   b. forever ☐   c. repeat ☐

4. Which operator is used to compare two variables?

   a. Mathematical ☐   b. Logical ☐   c. Relational ☐

C. Answer the following questions:

1. What is the use of variable in Scratch?

   ....

2. Name any two blocks of sensing category.

   ....

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: ....

Touchpad PLAY (Version 1.0)–V