

Name: .....

Roll No: .....





Class: ..... Section: .....

Date: .....

## MORE ON SCRATCH

### Chapter-10

#### A. Match the following operators with their symbols:

- |  |  |
|--|--|
| 1.  | a. Displays variable on the stage                        |
| 2.  | b. Changes the value of the variable by a defined number |
| 3.  | c. Declares the value for the variable created           |
| 4.  | d. Does not display variable on the stage                |

#### A. Tick (✓) the correct option.

- |   |                          |              |                          |
|---|--------------------------|--------------|--------------------------|
| 1. Which block is used to hide the sprite from the stage?       |                          |              |                          |
| a. Show   | <input type="checkbox"/> | b. Escape    | <input type="checkbox"/> |
| c. Hide   | <input type="checkbox"/> |              |                          |
| 2. Which of these are used to hold values?                      |                          |              |                          |
| a. Blocks   | <input type="checkbox"/> | b. Variables | <input type="checkbox"/> |
| c. Operators  | <input type="checkbox"/> |              |                          |
| 3. Which of these is the conditional statement used in Scratch? |                          |              |                          |
| a. if   | <input type="checkbox"/> | b. forever   | <input type="checkbox"/> |
| c. repeat   | <input type="checkbox"/> |              |                          |
| 4. Which operator is used to compare two variables?             |                          |              |                          |
| a. Mathematical   | <input type="checkbox"/> | b. Logical   | <input type="checkbox"/> |
| c. Relational   | <input type="checkbox"/> |              |                          |

#### B. Answer the following questions:

- What is the use of variable in Scratch?  
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- Name any two blocks of sensing category.  
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