

Name:

Roll No:

Class: Section:

Date:

MORE ON SCRATCH

Chapter-10

A. Fill in the blanks using the hints given below:

Hints: string, sensing, input, forever, data

1. In Scratch, the variable can be created using blocks.
2. The blocks help the selected sprite to detect the presence of other sprites.
3. The program can be developed to take from the user.
4. is a control block which runs the script continuously until the Stop button is pressed.
5. When we save a word in a variable, it is called variable.

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

1. Operators Blocks are used to do arithmetic and logical calculations.
2. The blocks in the Sensing category are colour coded as purple.
3. The statements that are executed on the basis of decision take from a choice are called conditional statements.

C. Write the functions of the following blocks:

1. 
2. 
3. 