

Name:

Roll No:

Class: Section:

Date:

CREATING SHAPES IN SCRATCH

Chapter-6

A. Tick (✓) the correct option.

- The 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"/>
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- Which of these blocks are used to draw the Sprite's footprints?

a. Looks	<input type="checkbox"/>	b. Pen	<input type="checkbox"/>	c. Control	<input type="checkbox"/>
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- is used so that the Sprite will not draw as it moves.

a. Pen Down	<input type="checkbox"/>	b. Pen Up	<input type="checkbox"/>	c. Stamp	<input type="checkbox"/>
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C. Fill in the blanks using the hints given below:

Hints: relational, looks, string, forever

- The block menu has instructions for setting the colour, size and visibility of the Sprite.
- is a Control block which runs the script continuously until the Stop button is pressed.
- operators are used to compare relation between two values or variables.
- When we save a word in a variable it is called variable.

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

- We cannot create variables in Scratch.
- If...then...Else is a Control block which checks the given condition.
- All the blocks in Scratch are of same colour.
- Hide command makes Sprite disappear from the stage.