

Name:

Roll No:

Class: Section:

Date:

CREATING SHAPES IN SCRATCH

Chapter-6

A. Tick (✓) the correct option.

1. The block is used to hide the Sprite from the stage.

a. show

☐

b. escape

☐

c. hide

☐

2. Which of these blocks are used to draw the Sprite's footprints?

a. Looks

☐

b. Pen

☐

c. Control

☐

3. is used so that the Sprite will not draw as it moves.

a. Pen Down

☐

b. Pen Up

☐

c. Stamp

☐

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

Hints: relational, looks, string, forever

1. The block menu has instructions for setting the colour, size and visibility of the Sprite.

2. is a Control block which runs the script continuously until the Stop button is pressed.

3. operators are used to compare relation between two values or variables.

4. When we save a word in a variable it is called variable.

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

1. We cannot create variables in Scratch.

2. If...then...Else is a Control block which checks the given condition.

3. All the blocks in Scratch are of same colour.

4. Hide command makes Sprite disappear from the stage.