

Name:

Roll No:

Class: Section:

Date:

CONDITIONAL BLOCKS IN SCRATCH

Chapter-7

A. Tick (✓) the correct option.

1. How many conditional blocks are there in Scratch?

a. Four

☐

b. Five

☐

c. Three

☐

2. Which of the following is a C block?

a. Forever

☐

b. Stamp

☐

c. Move

☐

C. Answer the following questions:

1. What are sensing blocks? Name any two sensing blocks.

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2. Write the steps to create variables in scratch.

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3. When should we use conditional blocks? Explain by an example.

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

1. We cannot create games in Scratch.

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2. In scratch, a program is called a code.

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3. Hat blocks always come at the top of the script.

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