

Name: .....

Roll No: .....

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

Date: .....

## PROGRAMMING IN SCRATCH

### Chapter-8

#### A. Tick (✓) the correct option.

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

a. show

☐

b. escape

☐

c. hide

☐

2. .... 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

☐

#### B. 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. ....