

Name:

Roll No:

Class: Section:

Date:

PROGRAMMING IN SCRATCH

Chapter-8

A. Tick (✓) the correct option.

1. Which block is used to hide the Sprite from the stage?

a. Show

☐

b. Escape

☐

c. Hide

☐

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

a. Looks

☐

b. Pen

☐

c. Control

☐

3. Which of these 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.