

Name: .....

Roll No: .....

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

Date: .....

## ADVANCED BLOCKS IN SCRATCH

Chapter-7

### A. Tick (✓) the correct option.

- Which of the following Logical operator gives the result true only if the two expressions are true?
 

a. AND	<input type="checkbox"/>	b. OR	<input type="checkbox"/>	c. NOT	<input type="checkbox"/>
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- Which 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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- Which block helps the selected sprite to detect the presence of other sprites or other elements on the stage including the edges of the stage?
 

a. Events	<input type="checkbox"/>	b. Sensing	<input type="checkbox"/>	c. Operators	<input type="checkbox"/>
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### B. Fill in the blanks using the hints given below:

**Hints:** Relational, CAP, Variables, Sensing

- The blocks in the ..... category are colour-coded as light blue.
- ..... block is used to end the scripts.
- ..... operators are used to compare relation between two values or variables.
- ..... are used to hold values.

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

- We cannot create games in Scratch. ....
- In scratch, a program is called a code. ....
- Hat blocks always come at the top of the script. ....