Name: ....

Roll No: ....

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

Date: ....

SCRATCH PROGRAMMING—GAME CREATION   Chapter-6

A. Tick (✓) the correct option.

1. Which block has commands to change backdrop?

   a. Motion ☐   b. Events ☐   c. Looks ☐

2. Which of these is the default sprite in scratch?

   a. Penguin ☐   b. Dog ☐   c. Cat ☐

B. Write the use of following blocks:

1. Data ....

2. Sensing ....

3. Operators ....

4. Sound ....

5. Looks ....

C. Label the the steps to choose a backdrop in the following window:

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: ....

Touchpad iPRIME (Version 1.0)-VI