

# Worksheet

Name: .....  
Roll No: ..... Class: ..... Section: .....  
Date: .....

## SCRATCH

## Chapter-6

### 1. Answer the following questions:

- Write the steps to create change the name of the sprite.
- What is Animation?
- What is Tempo? How it is measured?
- What is a Variable?
- What are Conditional blocks?
- What is Iteration?

### 2. Write the name of the block used to:

- ask a question on the screen and wait till the answer is typed followed by 'Enter' key is pressed.
- stop the script.
- stop all scripts in all sprites.
- run the blocks inside over and over.
- run the script below when green flag is clicked.

### 3. Write the names of the blocks that appear when a variable is created.

### 4. Label the components of the Scratch window.

