

Name:

Roll No:

Class: Section:

Date:

INTRODUCTION TO SCRATCH

Chapter-9

A. Tick (✓) the correct option.

1. What is the color of the Motion block?

a. Dark blue	<input type="checkbox"/>	b. Brown	<input type="checkbox"/>	c. Gold	<input type="checkbox"/>
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2. What is the default sprite of Scratch?

a. Mouse	<input type="checkbox"/>	b. Cat	<input type="checkbox"/>	c. Dog	<input type="checkbox"/>
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3. Which of these is main working area in the Scratch window?

a. Script area	<input type="checkbox"/>	b. Menu bar	<input type="checkbox"/>	c. Stage	<input type="checkbox"/>
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4. Which block is used to create a script/program?

a. Stage	<input type="checkbox"/>	b. Blocks palette	<input type="checkbox"/>	c. Shrink	<input type="checkbox"/>
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B. Write 'T' for true and 'F' for false.

1. We cannot change the color of the Sprite.
2. Scratch is a block-based programming language.
3. A backdrop is a block of the stage.
4. Motion blocks are used to control the Sprite movement.
5. Shrink is used to make the sprite bigger.

C. Fill in the blanks using the hints given below:

Hints: image, sound, green flag, sprite

1. We can record a sound and use it through the block.
2. is used to run a Scratch program.
3. are the objects we see on the Scratch stage.
4. You can also upload an as a Sprite from the files saved on your computer.