

Name:

Roll No:

Class: Section:

Date:

PROGRAMMING IN SCRATCH

Chapter-8

A. Tick (✓) the correct option.

- Which of these blocks is used to draw shapes in Scratch?

a. Pen <input type="checkbox"/>	b. Operators <input type="checkbox"/>	c. Looks <input type="checkbox"/>
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- Which of these blocks is used to hide the Sprite from the stage?

a. Hide <input type="checkbox"/>	b. Show <input type="checkbox"/>	c. Penup <input type="checkbox"/>
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- Which of these duplicates the Sprite's image onto the stage?

a. Stamp <input type="checkbox"/>	b. Pen up <input type="checkbox"/>	c. None <input type="checkbox"/>
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B. Fill in the blanks using the hints given below:

Hints: Script, Operators, Sprite's, Variable

- blocks are used to do arithmetic and logical calculations.
- Blocks are used to control the appearance.
- blocks are used to hold values and strings.
- Forever is a Control block which runs the continuously until stopped.

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

- We cannot create variable in Scratch.
- If...then...Else is a Control block which checks the given condition.
- We cannot draw shapes in Scratch.
- Relational Operators allow you to compare the relationship between two values or variables.