

Worksheet

1

Name:

Roll No: Class: Section:

Date:

ANIMATION IN SCRATCH

Chapter-9

1. Tick (✓) the correct option.

(a) Which of the following blocks enables to begin every script?

(i) Hat Block

☐

(ii) Stack Block

☐

(iii) Boolean Block

☐

(iv) None of these

☐

(b) The points on the plane represent the distance from perpendicular lines that intersect at a position known as

(i) X-Axis

☐

(ii) Y-Axis

☐

(iii) Origin

☐

(iv) None of these

☐

(c) Which of the following changes position of sprite on x-axis by specified no. of steps?

(i) 

☐

(ii) 

☐

(iii) 

☐

(iv) None of these

☐

(d) button contains the programming blocks that enables to read the instructions given from input devices.

(i) Sensing button

☐

(ii) Control

☐

(iii) Motion

☐

(iv) Looks

☐

(e) Which of the following is a pen block?

(i) Pen Up

☐

(ii) Pen Down

☐

(iii) Both (i) and (ii)

☐

(iv) None of these

☐

(f) Which block stops the functioning of the script?

(i) Hat Block

☐

(ii) Cap Block

☐

(iii) Both (i) and (ii)

☐

(iv) None of these

☐

2. Fill in the blanks:

(a) Positions are known as in Scratch.

(b) The block enables to place the other blocks above and below it.

(c) blocks enable the sprite to move.

(d) The blocks are used to repeat an action.

(e) button is clicked to stop the loop of animation.