

Name:

Roll No:

Class: Section:

Date:

PROGRAMMING IN SCRATCH

Chapter-8

A. Tick (✓) the correct option.

- Which block duplicates the Sprite's image onto the stage?
 a. Sound ☐ b. Stamp ☐ c. Control ☐
- Which blocks are used to draw the Sprite's footprints?
 a. Looks ☐ b. Pen ☐ c. Control ☐
- Which of these is used so that the Sprite will not draw as it moves?
 a. Pen Down ☐ b. Pen Up ☐ c. Stamp ☐
- A is a process which instructs a computer to repeat a set of commands, a specified number of times.
 a. loop ☐ b. instruction ☐ c. Control ☐
- You can change the direction of the Sprite by using the block.
 a. Wait ☐ b. Repeat ☐ c. Turn ☐

B. Match the following:

- | | |
|-------------|---|
| 1. Square | a. Repeat 6 Move 100 Steps Turn 60 degrees |
| 2. Nonagon | b. Repeat 10 Move 100 Steps Turn 36 degrees |
| 3. Hexagon | c. Repeat 9 Move 100 Steps Turn 40 degrees |
| 4. Decagon | d. Repeat 4 Move 100 Steps Turn 90 degrees |
| 5. Heptagon | e. Repeat 8 Move 100 Steps Turn 45 degrees |
| 6. Octagon | f. Repeat 7 Move 100 Steps Turn 51 degrees |