

# Worksheet

Name: .....

Roll No: ..... Class: ..... Section: .....

Date: .....

## CONDITIONAL BLOCKS IN SCRATCH

### Chapter-8

#### A. Tick (✓) the correct option.

- Which block is used to hide the Sprite from the stage?  
a. show ☐ b. escape ☐ c. hide ☐
- Which block is 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 ☐
- Which condition block return the values "true" or "false" or the number "0" or "1"?  
a. C Blocks ☐ b. Reporter Blocks ☐ c. Boolean Blocks ☐

#### B. Fill in the blanks using the hints given below:

**Hints:** relational, CAP, string, forever

- The ..... block menu has instructions for setting the colour, size and visibility of the Sprite.
- ..... block is used to end the scripts.
- ..... operators are used to compare relation between two values or variables.
- When we save a word in a variable it is called ..... variable.

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

- We cannot create games in Scratch. ....
- In scratch, a program is called a code. ....
- Hat blocks always come at the top of the script. ....
- Cap blocks are also known as Wrap blocks. ....