Worksheet

1

INTRODUCTION TO SCRATCH PROGRAMMING

Chapter-7

Class -3

A. Tick (✓) the correct option.

1. Which block is used to erase the pen marks from the stage?

   a. Pen down ⬜   b. Stamp ⬜   c. Erase All ⬜

2. .... blocks are used to run the script on the stage.

   a. Motion ⬜   b. Looks ⬜   c. Event ⬜

3. .... is a background of the stage.

   a. Sprite ⬜   b. Backdrop ⬜   c. Costumes ⬜

4. Which of the following is the default sprite?

   a. Orange Cat ⬜   b. Butterfly ⬜   c. Car ⬜

B. Answer in one word.

1. Where should we click to execute the scripts?   ....

2. What is used to control the Sprites?   ....

3. What are the blocks related to the movement of a Sprite called?   ....

4. Where should we click to stop the execution of scripts?   ....

5. What is the extension of Scratch 3.0 project file?   ....

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

1. A person who writes computer programs is known as a designer.   ....

2. Script is a set of blocks that begins with a hat block.   ....

3. Stage Area is where we drag blocks and join them to create your code.   ....

4. Motion blocks are used to control the movement of a sprite.   ....

Grade: ⭐ ⭐ ⭐ ⭐ ⭐

Teacher's Signature: ....