



Worksheet

Name:		
Roll No:	Class:	Section:
Date:	•••••	

				C IN	CCD	ATCH
Δ I I $V\Delta$ R	4	HI.	ии и		~ I D	Δ I I H
ADVAN	1660		ull	_ 111		Δ I L I I

AD	VANC	CED BLOCKS IN SCRATCH	Chapter-9						
A.	Tick	ck (√) the correct option.							
	1.	Which block is used to hide the Sprite from the stage?							
		a. Show b. Escape c. Hide							
	2.	Which blocks are used to draw the Sprite's footprints?							
		a. Looks b. Pen c. Contro	I						
		a. Pen Down b. Pen Up c. Stamp							
В.	3. Fill in the blanks using the hints given below: Hints: relational, looks, string, forever								
	1.	The block menu has instructions for setting the covisibility of the Sprite.	lour, size and						
2is a Control block which runs the script continuously to button is pressed.									
	3 operators are used to compare relation between two values variables.								
	4.	When we save a word in a variable it is called variable	ole.						
C.	Writ	te 'T' for true and 'F' for false.							
	1.	We cannot create variables in Scratch.							
	2.	IfthenElse is a Control block which checks the given condition.							
	3.	All the blocks in Scratch are of same colour.							
	4.	Hide command makes Sprite disappear from the stage.							