# Worksheet

## PROGRAMMING IN SCRATCH

**Chapter-10**

**Class -5**

### A. Tick (✓) the correct option.

1. Which block duplicates the Sprite's image onto the stage?

   a. Sound ☐   b. Stamp ☐   c. Control ☐

2. Which blocks are used to draw the Sprite's footprints?

   a. Looks ☐   b. Pen ☐   c. Control ☐

3. Which of these is used so that the Sprite will not draw as it moves?

   a. Pen Down ☐   b. Pen Up ☐   c. Stamp ☐

4. 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 ☐

5. 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

Grade: ⭐ ⭐ ⭐ ⭐ ⭐

Teacher's Signature: ............................