

Worksheet

1

Name:

Roll No: Class: Section:

Date:

PROGRAMMING IN SCRATCH

Chapter-10

A. Tick (✓) the correct option.

1. block is used to draw shapes.
 a. Pen ☐ b. Operators ☐ c. Looks ☐
2. The block is used to hide the Sprite from the stage.
 a. Hide ☐ b. Show ☐ c. Penup ☐
3. The duplicates the Sprite's image onto the stage.
 a. stamp ☐ b. pen up ☐ c. None ☐
4. To draw a heptagon, you need to turn the sprite degrees.
 a. 72 ☐ b. 51 ☐ c. 56 ☐

B. Write commands to draw given polygons using repeat.

1. 
2. 
3. 
4. 
5. 