

# Worksheet

1

Name: .....





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

Date: .....

## MORE ON SCRATCH

## Chapter-10

### A. Match the following operators with their symbols.

- |  |   |
|--|---|
| 1.  | a. Displays variable on the stage.                        |
| 2.  | b. Changes the value of the variable by a defined number. |
| 3.  | c. Declares the value for the variable created.           |
| 4.  | d. Does not display variable on the stage.                |

### B. Tick (✓) the correct option.

- |   |                          |               |                          |
|---|--------------------------|---------------|--------------------------|
| 1. Which block is used to hide the sprite from the stage?       |                          |               |                          |
| a. Show   | <input type="checkbox"/> | b. Escape     | <input type="checkbox"/> |
|   |                          | c. Hide       | <input type="checkbox"/> |
| 2. Which of these are used to hold values?                      |                          |               |                          |
| a. Blocks   | <input type="checkbox"/> | b. Variables  | <input type="checkbox"/> |
|   |                          | c. Operators  | <input type="checkbox"/> |
| 3. Which of these is the conditional statement used in Scratch? |                          |               |                          |
| a. if   | <input type="checkbox"/> | b. forever    | <input type="checkbox"/> |
|   |                          | c. repeat     | <input type="checkbox"/> |
| 4. Which operator is used to compare two variables?             |                          |               |                          |
| a. Mathematical   | <input type="checkbox"/> | b. Logical    | <input type="checkbox"/> |
|   |                          | c. Relational | <input type="checkbox"/> |

### C. Answer the following questions.

1. What is the use of variable in Scratch?

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2. Name any two blocks of sensing category.

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