Worksheet

Name: ....

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

Date: ....

SCRATCH PROGRAMMING—GAME CREATION

Chapter-6

A. Tick (✓) the correct option.

1. Which block has commands to change backdrop?

   a. Motion ⬜   b. Events ⬜   c. Looks ⬜

2. Which of these is the default sprite in scratch?

   a. Penguin ⬜   b. Dog ⬜   c. Cat ⬜

B. Write the use of following blocks:

1. Data ....

2. Sensing ....

3. Operators ....

4. Sound ....

5. Looks ....

C. Label the the steps to choose a backdrop in the following window:

Class - 6

Grade: ⭐ ⭐ ⭐ ⭐ ⭐

Teacher's Signature: ....