



Worksheet

2

Name:		
Roll No:	Class:	Section:
Date:		

PROGRAMMING IN SCRATCH

Chapter-5

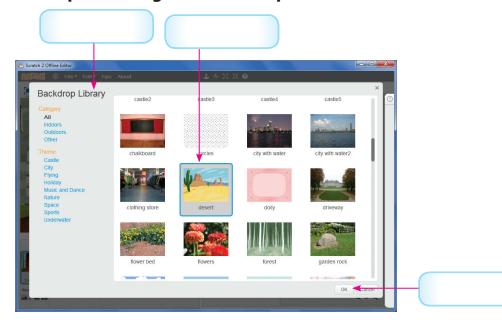
A. Name the block menu to which these blocks belong:

- 1. move steps
- 2. wait secs
- 3. when clicked
- 4. next costume

B. Write 'T' for true and 'F' for false.

- 1. Scratch is very difficult to learn.
- 2. The stage is 360 pixels tall and 480 pixels wide.
- 3. There are 5 categories of] blocks.

C. Label the steps to change the backdrop.



1- 22F