

# Worksheet

2

Name: .....

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

Date: .....

## PROGRAMMING IN SCRATCH

### Chapter-5

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

1.  .....

2.  .....

3.  .....

4.  .....

#### 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.

