

Worksheet

Name:

Roll No: Class: Section:

Date:

PROGRAMMING IN SCRATCH

Chapter-5

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:

