

Worksheet

1

Name:




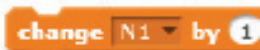
Roll No: Class: Section:

Date:

GAME CREATION IN SCRATCH

Chapter-7

A. Match the following:

- | | |
|--|--|
| 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.

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|---|--------------------------|--------------|--------------------------|
| 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:

- What is the use of variable in Scratch?
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- Name any two blocks of sensing category.
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