Worksheet

CREATING SHAPES IN SCRATCH

Chapter-6

A. Tick (✓) the correct option.

1. The .... block is used to hide the Sprite from the stage.

   a. show ☐   b. escape ☐   c. hide ☐

2. Which of these blocks are used to draw the Sprite's footprints?

   a. Looks ☐   b. Pen ☐   c. Control ☐

3. .... is used so that the Sprite will not draw as it moves.

   a. Pen Down ☐   b. Pen Up ☐   c. Stamp ☐

C. Fill in the blanks using the hints given below:

Hints: relational, looks, string, forever

1. The .... block menu has instructions for setting the colour, size and visibility of the Sprite.

2. .... is a Control block which runs the script continuously until the Stop button is pressed.

3. .... operators are used to compare relation between two values or variables.

4. When we save a word in a variable it is called .... variable.

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

1. We cannot create variables in Scratch. ....

2. If...then...Else is a Control block which checks the given condition. ....

3. All the blocks in Scratch are of same colour. ....

4. Hide command makes Sprite disappear from the stage. ....

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