Worksheet

1

Name: ....

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

Date: ....

INTRODUCTION TO SCRATCHJR

Chapter-8

A. Tick (✓) the correct option.

1. Which of the following is an interesting programming language for young learners?

   a. Paint ⬜   b. word ⬜   c. ScratchJr ⬜

2. Where so the action take place in the project?

   a. Programming Area ⬜   b. Stage ⬜   c. Green Flag ⬜

3. What is the programming block menu called?

   a. Block Palette ⬜   b. Home Button ⬜   c. ABC Button ⬜

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

1. We can add new characters from the Characters Library. ....

2. ABC Button is used to add text to the Stage Area. ....

3. Green Flag block ends the script. ....

4. We cannot change the background for the project. ....

C. Identify the following and write their names.

1.   ....

2.   ....

3.   ....

Class -1

Grade: ⭐ ⭐ ⭐ ⭐ ⭐

Teacher's Signature: ....