

# Worksheet

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Name: .....

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

Date: .....

## MORE ON SCRATCH

## Chapter-9

### A. Fill in the blanks using the hints given below.

1. .... allows us to use event-driven programming with multiple active objects called Sprites. (Excel/Scratch)
2. The behaviour of each Sprite is controlled by its own set of ..... (Script/Variables)
3. .... are like containers that can hold information like a word or a number. (Blocks/Variables)
4. .... variables can only be accessed or modified from the Sprite where it was created. (Global/Local)

### B. Application based questions.

1. Itisha wants to create a variable in Scratch to store the name of the user. She is only using one Sprite at the moment, but might need to add another Sprite later on in the project. Which type of variable should she create so that its value can be accessed by other Sprites used in the project?

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2. Anu wants to create a project in Scratch where a block can check whether a specific key has been pressed or not and then proceed accordingly. Which category and block should she use for this purpose?

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3. Manvi wants to create a stack of blocks in Scratch which asks the user for their favourite colour and then repeat their answer. Which combination of blocks should she use?

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