

Worksheet

Name:

Roll No: Class: Section:

Date:

MORE ON SCRATCH

Chapter-9

A. Tick (✓) the correct option.

- 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"/>
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- Which block is used to draw the Sprite's footprints?

a. Looks	<input type="checkbox"/>	b. Pen	<input type="checkbox"/>	c. Control	<input type="checkbox"/>
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- Which of these is used so that the Sprite will not draw as it moves?

a. Pen Down	<input type="checkbox"/>	b. Pen Up	<input type="checkbox"/>	c. Stamp	<input type="checkbox"/>
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B. Write 'T' for true and 'F' for false.

- We cannot create games in Scratch.
- In scratch, a program is called a code.
- Hat blocks always come at the top of the script.

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

Hints: relational, CAP, string, forever

- The block menu has instructions for setting the colour, size and visibility of the Sprite.
- block is used to end the scripts.
- operators are used to compare relation between two values or variables.
- When we save a word in a variable it is called variable.