Worksheet

1

Name: ....

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

Date: ....

SCRATCH PROGRAMMING—GAME CREATION

Chapter-6
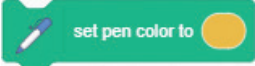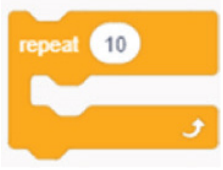
A. Tick (✓) the correct option.

1. The .... block duplicates Sprite's image onto the stage.

   a. Stamp ☐   b. Pen ☐   c. Hide ☐

2. Which of these is not a string variable?

   a. I am a boy. ☐   b. $12 + 12 = 24$ ☐   c. Scratch ☐

3. Which is the main working area in the Scratch window?

   a. Script area ☐   b. Menu bar ☐   c. Stage ☐

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

1. We cannot change the color of the Sprite.   ....

2. There are eight categories of blocks.   ....

3. A backdrop is a block of the stage.   ....

4. Scratch is a block-based programming language.   ....

C. Match the following.

1. Stack Blocks   a. set pen color to ◯

2. Sound Blocks   b. repeat 10

3. Reporter Blocks   c. play sound Meow ▾ until done

4. Control Blocks   d. turn ↻ 15 degrees

Grade: ⭐ ⭐ ⭐ ⭐ ⭐

Teacher's Signature: ....