

Worksheet

Name:

Roll No: Class: Section:

Date:

CREATING A GAME IN SCRATCH

Chapter-8

A. Tick (✓) the correct option.

1. Which block is used to hide the Sprite from the stage?

a. show

☐

b. escape

☐

c. hide

☐

d. None of these

☐

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

a. Looks

☐

b. Pen

☐

c. Control

☐

d. Motion

☐

3. Which of these is the conditional statement used in Scratch?

a. if

☐

b. forever

☐

c. repeat

☐

d. for

☐

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

Hints: relational, CAP, string, forever

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

2. block is used to end the scripts.

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 games in Scratch.

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2. In scratch, a program is called a code.

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3. Hat blocks always come at the top of the script.

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