# Worksheet



Name:		
Roll No:	Class:	Section:
Date:		

## INTRODUCTION TO SCRATCH

**Chapter-5** 

## A. Tick ( $\checkmark$ ) the correct option.

1.	Which	of the	foll	owing	is used	l to ma	ke your	sprite	larger?

a. Grow Sprite

b. Shrink Sprite

c. Stop

- d. Start
- 2. Events Blocks are used to ...... which run the scripts.
  - a. sense events

b. control events

c. control sounds

d. None of these

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

- 1. Quit option is used to save a Scratch project.
- 2. You can add sound only from the sound library.
- 3. In Scratch, cat is the default Sprite.

#### C. Label the Scratch Window.



