

Worksheet

Name:

Roll No: Class: Section:

Date:

ADVANCED BLOCKS & GAME CREATION

Chapter-7

A. Tick (✓) the correct option.

- Which block is used to hide the Sprite from the stage?
a. show ☐ b. escape ☐ c. hide ☐
- Which block is used to draw the Sprite's footprints?
a. Looks ☐ b. Pen ☐ c. Control ☐
- Which of these is used so that the Sprite will not draw as it moves?
a. Pen Down ☐ b. Pen Up ☐ c. Stamp ☐
- Which condition block return the values "true" or "false" or the number "0" or "1"?
a. C Blocks ☐ b. Reporter Blocks ☐ c. Boolean Blocks ☐

B. 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.

C. 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.
- Cap blocks are also known as Wrap blocks.