

## Worksheet

1

Name: .....

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

Date: .....

### USING MAKECODE ARCADE

#### Chapter-6

#### A. Tick (✓) the correct option.

1. Which blocks allow you to incorporate music in games?

- |                 |                          |                    |                          |
|-----------------|--------------------------|--------------------|--------------------------|
| a. Array blocks | <input type="checkbox"/> | b. Image blocks    | <input type="checkbox"/> |
| c. Music blocks | <input type="checkbox"/> | d. Function blocks | <input type="checkbox"/> |

2. What do controller blocks allow you to define?

- |                   |                          |                   |                          |
|-------------------|--------------------------|-------------------|--------------------------|
| a. Win conditions | <input type="checkbox"/> | b. Button actions | <input type="checkbox"/> |
| c. Animations     | <input type="checkbox"/> | d. Dialogue       | <input type="checkbox"/> |

3. Which blocks allow repetitive code execution?

- |                    |                          |                 |                          |
|--------------------|--------------------------|-----------------|--------------------------|
| a. Variable blocks | <input type="checkbox"/> | b. Logic blocks | <input type="checkbox"/> |
| c. Loops blocks    | <input type="checkbox"/> | d. Info blocks  | <input type="checkbox"/> |

4. Where are custom functions defined in MakeCode?

- |                 |                          |                    |                          |
|-----------------|--------------------------|--------------------|--------------------------|
| a. Logic blocks | <input type="checkbox"/> | b. Advanced blocks | <input type="checkbox"/> |
| c. Loops blocks | <input type="checkbox"/> | d. Math blocks     | <input type="checkbox"/> |

5. What do text blocks allow you to generate?

- |            |                          |            |                          |
|------------|--------------------------|------------|--------------------------|
| a. Images  | <input type="checkbox"/> | b. Arrays  | <input type="checkbox"/> |
| c. Strings | <input type="checkbox"/> | d. Buttons | <input type="checkbox"/> |

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

- Scene blocks generate text strings for dialogue. ....
- Info blocks provide animation capabilities. ....
- Loops blocks execute code repeatedly. ....
- The share button downloads code to hardware. ....
- Extension blocks restrict programming capabilities. ....
- Variable blocks store data during gameplay. ....
- Console blocks create lists of information. ....