

Worksheet

1

Name:

Roll No: Class: Section:

Date:

ADVANCED BLOCKS & GAME CREATION

Chapter-7

A. Match the following:

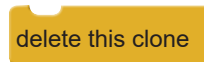
1. Boolean Blocks

a.



2. Stack Blocks

b.



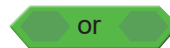
3. CAP Blocks

c.



4. C Blocks

d.



5. Hat Blocks

e.



B. Guess who am I?

1. I am used to make the penguin ask question.

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2. I am an another name of C block.

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3. I am used to make the penguin move.

.....

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

1. In scratch, a program is called a Script.

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2. Reporter blocks cannot hold values which consist of numbers or strings.

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3. A variable that stores letters in the form of strings or characters is called string variable.

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4. We cannot create our own variables in Scratch.

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