

# Worksheet

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Name: .....

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

Date: .....

## SCRATCH PROGRAMMING—GAME CREATION

### Chapter-6

#### A. Tick (✓) the correct option.

1. The ..... block duplicates Sprite's image onto the stage.

a. Stamp

☐

b. Pen

☐

c. Hide

☐

d. Show

☐

2. Which of these is not a string variable?

a. I am a boy.

☐

b.  $12 + 12 = 24$

☐

c. Scratch

☐

d. None of these

☐

3. Which is the main working area in the Scratch window?

a. Script area

☐

b. Menu bar

☐

c. Stage

☐

d. Stamps

☐

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

1. We cannot change the color of the Sprite. ....

2. There are eight categories of blocks. ....

3. A backdrop is a block of the stage. ....

4. Scratch is a block-based programming language. ....

#### C. Match the following:

1. Stack Blocks

a.



2. Sound Blocks

b.



3. Reporter Blocks

c.



4. Control Blocks

d.

