

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

MORE ON SCRATCH

A. Tick (✓) the correct option.

- blocks are used to do arithmetic and logical calculations.
 a. Operators ☐ b. Sensing ☐ c. Conditional ☐
- A Scratch program is called a
 a. Story ☐ b. Input ☐ c. Script ☐
- Blocks in the Operators category are oval and in shape.
 a. Hexagon ☐ b. Round ☐ c. triangle ☐

B. Fill in the blanks using the hints given below:

Hints: Ask, Two, Variable, Repeat

- Scratch has conditional blocks.
- The block used to run a set of instructions for a specified number of times.
- blocks is used to ask for some input from the user.
- is a space in the memory that can hold some information.

C. Guess! Who am I?

- I am used to make the penguin ask question.
- I sense the input from the keyboard or the mouse.
- I am used to run a set of instructions till a condition is satisfied.