

Name: \_\_\_\_\_

Roll No: \_\_\_\_\_

Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

## CREATING SHAPES IN SCRATCH

### A. Guess who am I?

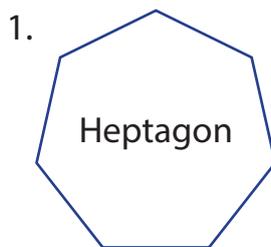
1. I am the main actor in the program. ....
2. You cannot run a program without me. ....
3. I am the background where sprite is placed. ....
4. I am a block which controls how a sprite will appear. ....
5. I can stop the program from running. ....

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

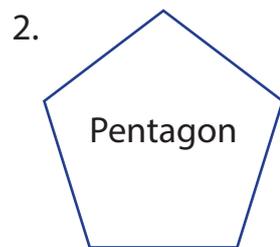
**Hints:** erase all, stamp, add extension, repeat, polygon

1. .... block deletes everything drawn on the stage.
2. .... block is used to create a duplicate of the sprite.
3. .... button is located at bottom left corner of the code tab.
4. .... are 2d shapes closed by straight lines.
5. .... blocks will be used to draw a square.

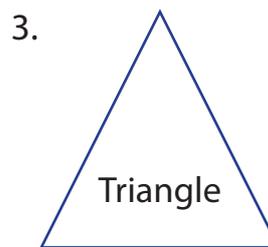
### C. Count and write the number of sides and degree of turn for the given shapes.



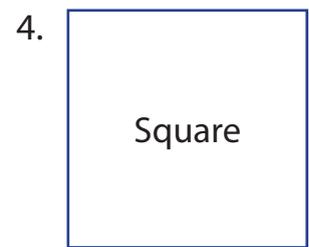
Sides .....  
Degree .....



Sides .....  
Degree .....



Sides .....  
Degree .....



Sides .....  
Degree .....