Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

TOUCHPAD
PLUS Ver. 2.2

Chapter-8

CLASS 5

CONDITIONAL BLOCKS IN SCRATCH

A. Match the following:

1. Boolean Blocks   a.   `play sound meow until done`

2. Stack Blocks   b.   `delete this clone`

3. CAP Blocks   c.   `when 🚩 clicked`

4. C Blocks   d.   `or`

5. Hat Blocks   e.   `repeat 10`

B. Guess who am I?

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

2. I am an another name of C block. ....

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. ....

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

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

4. We cannot create our own variables in Scratch. ....

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____