

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

BLOCKS IN SCRATCHJR

Chapter-8

CLASS 2

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

1. Motion blocks are used to control the movement of a Character.
2. Show block fades out the character until it is invisible.
3. Play Recorded Sound plays a "pop" sound.
4. ScratchJr is used to create animated stories and games.

B. Answer the following questions:

1. Write any three components of ScratchJr Window.
.....
2. What is the use of Looks block?
.....
3. What is the colour of Sound block?
.....
4. What is the use of Events block?
.....

C. Draw Show block and Wait block in the given space.

Show block

Wait block