

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

INTRODUCTION TO SCRATCH

A. Tick (✓) the correct option.

1. Which of the following is used to make your sprite larger?

a. Grow Sprite

☐

b. Shrink Sprite

☐

c. Stop

☐

d. Start

☐

2. Events Blocks are used to which run the scripts.

a. sense events

☐

b. control events

☐

c. control sounds

☐

d. None of these

☐

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

1. Quit option is used to save a Scratch project.

2. You can add sound only from the sound library.

3. In Scratch, cat is the default Sprite.

C. Label the Scratch Window.

