

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

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

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

## INTRODUCTION TO SCRATCH

Chapter-5

CLASS 5

### A. Guess who am I?

- I am used to delete a sprite. ....
- I am the default sprite of scratch. ....
- I am used to stop the project. ....

### B. Answer the following questions:

- What are blocks?  
.....
- What is the use of green flag?  
.....
- Write the extension of Scratch 3.0 file.  
.....

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

**Hints:** File, Esc, Yellow

- Events blocks are colour-coded .....
- Quit option is present in the ..... menu.
- To exit Presentation mode, we have to press ..... key.