

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

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

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

## CREATING A GAME IN SCRATCH

Chapter-8

CLASS 5

### A. Tick (✓) the correct option.

1. Which block is used to run a set of instructions till a condition is satisfied?

a. Repeat Until

☐

b. Forever

☐

c. Repeat

☐

d. Motion

☐

2. Which of the block is used to hold values?

a. Variables

☐

b. Operators

☐

c. Blocks

☐

d. None of these

☐

3. Operators blocks are colour-coded as .....

a. blue

☐

b. purple

☐

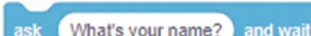
c. light-green

☐

d. black

☐

### B. Identify and name the category in which these blocks appear:

1. 

.....

2. 

.....

3. 

.....

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

**Hints:** Sensing, Conditional, Variables

1. The statements that are executed on the basis of decision take from a choice are called ..... statements.

2. The blocks in the ..... category are colour-coded as light blue.

3. .... are used to hold values.

Grade:



Teacher's Signature: \_\_\_\_\_