ORANGE

WORKSHEET ②

TOUCHPAD
MODULAR Ver. 4.0 ➤

Chapter-8

CLASS 5

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

CREATING A GAME IN SCRATCH

A. Guess who am I?

1.   I am a logical operator which gives the result true only if the two expressions are true. ....

2.   I store the input given by the user. ....

3.   I help the selected sprite to detect the presence of other sprites. ....

B. Answer the following questions:

1.   What is looping?

   ....

2.   Write the use of operator blocks.

   ....

3.   Name two conditional statements.

   ....

4.   How many relational operators are there in scratch?

   ....

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

1.   Escape block is used to hide the sprite from the stage. ....

2.   The 'if' statement has three variants. ....

3.   In Scratch, the variables can be created using Data blocks. ....

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