

Name: _____
 Roll No: _____
 Class: _____ Section: _____ Date: _____

INTRODUCTION TO SCRATCH

A. Tick (✓) the correct option.

- What is the color of the Motion block?

a. Dark blue	<input type="checkbox"/>	b. Brown	<input type="checkbox"/>
c. Gold	<input type="checkbox"/>	d. Red	<input type="checkbox"/>
- Which of the following is default sprite of Scratch?

a. Mouse	<input type="checkbox"/>	b. Cat	<input type="checkbox"/>
c. Dog	<input type="checkbox"/>	d. Rat	<input type="checkbox"/>
- Which of these is the main working area in the Scratch window?

a. Script area	<input type="checkbox"/>	b. Menu bar	<input type="checkbox"/>
c. Stage	<input type="checkbox"/>	d. Backdrop	<input type="checkbox"/>
- Where do we create and arrange blocks to make a script in Scratch?

a. Stage Area	<input type="checkbox"/>	b. Sprite List	<input type="checkbox"/>
c. Scripts Area	<input type="checkbox"/>	d. Toolbar	<input type="checkbox"/>

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

- We cannot change the color of the Sprite.
- Scratch is a block-based programming language.
- A backdrop is a background of the stage.
- Scratch is a block-based programming language.
- Sprite is an object that we see on the Scratch stage.
- Shrink is used to make the sprite bigger.