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	W	orkshee	t No : PA1-01	Date : -	
Scratch pro	ogramming				
ill in the bla	ank.				
We can as	k for input from the	user usir	ng a	block.	
In program	n programming, variables are simply a container that can				_a value.
The answer from the user is stored in the			_ variable which is	the	
default variable of Scratch.					
		er block c	an be stored in ano	ther variable using	the
	block is us	ed to ser	nd a message to all	the sprites.	
			ant num2 to		
	is the variable in	the give			
-					
A statement tells a program which action to take based on					
ick the (\Box) \circ	correct answers.				
Which of th	nese blocks is used	to accep	ot input from the use	r and store it in the	e variable?
key sp	ace • pressed?			our name? and wait	
touchin	g color 🔵 ?		~)		
How many	times word 'Hello' v		-	ag is clicked?	
when 🏴	clicked	b) c)	20 Infinite		
forever say	tello! for 2 second	ds			
	9				
	•		•		\$?
a) Motion	,		,		
	oll No. : Scratch program III in the bla We can as In program The answer default vari The value	Comme : Wo Scratch programming II in the blank. We can ask for input from the In programming, variables are The answer from the user is st default variable of Scratch. The value stored in the Answer block is us block is us is the variable in Creating variable is also calle A is a set A is a set A is a set A is a set Mhich of these blocks is used Key space < pressed?	Computer The increase of the second of the	Computer Worksheet 2024- time : Worksheet No : PA1-01 Gratch programming II in the blank. We can ask for input from the user using a In programming, variables are simply a container that can The answer from the user is stored in the default variable of Scratch. The value stored in the Answer block can be stored in ano block. The value stored in the Answer block can be stored in ano block. The value stored in the Answer block can be stored in ano block. The value stored in the Answer block can be stored in ano block. The value stored in the Answer block can be stored in ano block. The value stored in the Answer block can be stored in ano block. The value stored in the given Creating variable is also called A is a set of sequential instruction or it A statement tells a program which certain condition. The the (_) correct answers. Which of these blocks is used to accept input from the use they space ? pressed?	bill No. : Worksheet No : PA1-01 Date : - Geratch programming II in the blank. We can ask for input from the user using a block. In programming, variables are simply a container that can The answer from the user is stored in the variable which is default variable of Scratch. The value stored in the Answer block can be stored in another variable using block.

a) String b) Integer c) Boolean

- 5) A ______ statement shows one or more actions following each other.
- a) Conditional b) Sequential
- 6) What does the "if" block in Scratch do?
 - a) Repeats a set of actions forever b) Allows sprites to communicate with each other

c) Repeat

- c) Checks a condition and performs an action based on the result
- 7) What is the purpose of a "variable" in Scratch?
 - a) To display messages on the screen b) To change the appearance of a sprite
 - c) To store and manipulate data in a project
- 8) What is the purpose of the "broadcast" block in Scratch?
 - a) To share projects with others b) To send a message to other sprites
 - d) To create an animation effect
- 9) What is the purpose of the "broadcast and wait" block in Scratch?
 - a) To pause the script execution for a certain time
 - b) To send a message to other sprites and wait for their response
 - c) To end the execution of all scripts in a sprite
- 10) Which category in Scratch contains blocks related to sensing and detecting interactions?a) Sensingb) Looksc) Sound

Q-3 Write true or false.

- 1) Ask block stores the user's response in the variable.
- 2) You cannot upload a sprite from the internet.
- 3) Variable value can change every time in computer memory.
- 4) Variable are represented with an elongated block.
- 5) Creating variable is also called defining variable
- 6) By default, the white box in the repeat block contains the numeric value.
- 7) Broadcast is received by ask() block

Q-4. Application Based questions

1) Which key is to be pressed to execute the following script and what will it do?

when left arrow - key pressed Ans:	
repeat 2 say Hello! for 2 seconds	when e clicked set house to pick random 1 to 4 if house = 1 then say You are a Ravenclaw!
	if house = 2 then
 What is the name of the variable used in this script? Ans: 	f house = 3 then
	say You are a Slytherin!