



SHREE VASISHTHA VIDHYALAYA.



Computer Worksheet 2024-25

Name : - _____

Std :- V - _____

Roll No. :- _____

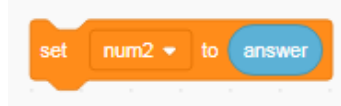
Worksheet No : PA1-01

Date : - _____

Ch.8 Scratch programming

Q-1 Fill in the blank.

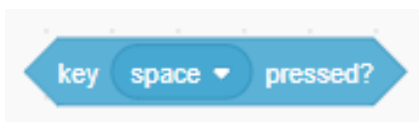
- 1) We can ask for input from the user using a _____ block.
- 2) In programming, variables are simply a container that can _____ a value.
- 3) The answer from the user is stored in the _____ variable which is the default variable of Scratch.
- 4) The value stored in the Answer block can be stored in another variable using the _____ block.
- 5) _____ block is used to send a message to all the sprites.



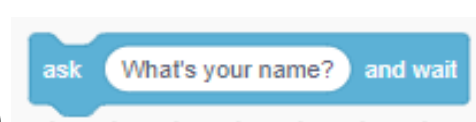
- 6) _____ is the variable in the given _____ block.
- 7) Creating variable is also called _____.
- 8) A _____ is a set of sequential instruction or information.
- 9) A _____ statement tells a program which action to take based on certain condition.

Q-2 Tick the () correct answers.

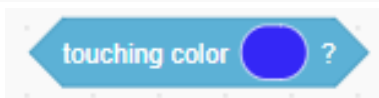
- 1) Which of these blocks is used to accept input from the user and store it in the variable?



a)

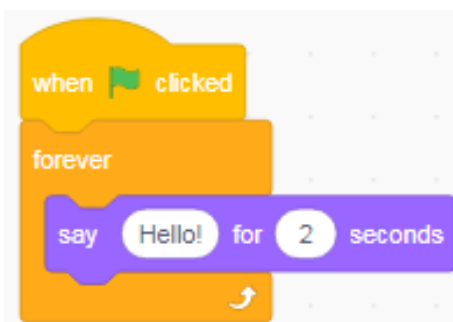


b)



c)

- 2) How many times word 'Hello' will be printed when green flag is clicked?



- a) 10
- b) 20
- c) Infinite

- 3) Which of the following blocks is used to perform basic arithmetical operations?
a) Motion b) Control c) Operators
- 4) _____ is a numeric value that does not include decimal point.
a) String b) Integer c) Boolean

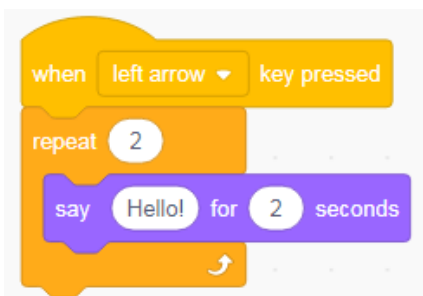
- 5) A _____ statement shows one or more actions following each other.
 - a) Conditional
 - b) Sequential
 - c) Repeat
- 6) What does the “if” block in Scratch do?
 - a) Repeats a set of actions forever
 - b) Allows sprites to communicate with each other
 - c) Checks a condition and performs an action 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) Sensing
 - b) Looks
 - c) Sound

Q-3 Write true or false.

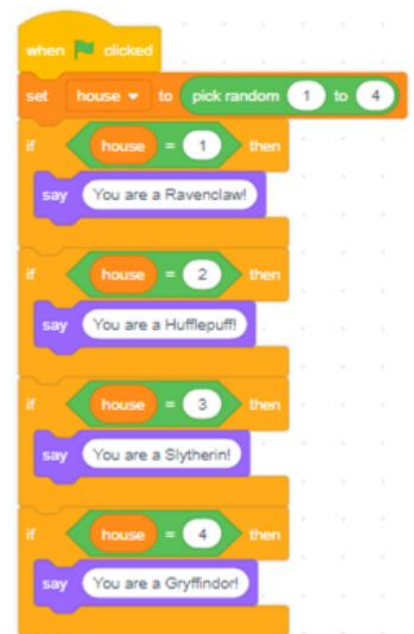
- 1) Ask block stores the user's response in the variable. _____
- 2) You cannot upload a sprite from the internet. _____
- 3) Variable value can change every time in computer memory. _____
- 4) Variable are represented with an elongated block. _____
- 5) Creating variable is also called defining variable . _____
- 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?



Ans: _____



- 2) What is the name of the variable used in this script?

Ans: _____