

Computer Worksheet 2024 -2025

Name: _____

STD: - IV - _____

Roll No.

Worksheet No: - PA1-01

Date:-

Ch.7 More about Scratch 3

Q-1 Fill in the blanks.

- 1) The **Motion** blocks define the movement of sprites.
- 2) The **Operators** blocks perform mathematical functions within the projects.
- 3) The **Sensing** blocks lets multiple sprites interact with themselves.
- 4) The **Variables** are used to store data like name in projects.
- 5) **Cap block** blocks have notch at the top and flat bottom.
- 6) The **C** blocks are also known as Wrap blocks.
- 7) The **Stage** provides the canvas upon which sprites are displayed and interact with each other.
- 8) **Green flag** button is used to start your main program.
- 9) **Event** is an action or occurrence detected by a program.
- 10) The extension of the scratch file is **.sb3**.

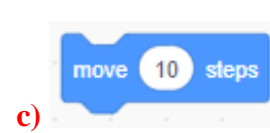
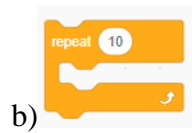
Q-2 Write T for True and F for False.

- 1) The Scratch software package is a free download. **True**
- 2) The forever block runs the block over and over again. **True**
- 3) A Sprite is rigid and no action can be performed on it. **False**
- 4) You cannot insert more than two sprites on the stage. **False**
- 5) You cannot repeat the actions of a sprite as many times as needed.. **False**
- 6) X position and Y position describe the position of the sprite on the stage **True**

Q-3 Tick the (✓) correct answers.

- Snapping the blocks together into stacks is called _____.
a) Costume b) Stage c) **Script**
- _____ block will make the cat's legs move, which will appear like it is running.
a) **Next Costume** b) Stage c) Script
- _____ Sprite button is used to create a new Sprite.
a) Draw New b) **Paint New** c) Select New
- The _____ block runs the script continuously until the stop button is pressed.
a) Motion b) Looks c) **Forever**
- A costume is _____.
a) A code block b) A motion c) **A different way a sprite looks**
- Code blocks with a notch at the top or a bump at the bottom are known as:
a) Reporter Blocks b) **Stack Blocks** c) Hat Blocks

7) Which of the following is not a control block?



8) What is the function of the 'forever' command block?

- a) **Runs the script inside over and over** b) Point sprite in a specified direction
c) If the condition is true, run the blocks inside

9) A code block with a rounded or curved top and a bump at the bottom is known as:

- a) Reporter Blocks b) Stack Blocks c) Hat Blocks

10) A code block that has either rounded or angled sides and is specifically designed as a mechanism for providing input for other code blocks to process is known as:

- a) **Reporter Blocks** b) Stack Blocks c) Hat Blocks

11) A code block that controls sprite placement, direction, rotation, and movement is known as a _____ block.

- a) Sensing b) **Motion** c) Looks

12) These blocks are colored mint green and allow you to draw any combination of shapes and lines.

- a) **Pen** b) Motion c) Looks

13) An _____ script is one that automatically executes when a specified event occurs.

- a) Event-driven b) User-driven c) Player-driven

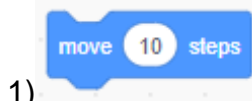
14)



This is an example of a _____ block.

- a) **Sensing** b) Motion c) Control

Q-4 Identify the following as a Hat block, Stack block, Reporter block, C block, Boolean block or Cap block.



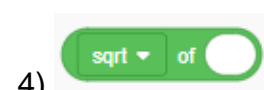
Stack block



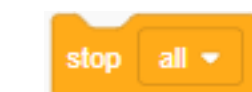
Hat block



Boolean block



Reporter block



Cap block



C block

Q-5. Application Based questions

a) orNida wants to pause the script during its execution for a few seconds. Which block should Nida use? Tick it.



or



b) .Kritika is creating a project in Scratch. She wants to create a new Sprite in her project. Suggest her the method to do the same.

Ans: Click on choose sprite button →Paint button.

c) Rahul loves to play guitar. While working on his Scratch project, he wants to play the sound of a guitar. Help him by suggesting the appropriate block to do the same.

Ans: Click on Sound button and select Guitar sound from sound library.