SHREE VASISHTHA VIDHYALAYA.

Computer Worksheet 2025-26



Name : - ___ Roll No. :-_

Worksheet No : CA1-01

Ch.7 Q-1	More about Scrat Fill in the blanks.	tch 3						
1)	The blocks define the movement of sprites.							
2)	The blocks perform mathematical functions within the projects.							
3)	Thelets multiple sprites interact with themselves.							
4)	The are used to store data like name in projects.							
5)	The blocks have notch at the top and flat bottom.							
6)	The blocks are also known as Wrap blocks.							
7)	The provides the canvas upon which sprites are displayed and interact							
	with each other.							
8)	button is used to start your main program.							
9)	is an action or occurrence detected by a program.							
10)	The extension of the scratch file is							
Q-2	Write T for True and F for False.							
1)	The Scratch software package is a free download							
2)	The forever block runs the block over and over again.							
3)	A Sprite is rigid and no action can be performed on it.							
4)	You cannot insert more than two sprites on the stage.							
5)	You cannot repeat the actions of a sprite as many times as needed.							
6)	Control category contains blocks that start or stop a script.							
7)	You can even load own sprite from a file.							
8)	You can grow a sprite but cannot shrink it.							
9)	Pen down command stops the drawing on the stage.							
10)	Backdrops are the backgrounds for the stage.							
Q-3	Tick the (\checkmark) correct answers.							
1)	Snapping the blocks together into stacks is called							
	a) Costume	b) Stage	c) Script					
2)	block will make the cat's legs move, which will appear like it is running.							
	a) Next Costume	b) Stage	c) Script					
3)	Sprite button is used to create a new Sprite.							
	a) Draw New	b) Paint New	c) Select New					
4)	Theblock runs the script continuously until the stop button is pressed.							
	a) Motion	b) Looks	c) Forever					

5	5) A	costume is								
-	·	A code block	b) A motion c)) A diffe	A different way a sprite looks					
6	,	Code blocks with a notch at the top or a bump at the bottom are known as:								
		Reporter Blocks	b) Stack Blocks		Hat Blocks					
7	7) W	What is the function of the 'forever' command block?								
	a)	a) Runs the script inside over and over b) Point sprite in a specified direction								
	c)	c) If the condition is true, run the blocks inside								
8	B) A	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					
9	9) A	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						
1	0) A	A code block that controls sprite placement, direction, rotation, and movement is known as a								
		block.								
	a)	Sensing	b) Motion	c)	Looks					
1	1) Th	These blocks are colored mint green and allow you to draw any combination of shapes and lines.								
	a)	Pen	b) Motion	c)	c) Looks					
12	2) Ar	An script is one that automatically executes when a specified event occurs.								
	a)	a) Event-driven b) User-driven			c) Player-driven					
Q-4	4 Mate	h the following statements								
		Α		В	Ans					
1) G	froup o	f commands that together mak	a) M	otion Blocks	1					
2) B	locks ı	used for drawing on the stage.	b) St	age	2					
3) B	ackgro	und on which animations and	c) Sc	eript	3					
4) C	ategor	y of blocks that mostly begin t	d) Ha	at blocks	4					
5) C	ategor	y of blocks that let you specify	e) Pe	en blocks	5					
Q-5	5 App	lication Based questions.	-							
	1) Se	ema wants to pause the script c	luring its execution for a few second	ls. Whic	h block should	l Nida				
	use	e? Tick it.								
	a)	wait 1 seconds	b)							
	2) What happens when this script runs? when this sprite clicke									
	Ar	IS:								

is: _

move 5 steps if on edge, bounce