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) The **Cap** 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) Control category contains blocks that start or stop a script.   **False**

7) You can even load own sprite from a file.   **True**

8) You can grow a sprite but cannot shrink it.   **False**

9) Pen down command stops the drawing on the stage.   **False**

10) Backdrops are the backgrounds for the stage.   **True**

Q-3   Tick the (✓) 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) The _____block runs the script continuously until the stop button is pressed.
   a) Motion   b) Looks   **c) Forever**

5) A costume is_____
   a) A code block   b) A motion   **c) A different way a sprite looks**

6) 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) 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

8) 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) 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

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

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

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

a) Pen   b) Motion   c) Looks

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

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

Q-4 Match the following statements

A	B	Ans
1) Group of commands that together make a sprite behave in a certain way	a) Motion Blocks	**1- c**
2) Blocks used for drawing on the stage.	b) Stage	**2- e**
3) Background on which animations and other actions take place.	c) Script	**3- b**
4) Category of blocks that mostly begin the working of script.	d) Hat blocks	**4- d**
5) Category of blocks that let you specify the direction for sprite.	e) Pen blocks	**5- a**

Q-5 Application Based questions.

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

a)   b)

2) What happens when this script runs?

Ans: When the sprite is clicked, it will continuously move 5 steps and bounce off the edge of the stage forever.