



SHREE VASISHTHA VIDHYALAYA.



Computer Worksheet 2025-26

Name : - _____

Std :- V - _____

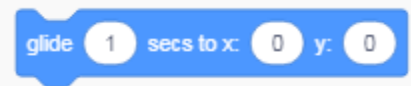
Roll No. :- _____ Worksheet No : CA1-01

Date : - _____

Ch.8 Scratch programming

Q-1 Tick the (✓) correct answers.

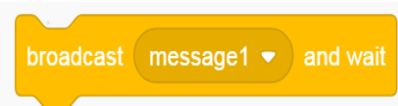
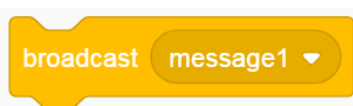
- 1) Which block instantly moves the sprite to a specific location on the Stage??



a) b)

c)

- 2) Which block triggers an action when a specific message is broadcast?



a) b)

c)

- 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

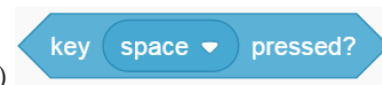
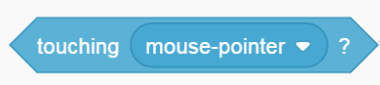
- 5) A _____ statement shows one or more actions following each other.

a) Conditional

b) **Sequential**

c) Repeat

- 6) Which block checks if a sprite is touching another sprite or the edge of the Stage?

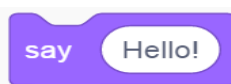
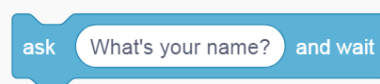


a)

b)

c)

- 7) Which block allows your program to get input from the user?

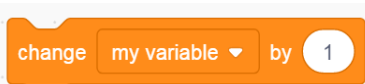


a)

b)

c)

- 8) Which block is used to increase the value of a variable?



a)

b)

c)

- 9) 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**

- 10) What is the purpose of the “broadcast” block in Scratch?

a) To share projects with others

b) **To send a message to other sprites**

c) To create an animation effect

- 11) Which category in Scratch contains blocks related to sensing and detecting interactions?

a) **Sensing**

b) Looks

c) Sound

Q-2 Write true or false.

- 1) Ask block stores the user's response in the variable.

False

- 2) You cannot upload a sprite from the internet.

False

- 3) Variable value can change every time in computer memory.

True

- 4) Variable are represented with an elongated block.

True

- 5) Creating variable is also called defining variable .

True

- 6) By default, the white box in the repeat block contains the numeric value.

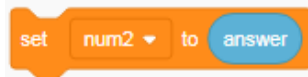
True

- 7) Broadcast is received by ask() block .

False

Q-3 Fill in the blank.

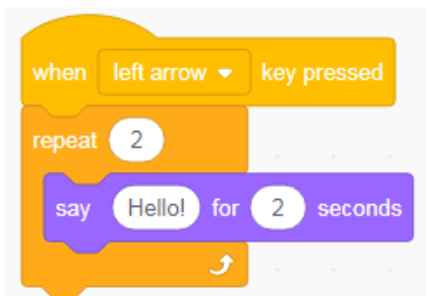
- 1) We can ask for input from the user using a ask block.
- 2) In programming, variables are simply a container that can store a value.
- 3) The answer from the user is stored in the answer variable which is the default variable of Scratch.
- 4) In Scratch, a variable is used to store a single value, like a number, text, or Boolean value, that can change during the execution of the program.
- 5) The hat block in Scratch is used to start a script when a specific event occurs, such as when a green flag is clicked or when a key is pressed.
- 6) Loop are used in Scratch to repeat a set of blocks. Examples include the "repeat" block and the "forever" block.
- 7) A conditional block is used to make decisions in Scratch. It allows you to perform actions based on whether a condition is true or false.
- 8) The value stored in the Answer block can be stored in another variable using the set block.
- 9) Broadcast block is used to send a message to all the sprites.



- 10) num2 is the variable in the given block.
- 11) Creating variable is also called Defining Variable.
- 12) A Program (Script) is a set of sequential instruction or information.

Q-4. Application Based questions

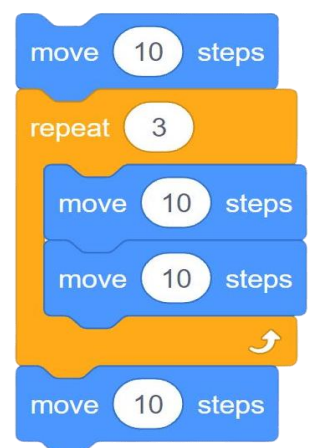
- 1) Which key is to be pressed to execute the following script and what will it do?



Ans: 1 Left arrow key.

On pressing left arrow key, the sprite will say hello for 2 seconds twice.

- 2) In the stack of blocks alongside, how many times does the sprite move 10 steps?



Ans: 2 The sprite moves 10 steps 8 times.

- 3) What will the sprite say when the left side code is run?

Ans: 3 "SCORE" is set to 15.

The condition is $15 > 10$.

This condition is **true** because 15 is greater than 10.

Therefore, the sprite will say "You Win!"

