

Date: _____ Class: I Div: A / B / C Roll No: _____ Sub: Computer
Name: _____ Worksheet: Term End – 08

Ch – 7 Fun with ScratchJr

Q1. Choose the correct option and answer the following questions:

- i. Clicking the _____ sign makes a new project.
(a) minus (b) plus (c) arrow (d) star
- ii. ScratchJr helps children create small _____.
(a) books (b) stories (c) exams (d) letters
- iii. Coding helps children use their _____.
(a) legs (b) thinking (c) toys (d) clothes
- iv. Blocks used for programming are found in the _____ palette.
(a) tool (b) sound (c) Block (d) shape
- v. _____ blocks control the movement of the sprite.
(a) Sound (b) Looks (c) Control (d) Motion

Q2. State whether the following statements are 'True' or 'False':

- i. ScratchJr is made for children of age 5 to 7 years. _____
- ii. The sprite cannot move in ScratchJr. _____
- iii. The Green Flag block is used to start the program. _____
- iv. ScratchJr makes coding boring for children. _____

Q3. Fill in the blanks with the words given in brackets:

- i. ScratchJr is a fun based _____ program. (**coding / singing**)
- ii. The _____ button shows all saved projects. (**Exit / Home**)
- iii. The place where the sprite moves is _____. (**stage / menu**)
- iv. Blocks in ScratchJr are _____ coded. (**shape / color**)
- v. ScratchJr has _____ Motion blocks. (**eight / ten**)

Q4. Complete the given words.

i. M ___ T I ___ N	ii. P R ___ G R ___ M
iii. S T ___ G ___	iv. B L ___ C ___ S
v. C ___ D ___ N G	vi. S P ___ I T ___

Q5. Look at the given pictures and circle the correct answers:

i. Move Left Block	(a) 	(b) 	(c) 	(d) 
ii. Move Right Block	(a) 	(b) 	(c) 	(d) 
iii. Move Down Block	(a) 	(b) 	(c) 	(d) 
iv. Move Up Block	(a) 	(b) 	(c) 	(d) 
v. Change Background	(a) 	(b) 	(c) 	(d) 
vi. Go Home Block	(a) 	(b) 	(c) 	(d) 
vii. Add Text	(a) 	(b) 	(c) 	(d) 
viii. Green Flag Block	(a) 	(b) 	(c) 	(d) 

Q6. Match the following columns:

Column 'A'	Ans	Column 'B'
i. Green Flag	i. _____	(a) Go to main screen
ii. Red Stop Button	ii. _____	(b) Stage picture
iii. Sprite	iii. _____	(c) Start the program
iv. Home Button	iv. _____	(d) Stop the program
v. Background	v. _____	(e) Motion Blocks
vi. Blue Block	vi. _____	(f) Character in ScratchJr