



Name: _____

Std: - IV – _____

Roll No. _____

Worksheet No: - PA1- 01

Date:- _____

Ch.7 More about Scratch 3

Q-1 Tick the (✓) correct answers.

- 1) The small character that performs actions on the stage is called:
 - a) Sprite
 - b) Stage
 - c) Block
- 2) Snapping the blocks together into stacks is called _____.
 - a) a) Costume
 - b) Stage
 - c) Script
- 3) Which category of blocks is used to control the movement of a sprite?
 - a) Looks
 - b) Sound
 - c) Motion
- 4) This button is clicked to start our main program.
 - a) Red button
 - b) Stop Button
 - c) Green Flag
- 5) What is the default sprite in a new Scratch project?
 - a) A Dog
 - b) A cat
 - c) A Ball
- 6) The scratch blocks are organized into _____ color-coded categories.
 - a) 6
 - b) 8
 - c) 9
- 7) _____ block will make the cat's legs move, which will appear like it is running.
 - a) Next Costume
 - b) Stage
 - c) Script
- 8) The _____ block runs the script continuously until the stop button is pressed.
 - a) Motion
 - b) Looks
 - c) Forever
- 9) Which block allows a sprite to say something in a speech bubble for a specific amount of time?
 - a) Say [Hello]
 - b) Think [Hmm]
 - c) Say [Hello] for [2] seconds
- 10) We can change how a sprite looks by giving it different _____.
 - a) Prop
 - b) costume
 - c) sprite

Q-2 Fill in the blanks.







[Scripts Area, .sb3, Red Button, Operator, C block, Event]

- 1) We join the blocks together in the _____
- 2) The _____ button is used to stop the program at any time.
- 3) The _____ blocks perform mathematical functions within the projects.
- 4) The _____ blocks are also known as Wrap blocks.
- 5) _____ is an action or occurrence detected by a program.
- 6) The extension of the scratch file is _____.

Q-3 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) Cap block is used to start every program. _____
- 5) There are six block shapes in scratch 3 _____
- 6) The 'Move 10 steps' block is found in the Sound category. _____
- 7) You can change how a sprite looks by using the 'Next Costume' block. _____
- 8) The color of the Events category blocks is blue. _____

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

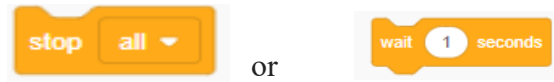
- | | |
|--|--|
| 1)  _____ | 4)  _____ |
| 2)  _____ | 5)  _____ |
| 3)  _____ | 6)  _____ |

Q-5 Match the following.

- | | | |
|------------------|---|--------------|
| (A) | (B) | Ans:- |
| 1) Move 10 steps | a) Makes the sprite say something in a bubble | 1- _____ |
| 2) Say Hello! | b) Changes how the sprite looks | 2- _____ |
| 3) Next Costume | c) Makes the sprite produce a fun noise | 3- _____ |
| 4) Play Sound | d) Makes the sprite move forward | 4- _____ |

Q-6 Application Based questions.

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



2) 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: _____

3) 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: _____

Q-7 Identify the Parts of scratch from the given picture.

