



Name : - _____

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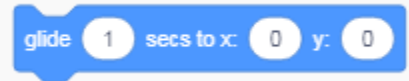
Worksheet No : PA1-01

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??

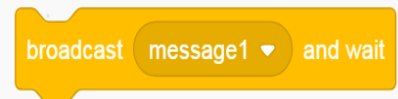


a)

b)

c)

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



a)

b)

c)

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

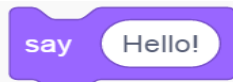
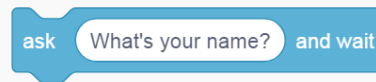


a)

b)

c)

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



a)

b)

c)

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



a)

b)

c)

6) What would this code do?

a) Make a character dance

b) Make a sound play

c) Rotate a character

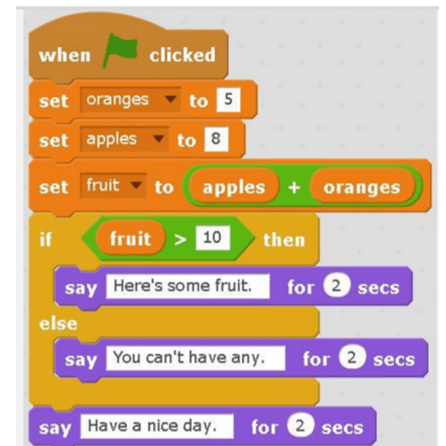


7) What will the cat say when this script is run?

a) Have a nice day. (only)

b) Here's some fruit. (only)

c) Here's some fruit. Have a nice day.



8) 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

9) Which of the following blocks is used to perform basic arithmetical operations?

a) Motion

b) Control

c) Operators

10) _____ is a numeric value that does not include decimal point.

a) String

b) Integer

c) Boolean

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

a) Conditional

b) Sequential

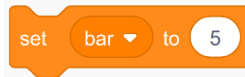
c) Repeat

Q-2 Write true or false.

- 1) Ask block stores the user's response in the variable. **True**
- 2) Two different scripts can run at the same time on the same sprite. **True**
- 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**
- 8) A variable in Scratch can store only numbers, not text. **False**

Q-3 Fill in the blank.

- 1) We can ask for input from the user using a **Ask () and wait** 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
- 5) The **events** 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) **Loops** 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.

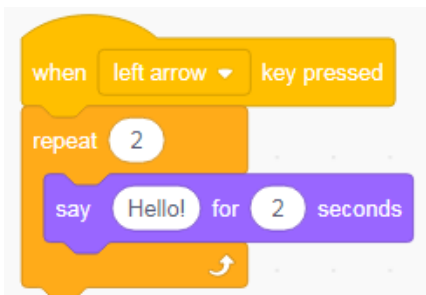


- 10) **bar** is the variable in the given block.

- 11) Creating variable is also called **defining variable**.

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) observe the script alongside, the output should be 55,
What mistake has been made here?

Ans: 2 Change the operator from minus (-) to plus (+).

Then it will correctly give:

$$25 + 30 = 55$$

