

A) Tick the correct answer

1) A user can click on this colour button to start your main programs.

Ans. b) Green

2) You can move a sprite 10 steps forward by:

Ans. a) Move 10 steps

3) Scripts are executed from:

Ans. a) Top to bottom

4) To repeat a script, From the Blocks description select this block category, drag the Repeat block

Ans. d) Control

5) Which one is not a block?

Ans. c) Mail merge

B) Fill in the blanks

1) To create a script you simply drag a block from the block on to the Palette.

2) For turning use move block.

3) To duplicate a sprite, right click on the Sprite and from popup menu, select Duplicate option.

4) Use Pen down to begin writing and Pen up to stop.

5) The Repeat block saves time from multiple repetitions.

6) The Costume tab allows you to create, edit and copy a costume.

C) Write (T) for True and (F) for False

1) The Create a new project option is stored under Edit menu. (F)

2) You cannot move your Sprite 10 steps back. (F)

3) The Sounds tab display the current Sprit's sounds. (T)

4) The goto x: y: in the script area reposition the sprite. (T)

5) You cannot import backgrounds. (F)

6) You can design a background using Paint option. (T)

D) Answer in one word/ sentence

1) Which commands is used to begin drawing and stop drawing?

Ans. To begin the drawing Pen down and to stop it, Pen up commands are used.

2) What is purpose of goto x: y:?

Ans. The goto X : Y: repositions the sprites.

3) How can you make a sprite move backwards? How does it differ from moving forward?

Ans. To move the sprite backward change the value to -10. To move it forward, we need to put the value 10.

4) Which block script save us writing a script command a number of times. And under which block it is there?

Ans. Repeat block script save us writing a script command a number of times. Control block category.

5) How sprite looks moving?

Ans. A sprite looks like walking when it moves.

E) Give short answers

1. Name screen components of Scratch.

Ans. Menu, Block description Area, Block Palette, Current Sprite Information Tabs, Script Area, Stage, Toolbar, Green flag, Red stop and New Script buttons.

2. Name all type of blocks.

Ans. Motion, Looks, Sound, Pen, Control, Sensing, Operators and Variables.

3. What is the importance of Script area?

Ans. Script area is to create and view the script pertaining to the current sprite.

4. How you reposition your sprite?

Ans. To reposition a sprite make a new script by dragging the block from motion block category into the script area.

5. How you change background of Sprite?

Ans. You can change the background of sprite by selecting either

a. Your own painted background.

b. Importing background from file.

- c. Editing the existing one.
- d. Copying a background.

