EVALUATE

A **Tick (✓) the correct answer.**

1. The instructions on the blocks in the stack create a _____.

   a. Stage ☐   b. Script ✓   c. Spread ☐

2. Which one of the following is not a component of the Scratch window?

   a. Menu tab ☐   b. Stage ☐   c. Status bar ✓

3. Which instruction cannot be performed using the Pen block?

   a. direction of the pen ✓   b. colour of the pen ☐   c. size of the pen ☐

4. The colour of the Sound block is _____.

   a. pink ☐   b. red ☐   c. magenta ✓

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5. The extension of a Scratch project is _____.

    a.   .sp   ☐   b. .sb2   ✓   c. .sp2   ☐

B **Fill in the blanks.**

1. The default sprite in Scratch is a _____*cat*_____.

2. Scratch was developed by the _____ group. *Lifelong kindergarten*

3. The "Move 10 steps" command can be found under ___*MOTION*___ block.

4. The ___*SOUND*___ block can be used to play sound in the Script.

5. The Control blocks are given in ___*YELLOW*___ colour.

C **Write 'T' for true and 'F' for false statements.**

1. A computer can understand any language. *false* ☐

2. A Scratch program is saved as a project using the extension .sb2. *True* ☐

3. Each picture in a scratch is known as sprite. *false* ☐

4. The area where the sprite moves is called the Sprite Library. *false* ☐

5. We can set the pen size according to our desire. *True* ☐

D **Define the following terms.**

1. Program *The instructions on the blocks in a stack create a Program*

2. Stage *main working area where we can see whatever we create in action*

3. Sprite *It is a built-in graphic characters that performs actions on the stage.*

E **Answer the following questions.**

CLASS - V

CHAPTER ① - INTRODUCTION TO SCRATCH

① How can we add a new sprite in Scratch 2.0?

To add a new sprite in Scratch 2.0 :-
(i) click the choose sprite from library in sprite area.
(ii) choose the desired sprite from the library.
(iii) click ok.

② List the function of the following blocks present in the palette.

(a) turn ↰ 25 degree.
→ it rotates the sprite anticlockwise by the specified angle.

(b) Pen down.
→ It puts the pen down so that it starts drawing on the stage.

(c) forever ↴ .
→ It executes the blocks inside it continuously until we press the stop button.

(d) play Sound meow ▼ untill done

→ It plays the Sound and pause the script until it finishes.

③ what is the use of sound block and Pen block?

Sound block is used to control the sound of the sprite.

Pen block is used to change the behaviour of the sprite's Pen.

④ write down the steps to save a Scratch Project?

Steps to save a scratch Project :-
(i) click the file button.
(ii) click the Save As option.
(iii) save Project dialog box appears.
(iv) choose location for saving.
(v) enter filename with .sb2 extension.
(vi) click Save button.