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ST. LAWRENCE HIGH SCHOOL

A Jesuit Christian Minority Institution



WORKSHEET -8 (ANSWER KEY)

Topic - Introduction to Scratch Software and its Window elements Subject: COMPUTER Class - 5 F.M:15 Chapter: An introduction to Scratch Programming Date: 7/11/2020

Choose the correct answer for each question 1. ____ refers to the set of instructions given to a computer to perform a specific task.

- a. Programmer
- b. Program
- c. Programming
- d. None of these
- is a way to instruct the computer to perform various tasks.
- a. Programmer
- b. Program
- c. Programming
- d. None of these

develops the computer program or codes using any programming language to 3. instruct computer what it has to do after creating its algorithm.

- a. Programmer
- b. Program
- c. Programming
- d. None of these
- is a computer programming language that allows you to create interactive 4. stories, games and animations.
 - a. <u>Scratch</u>
 - b. Paint
 - c. PowerPoint
 - d. None of these
- 5. Scratch is a :

a. Open source software

- b. Commercial software
- c. Shareware software
- d. All of these
 - is a graphical element in Scratch which is programmed using blocks to perform

specific task.

6.

- a. Stage Pane
- b. <u>Sprite</u>
- c. Script Tab
- d. None of these

15x1=15

- 7. The default Sprite which will appear on the stage is ______.
 - a. Beetle
 - b. Butterfly
 - c. <u>Cat</u>
 - d. Spider

8. The ______ flag is used to run the program when its corresponding block is used in the program.

- a. <u>Green</u>
- b. Blue
- c. Red
- d. Pink

9. How many blocks are there in motion block palette?

- a. 12
- b. 17
- c. <u>10</u>
- d. 9
- 10. Which tab enables you to change the sprite appearance?
 - a. Script Tab
 - b. Costumes Tab
 - c. Sound Tab
 - d. Stage Tab
- 11. A new sound can be added to the list in _____ ways.
 - a. One
 - b. Zero
 - c. Two
 - d. <u>Three</u>
- 12. _____ stops the Scratch program.
 - a. Stage Button
 - b. Green Flag
 - c. Stop Sign
 - d. None of these

13. _____ Pane contains the thumbnail view of all sprites.

- a. <u>Sprite</u>
- b. Stage
- c. Script
- d. None of these
- 14. The stage has dimensions of :
 - a. 480 steps wide X 360 steps tall
 - b. 240 steps wide X 180 steps tall
 - c. 120 steps wide X 90 steps tall
 - d. 60 steps wide X 30 steps tall

- 15. Consider the following statements and choose the correct option:
 - (I) You cannot change the appearance of the Sprite.
 - (II) You cannot change the size of a Sprite.
 - a. Statement (I) is true and Statement (II) is false
 - b. Statement (I) is false and Statement (II) is true
 - c. Both the statements are true
 - d. Both the statements are false

Phalguni Pramanik