





Class V

HOME ASSIGNMENT


Ch-7 Assessment Zone (HW -36)

A. Choose the correct answer.

- Which block category includes blocks that let the Sprite take decisions or repeat actions?
 - Sound
 - Control
 - Looks
 - Motion
- Which of the following blocks belongs to the Sound category?
 - 
 - 
 - 
 - 
- Which of the following categories includes blocks that performs some actions when the user clicks the mouse or presses a key on the keyboard?
 - Events
 - Looks
 - Sound
 - Motion



B. Tick (✓) the correct statement and cross (×) out the wrong one.

- A stack of blocks represents a group of instructions for the Sprite.
- A Sprite can only move or turn.






- You can change the appearance of the Sprite with the help of the blocks in the Motion block category.
- The flag on top of the stage can be used to stop the execution of the program.
- The instructions on blocks within the given repeat block  will be executed 10 times.

C. Fill in the blanks using the words given below.

Blocks Forever Events Sprites Looks

- Scratch projects are made up of objects called _____.
- Sprites are programmed by putting various _____ in the Script Area.
- The  block belongs to the _____ category.
- The _____ block runs the blocks inside it repeatedly.
- The  block belongs to the _____ category.

D. Match the following.

	Column I	Column II
1.		a. Increases or decreases the size of the Sprite
2.		b. Repeatedly executes the blocks within it
3.		c. Executes a set of instructions on a block when a particular key is pressed
4.		d. Changes the colour of the sprite
5.		e. Rotates the Sprite clockwise

Solve the above questions on your computer copy
(Refer to page no. 111 & 112 of your Computer book.)