

# 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.)**