Scratch- Variables and Decision-Making

A. Multiple Choice Questions:-

1. Scratch was developed by-
   a) MIT, USA
   b) MIT, Australia
   c) MIT, Britain
2. Which panel allows the user to create their program to run the desired animation?
   a) Sounds panel
   b) Script panel
   c) Stage
3. Which block is used to repeatedly run the blocks that the user need?
   a) Event block
   b) Control block
   c) Looks block
4. The input entered by the user gets automatically stored in which category?
   a) Events
   b) Variables
   c) Sensing
5. The background of the stage is called-
   a) Backdrop
   b) Wallpaper
   c) Highlight

B. Fill in the blanks:-

1. On the left hand side of the Scratch window there is a pane with 3 tabs- _____, Costumes and _____.
2. The _____ panel shows various expressions of the current sprite.
3. To add music block, click on _____ button and select music.
4. The _____ block is used to store value in a variable.
5. The _____and _____blocks help in decision making.

C. State whether the following statements are true or false:-

1. Every animation is Scratch is treated as a separate project.
2. Each block in code panel is an instruction to the computer to perform a task.
3. A duplicate of the sprite can be created by right clicking on it and selecting the replicate option.
4. In a computer program we process different values.
5. The say block fall under the looks category.

D. Answer the following questions:-

1. Explain the terms ‘program’ and ‘programming’.
2. What is Scratch? Write steps to launch Scratch.
3. What is an event in Scratch?
4. What are variables? What are they used for?
5. What is the use of the join block?