

**1. Choose the correct option:**

Script	cat	Scratch	Motion block	wait
Sprites	stage	costumes	backdrop	for

- a) \_\_\_\_\_ is a programming language that lets you create your own interactive stories, animations, games, and art programs.
- b) All scratch programs have \_\_\_\_\_.
- c) A \_\_\_\_\_ is the instruction for sprite.
- d) The \_\_\_\_\_ in scratch is an example of sprite.
- e) The graphical area of a scratch program where sprite moves is called a \_\_\_\_\_.
- f) To change the appearance of a sprite we can give it a different \_\_\_\_\_.
- g) \_\_\_\_\_ provide script for a sprite to move on the stage.
- h) To change the background of the stage we can click on \_\_\_\_\_.
- i) To give a time gap between the instructions we can use \_\_\_\_\_ block.
- j) To repeat a set of instructions we can use \_\_\_\_\_ block.

**2. True or False**

- a) We can always add new sprites and delete unwanted sprites.
- b) The order of instruction in a scratch program is not important.
- c) We can change the size and direction of a sprite.
- d) Sound block is used to add sound clips for the scratch program.
- e) We cannot duplicate a sprite.