



FA4-REVISION WORKSHEET

Multiple Choice Question

1. What is the colour of Pen Block?

- i. Yellow
- ii. Blue
- iii. Green

2. ----- is a location or position.

- i. Spot
- ii. Point
- iii. None of these

3. What are North, South, East, West?

- i. Games
- ii. Directions
- iii. Puzzles

4. Which skills are improved by Picture Puzzles?

- i. Visual processing
- ii. Hearing
- iii. Writing

5. Which of the following helps us in finding a location?

- i. Maps
- ii. Puzzles
- iii. Pictures

6. Which of the following help us to in pointing the location of particular area or an object?

- i. Games
- ii. Pictures
- iii. Directions and Maps

7. Which of the following is not a direction?

- i. Maps
- ii. South
- iii. North

8.



block is in the _____ category

- (i) Events
- (ii) Looks
- (iii) Control

9. -----block turns the sprite as it moves on the stage.



10. To insert the ----- block we click on Looks block category.



11. Which block is used to hide the Sprite from the stage?

- i. show
- ii. escape
- iii. hide

12. -----blocks are used to control the movement of a Sprite.

- i. Motion
- ii. Sound
- iii. Pen

13. is used so that the Sprite will not draw as it moves.

- i. Pen Down
- ii. Pen Up
- iii. Stamp

14. Colour of Sound blocks is ----- .

- i. Pink
- ii. Purple
- iii. Blue

15. Which of these is the extension of Scratch project?

- i. pptx
- ii. docx
- iii. sb2

16. Which of the following is not a component of Scratch window?

- i. Layout
- ii. Stage Area
- iii. Blocks Menu

17. -----blocks have looping blocks

- i. Wait
- ii. Pen
- iii. Control

18. Which of these blocks are used to draw the Sprite's footprints?

- i. Looks
- ii. Pen
- iii. Control

19. -----blocks are used to control the appearance of Sprite.

- i. Control
- ii. Looks
- iii. Event

Write True or False.

20. Looks block is used to add a speech bubble to the sprite.

21. We cannot add sound to the sprites in scratch.

22. Events blocks are used to actually control the sprite.

23. The code to draw a square and a rectangle are same.
24. The position of a sprite is given by the x and y values on the stage.
25. We cannot create variables in Scratch.
26. If...then...Else is a Control block which checks the given condition.
27. You can only move a sprite forward in scratch.
28. Hide command makes Sprite disappear from the stage.
29. The value given in the move block is equal to the number of steps of the sprite on stage.
30. To draw a rectangle, we change the value of the repeat block to 3.
31. Motion blocks are blue in colour.
32. You can draw the shapes in any direction you want.
33. We can add music to our Scratch project by using Looks blocks.
34. The "change size by" block, changes the sprite's costume by the given value.
35. All the blocks in Scratch are of same colour.

Fill in the blanks.

36. are 2D shapes with 3 or more straight lines and angles.
37. To calculate the degree of turn in a polygon, divide by the number of sides.
38. To run a script, you click on button.
39. A shape with six sides is called
40. The block menu has instructions for setting the colour, size and visibility of the Sprite.
41. is a Control block which runs the script continuously until the Stop button is pressed.
42. blocks are purple in colour.
43. adds a thought bubble to the sprite.
44. blocks are pink in colour.
45. block lets the Sprite move forward.

46. block helps you to add a speech bubble to the Sprite.

47. block helps you to fix the position of the Sprite.

48. block helps you to add music to our Scratch project.

49. operators are used to compare relation between two values or variables.

50. When we save a word in a variable, it is called variable.

51. block is used to draw shapes.

Match the following.

52.

a. Decagon		i. Repeat 8 Move 100 Steps Turn 45 degrees
b. Pentagon		ii. Repeat 9 Move 100 Steps Turn 40 degrees
c. Octagon		iii. Repeat 10 Move 100 Steps Turn 36 degrees
d. Triangle		iv. Repeat 5 Move 100 Steps Turn 72 degrees
e. Nonagon		v. Repeat 3 Move 100 Steps Turn 120 degrees

53.

a. 	i. Turns the sprite at a specified degree
b. 	ii. Let the sprite play a sound.
c. 	iii. Moves the Sprite 10 step forward.
d. 	iv. Pauses the script for the specified time.

Short answer type questions.

54. Find the odd one out in each group.



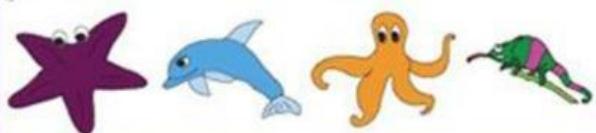
55. Find the odd one out in each group.

Name: _____ Score: _____

Odd One Out

Circle the picture that is different in each row.

1)



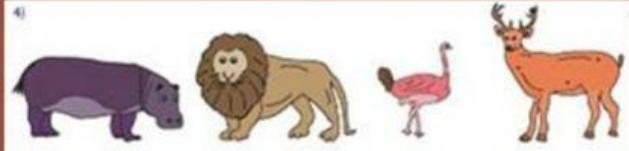
2)



3)

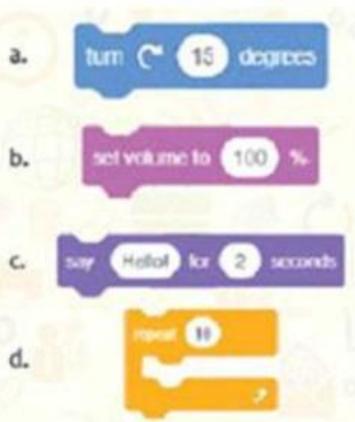


4)

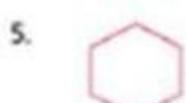


56. Which block is used to add a speech bubble to the script for few seconds?

57. Write the functions of these blocks.



58. Write name of these shapes:



Long answer type questions.

59. Write the use of Events block.

60. What is Picture Puzzle? Name anyone.

61. What is a Spot?

62. Name the four main directions.

63. Write down the commands to draw the following shapes:

a) Hexagon

b) Triangle

c) Octagon

64. What is the use of Sound block?