مدرسة أليت الانجليزية
The Elite English School

A. Tick [✓] the correct answer.

1. Scratch projects are made up of objects called ..... .
   a. Sprites ☐ b. Costume ☐ c. Bubbles ☐
2. ..... shows all the blocks available to you for use in programming.
   a. Toolbar ☐ b. Blocks Palette ☐ c. Menu Bar ☐
3. The default sprite present in the Scratch is ..... .
   a. Dog ☐ b. Cat ☐ c. Mouse ☐
4. ..... blocks are used to determine the location of the mouse-pointer and its distance from other sprites.
   a. Operators ☐ b. Sensing ☐ c. Variables ☐
5. ..... tool is used to make sprite bigger.
   a. Grow ☐ b. Shrink ☐ c. Duplicate ☐

B. Write 'T' for True and 'F' for False statements.

1. Blocks Menu displays list of ten categories of color-coded blocks. ☐
2. Green flag is used to start your main program. ☐
3. Tabs allow you to see and change the current sprite. ☐
4. The 'move 10 steps' block moves the cat in the direction of its face. ☐
5. To run the program, click outside the joined-up blocks of Script. ☐
6. The file extension of Scratch is .ab. ☐

C. Fill in the blanks.

1. The ..... is a place where you can make your programs in Scratch.
2. To run the program, click any of the ..... blocks in Scripts Area.
3. ..... is a small character that performs actions on the stage.
4. ..... block is used to leave a line behind, wherever sprite moves.

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