



FA2 REVISION

A) Fill in the blanks by unscrambling the words.

- 1) are a number of holes and slots, into which you plug in computer devices.
- 2) A is a large circuit-board inside the system unit.
- 3) card connects to speakers or a microphone.
- 4) is called primary memory.
- 5) CPU is also called or
- 6) block is used to leave a line behind, wherever sprite moves.
- 7) is a small character that performs actions on the stage.
- 8) The is a place where you can make your programs in Scratch.
- 9) To run the program, click any of the blocks in Scripts Area.

Ports

Motherboard

Sound

RAM

Processor, microprocessor

Pen down

Sprite

Scripts Area

Joined-up

B) Tick [✓] the correct answer.

1) The default sprite present in the Scratch is

- a. Dog b. Cat c. Mouse

2) shows all the blocks available to you for use in programming.

- a. Toolbar b. Blocks Palette c. Menu Bar

3) tool is used to make sprite bigger.

- a. Grow b. Shrink c. Duplicate

4) Scratch projects are made up of objects called

- a. Sprites b. Costume c. Bubbles

5) blocks are used to determine the location of the mouse pointer and its distance from other sprites.

- a. Operators b. Sensing c. Variables

6) converts the wall outlet AC power into DC.

- a. CPU b. SMPS c. Ports

7) drives are used for holding data and instructions for future use.

- a. ROM b. CPU c. Disk

8) protects the internal electronic components from damage.

- a. RAM b. ALU c. System Unit

9) is a volatile memory.

- a. Hard Disk b. RAM c. ROM

10) controls every part of computer.
a. Motherboard b. CPU c. CD-ROM

11) Speed of a CPU is measured in
a. MHz b. GHz c. Both a. & b.

C) Write 'T' for True and 'F' for False statements.

- 1) Motherboard is also known as system board.
- 2) Hard disk drive reads information stored on CDs/DVDs.
- 3) An adapter card is fitted in the socket on the motherboard.
- 4) Speed of the CPU is measured by speedometer.
- 5) RAM stores the data permanently.
- 6) The file extension of Scratch is .ab.
- 7) Green flag is used to start your main program.
- 8) Blocks Menu displays list of ten categories of color-coded blocks.
- 9) The 'move 10 steps' block moves the cat in the direction of its face.
- 10) To run the program, click outside the joined-up blocks of Script.
- 11) Tabs allow you to see and change the current sprite.

D) Application Based Question.

- 1) Shikha has made a program in Scratch. She has added Motion blocks and Pen blocks. Now, she wants to run the program. Tell her how she will do so.
.....
- 2) At home, your younger sister asked you where the computer stores information and other stuff. What would be your reply?
.....

Click any of the Joined-up block in Scripts Area.

Computer stores information and other stuff in its Memory.