Subject	ICT	Grade	6
Assessment Type	Worksheet	Title	Ch#3 (L1- L4) and Ch#5 (L1-L3)
Name			

**Q1. Write (a or b or c or d) the correct answer:**

1. With which tool in the toolbox, you will be able to draw a curve:

   a)

   b)

   c)
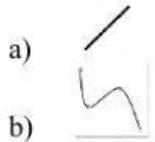
   d)

Correct Answer:

2. Which of the following tools is NOT used in drawing the given picture?

   a) Oval

   b) Line

   c) Triangle

   d) Pentagon
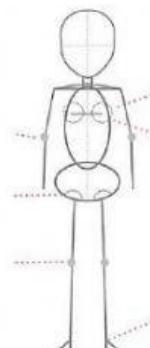
Correct Answer:

3. You can draw free hand drawings in Paint program using _____

   a)

   b)

   c)

   d)
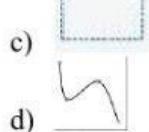
Correct Answer:

4. In Paint program, in order to draw half circle, we may use following combination of tools:

   a) Circle, Line, Square

   b) Rounded square, Line

c) Circle, Line, Eraser
d) Circle, Eraser

Correct Answer:

5. If the color spills out of the area you are filling, then there must be ….

   a) The color too dark
   b) A hole in the area
   c) An error in the paint program
   d) Unsaved document

Correct Answer:

6. After drawing a picture in MS Paint, in order to move it to different location we have to:

   a) Delete and draw it again
   b) Copy it and then paste
   c) Use undo option
   d) Select and then move

Correct Answer:

7. In a drawing or painting program, caption means:

   a) Shapes next to each other
   b) No meaning related to drawing or painting programs
   c) Text near the drawing
   d) Paint graphics

Correct Answer:

8. In Scratch, the given code blocks are an example of what type of action?

   a) Pen
   b) Events
   c) Looks
   d) Control

Correct Answer:

9. Which button must you click to choose a new backdrop from the given Scratch library?

   a)

   b)

   c)

   d)

Correct Answer:

10. Which of the following buttons you will click if you want to upload a background of your choice for your story, from the computer?

1.	2.	3.	4.
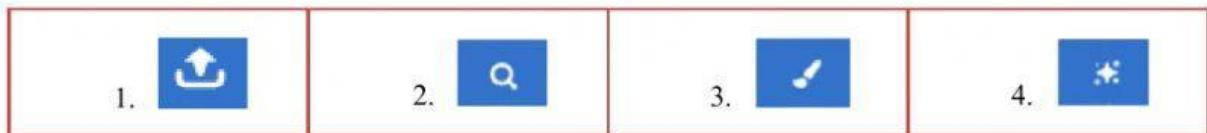
   a) Number 1
   b) Number 2
   c) Number 3
   d) Number 4

Correct Answer:

11. When creating a story, the elements that you must consider are:
   a) Background and the script only
   b) Background and characters only
   c) Background, script and characters only
   d) Script and time only

Correct Answer:

12. In order to change scene of your story after waiting for some time, which one of the following blocks will be correct:

a)
```
switch backdrop to  Boardwalk ▼
```

b)
```
when ⚑ clicked
switch backdrop to  Boardwalk ▼
wait 20 seconds
switch backdrop to  Canyon ▼
```

c)
```
when ⚑ clicked
switch backdrop to  Boardwalk ▼
switch backdrop to  Canyon ▼
```
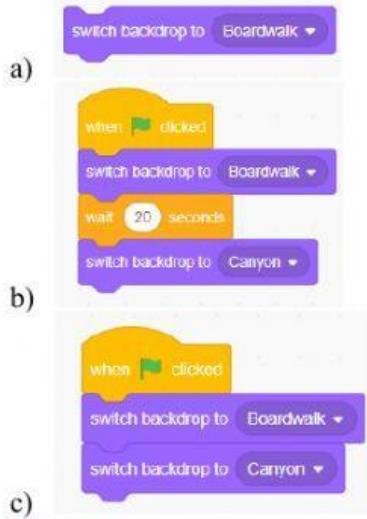
Correct Answer:

13. The default sprite present in the Scratch program is called:
   a) Cat
   b) Dog
   c) Mouse
   d) Princess

Correct Answer:

14. If we want our script to start working from the beginning, whenever we click on green flag, we add code block with our script:

a)
when this sprite clicked

b)
when 🏳 clicked

c)
touching edge ▼ ?

d)
go to random position ▼
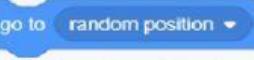
Correct Answer:

15. The area of the scratch screen, where we see our story playing is called:
    a) Stage
    b) Sprite
    c) Script
    d) Backdrop

Correct Answer:

16. Which code block we use to create a dialogue in Scratch?

a)
play sound Magic Spell ▼ until done

b)
think Hmm... for 2 seconds

c)
say Hello! for 2 seconds

Correct Answer:

17. Which of the following belongs to the Sound category in Scratch program?

a)
play sound Magic Spell ▼ until done

b)
think Hmm... for 2 seconds

c)
say Hello!

Correct Answer:

18. In order to have our own voice played as our story progresses we must use option:
    a) Record our voice and save it in library
    b) Choose a sound from the library

c) Play in built sounds

Correct Answer:

19. Which of the following flips your character horizontally?

a)

b)

c)

d)

Correct Answer:

20. Observe the given picture carefully and choose which sprite does the script that is displayed?
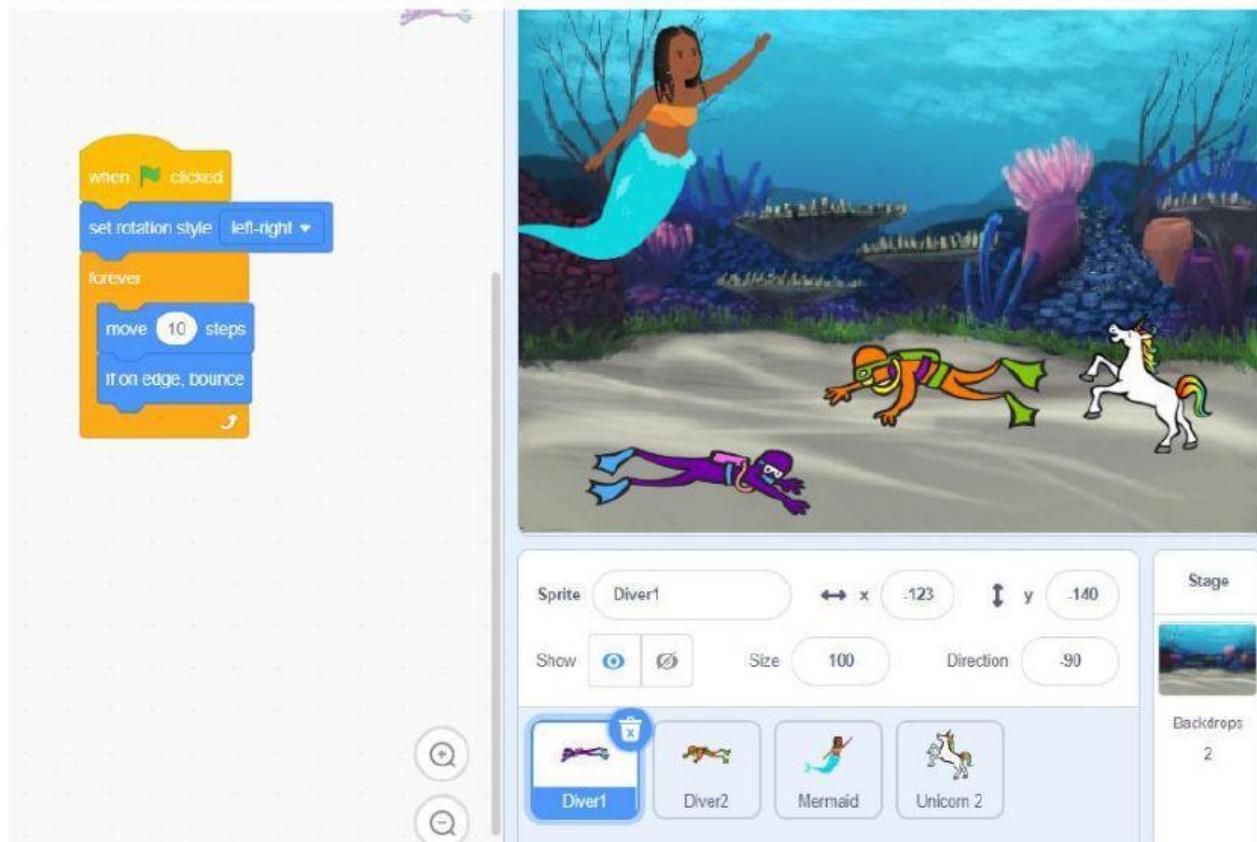
a) Diver 1

b) Diver 2

c) Mermaid

d) Unicorn 2

Correct Answer:

Q2. Choose True or false

1. We can add only one sprite on the sprite control screen.

2. To build a Script for our character we click on the code tab.

3. option flips my image horizontally.

4. We cannot add more than one backdrop for our story in Scratch.

5. An area where we make drawings is called the drawing area of the paint program.

6. In the Paint program if I draw something wrong, I cannot erase it.

7. In scratch we can choose multiple characters.

8. To delete a character from Scratch we press the recycle bin icon on top of the sprite.
   T

9. The set of blocks joined together in Scratch is called Script.

10. Scratch is a programming language.

11. In order to play a recorded sound from the sound library we must first record and save the sound.

12. The Sprite is also known as a character.

13. button will help you to paint the backdrop in Scratch.

14. tool is used to draw shapes in Paint program.

15. In order to choose Sprite we press button.

16. In MS Paint, the drawing area is where we can choose colors and shapes for the drawing.

17. It is used to draw free hand drawing in MS Paint.

18. In order to delete a block, we press left-click.

19. Each sprite has different costumes in Scratch.

20. To change the color of our Sprite we click on the costume tab.