

# WORKSHEET



## SESSION 1

### Introduction to Coding

This worksheet belongs to \_\_\_\_\_

1. Which of the following are the practical examples of coding in real world? (1 or more correct answer)
- a) Bar-code scanners at shopping store
  - b) Booking movie, bus, train, tickets online
  - c) Printers
  - d) Drawing

Answer: \_\_\_\_\_

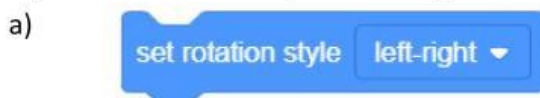
3 Points

2. In coding, there is always one and only one way to solve a particular problem.
- a) True
  - b) False

Answer: \_\_\_\_\_

1 Point

3. Which of these blocks, is responsible for **changing the direction of the moving sprite**, as soon as the sprite touches the edge of the stage:



Answer: \_\_\_\_\_

1 Point

4. The **block-**  can be found in which of these palettes?

- a) Events
- b) Motion
- c) Control
- d) Flags

Answer: \_\_\_\_\_

1 Point

5. **Match the following-** Match the PictoBlox block with its appropriate usage, by drawing matching lines:

PictoBlox Part	Usage
(i) Stage	a) A program or a code in PictoBlox/Scratch, that is built by fitting blocks together.
(ii) Sprite	b) The backdrop/background for your projects.
(iii) Blocks	c) An object or character that performs different actions in the project.
(iv) Script	d) Jigsaw puzzle pieces, that fit into each other.
	e) For adding new palettes to the block palette.

Answer: (i) \_\_\_\_\_ (ii) \_\_\_\_\_ (iii) \_\_\_\_\_ (iv) \_\_\_\_\_

4 Points