



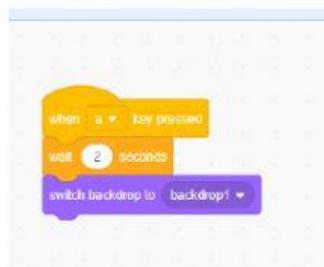
CLASS: VI
Subject: Computer Studies
Type : Class Assessment
Topic: Programming in scratch

Q1. Join the following Scratch codes in Column B with the correct options from Column A
(4 marks)

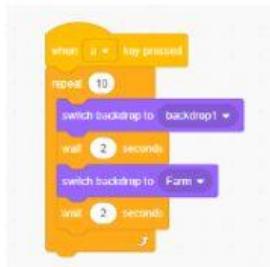
Column A

When green flag is pressed, the sprite moves towards mouse

Column B



When green flag is pressed, the sprite looks towards mouse pointer



When 'a' key is pressed, backdrop changes after wait of 2 seconds, ten times



When 'a' key is pressed, backdrop changes after wait of 2 seconds



Q2. Stage in Scratch is divided into and coordinates. (2 marks)

Q3. State true or false (4 marks)

- a) You can create variables like score in Scratch.
- b) A Sprite can have multiple costumes.
- c) All blocks must begin with 'when green flag is pressed'
- d) Scratch has been created by Massachusetts Institute of Technology.