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Worksheet

Grade 4 - Module 2

Fill in the blanks

1. V __ s __ __ __ C __ __ __ ing is any programming language that uses the graphics or blocks that are already defined with code to create programs.
2. The moving object in the visual coding is called s __ __ i __ __ .
3. The S __ __ __ pt a __ __ __ is the place where you create a script for the sprite to do a particular task.
4. In programming languages, whenever there is a problem where logic needs to be applied, we should use c__n__ __ __i __ __ __ls.
5. C__ r r __ __ __ blocks can be used to get the time from the computer in visual programming language.

State True or False(Put 1 for true and 0 for false)

1. The moving object in visual coding is called sprite. ☐
2. The place where the sprite moves and performs action is called script. ☐

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3. The block

belongs to the Motion category.

4.

Block is under the Events option.

5. In visual coding built-in objects are used for developing new programs.

Match the following questions

1.	Motion	A
2.	Operators	B
3.	Events	C
4.	variables	D
5.	Sensing	E

Multiple Choice Question

1. Which block is used to control the movement of the sprite?

A. Events
B. Control
C. Sensing
D. Motion

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2. What is the cat in the visual coding called?

A. Stage
B. Sprite
C. Script
D. Event

3. What is the function of the following block?

A. To start the scratch application
B. To start the script
C. To say hello
D. None of the above

4.

Code belongs to which block?

A. Looks
B. Motion
C. Sound
D. Sensing

5. In which of the following place you create a Script?

A. Script Area
B. Script
C. Stage
D. Sprite

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