



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

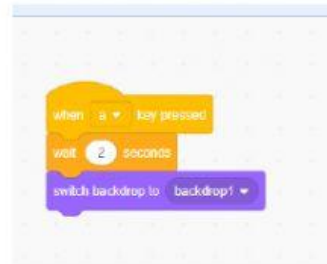
When green flag is pressed, the sprite moves towards mouse

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

Column B



Q2. Choose your answers from the given words

X Y score Massachusetts Institute of Technology.

- a) Stage in Scratch is divided into and coordinates.
- b) You can create variables like in Scratch.
- c) Scratch has been created by