



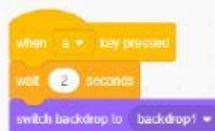
CLASS: VI
Subject: Computer Studies
Type : Class Assessment
Topic: Programming in scratch

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



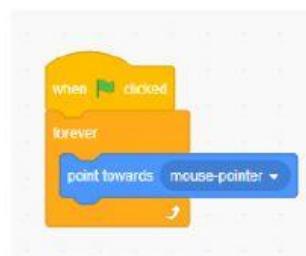
When green flag is pressed, the sprite looks towards mouse pointer



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. 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