Chapter-8

CONDITIONAL BLOCKS IN SCRATCH

Part A: Fill in the Blanks

Fill in the blanks with the correct words from the box provided.

Words: Hat, Boolean, Variables, Sensing, Conditional

1. _____ blocks are used to start a script in Scratch.
2. _____ blocks return values like 'true' or 'false'.
3. _____ are used to store data in Scratch, which can change during the execution of a script.
4. _____ blocks sense input from the keyboard or mouse during the execution of a script.
5. _____ blocks are used to execute tasks based on certain conditions.

Part B: True or False

Write **True (T)** or **False (F)** for the following statements.

1. **Hat blocks** can be placed anywhere in a script.
2. **Boolean blocks** return values like 'true' or 'false'.
3. **Variables** in Scratch can only store numeric values.
4. **Sensing blocks** are used to detect user input like keyboard or mouse actions.
5. **Conditional blocks** are used to execute tasks based on specific conditions.

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Multiple Choice Questions

1. Which of the following blocks is used to start a script in Scratch?

   a) Stack block

   b) Hat block

   c) Reporter block

   d) Cap block

2. Which type of block returns values like 'true' or 'false'?

   a) Boolean block

   b) Reporter block

   c) Sensing block

   d) Conditional block

3. What is the purpose of **Variables** in Scratch?

   a) To store data that can change during the execution of a script

   b) To start a script

   c) To detect user input

   d) To execute tasks based on conditions

4. Which block is used to detect user input like keyboard or mouse actions?

   a) Sensing block

   b) Boolean block

   c) Conditional block

   d) Reporter block

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5. Which block is used to execute tasks based on specific conditions?

a) Conditional block

b) Hat block

c) Stack block

d) Cap block

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