

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.

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

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

- a) Conditional block
- b) Hat block
- c) Stack block
- d) Cap block