

CREATING GAMES BY USING SCRATCH

Fill in the blanks.

1. Pen
2. Scripts Area
3. Sprite List
4. Costumes
5. Stop

B. Write T for True and F for False.

1. F
2. T
3. F
4. T
5. T

C. Select the correct option.

1. b
2. c
3. c
4. a
5. c

D. Application-based questions.

1. Right-click on the sprite and choose the duplicate option to get the duplicate copy of the sprite.
2. He can use the blocks from Sound Block palette. For example, 'Start Sound Guitar' or 'Play Sound Guitar until done' block

E. Answer in one word.

1. Size
2. Pen
3. Wait 'Numeric value' second
4. Say 'any Text'
5. Change volume by 'Numeric value'

F. Answer the following questions.

1. Scratch is a programming language. It can be used for developing own games, animated stories, and projects. It is available free of cost, easy to understand and learn.
2. Sprite Info Pane holds many components, such as X and Y coordinates, Show, Size, and Direction options.
3. Backdrops are the background images of the stage.
4. The Scripts Area is a place where you pick and drop the blocks to create a script.