

PARAGON CONVENT SCHOOL

SECTOR 24-B CHANDIGARH

Class- 4

Ch -8 ANIMATIONS IN SCRATCH

BRAIN DEVELOPER

A. Fill in the blanks:

1. By default, the cat sprite is selected and displayed in the middle of the stage.
2. The say () block allows the sprite to display a message in a voice bubble.
3. The Stop button is placed on the top corner of the Stage.
4. Wait () secs block allows the sprite to wait for the specified number of seconds.
5. The play sound () until done block will play the specified sound, pausing its script until the sound has finished playing.

B. State True or False.

1. You cannot make a sprite say something in a Scratch Project. False
2. You can change the size of the sprite from the Looks block. True
3. Sound block menu contains blocks to play sound in your Scratch project. True
4. The Stop button is green in colour. False
5. You can repeat the actions of sprite as many times as needed. True

C. Match the following:

Play drum 48 for 0.2 beats	Sound
Repeat 15	Control
Stamp	Pen
Turn 15 degrees	Motion
Change size by 10	Looks

D. Multiple-Choice questions:

1. The say Hello block allows the sprite to display message in a voice _____.
a. Line b. **Bubble** c. Circle

2. To move a block stack anywhere in the Scripts area, click on the _____ block of the script.
- a. **Top** b. Bottom c. Left
3. You can click on the _____ symbol to run any script.
- a. Run Button b. **Green Flag** c. Stop Button
4. The _____ rotation style enables full rotation of the sprite.
- a. **Circular Arrow** b. Linear Arrow c. Disable Rotation

E. Answer in one word or one sentence.

1. Which block allows the sprite to display a message for the specified number of seconds?

Ans: Say () for () secs

2. Which block plays the specified sound?

Ans: Play sound () until done

3. Name the block that makes the sprite wait for some seconds. Where can you find this block?

Ans: Wait () secs, Control block category

4. Name the block that is used to run the script again and again. Mention the block category where it is found.

Ans. Forever block, Control block category

F. Answer the following questions.

1. Name any two blocks from Looks block menu in Scratch.

Ans. Two blocks from Looks block category are:

Say Hello! and change size by ().

2. What is the use of the Green Flag button?

Ans. Clicking on the Green Flag button will run the script step by step.

3. Briefly explain the use of Forever block in Scratch?

Ans. Blocks held inside the 'Forever' block will be in a loop that never ends, unless the Stop button is clicked.

4. Which block should be used to play the sound of a sprite?

Ans. 'Play sound () until done' block will play the specified sound. The script will pause until the sound has finished playing.

5. What is the purpose of using the when (green flag) clicked block?

Ans. The when (green flag) clicked block is in the Events block. The scripts that begin with this block will run, once the Green flag has been clicked.