ST. ANDREWS SCOTS SR. SEC. SCHOOL

9th Avenue, I.P Extension, Patparganj, Delhi-92

Session 2024-25

Name: Date		te
Class:III	Subject: Computer	(Worksheet L-9)
Q.1 Fill in the blanks:		
1	is a play-way programming learning tool.	
2. The	teaches the use of loops to the user.	
Q.2 How many game	es does Google Blockly Gan	nes webpage have?
Q 3 Write the steps to	start Blockly.	
Q.4 True or False : 1. If some answers	are correct, a message appea	ars on the screen.
In Puzzle game, name.	user has to match the picture	of the animal/bird with its
Q.2 Choose the correct	ct option.	
1. What are dragged a	and dropped to give instructio	ns ?
a). Steps	b). Co	des
c). Spacing	d). Blo	ocks
2. What does Google I	Blockly help us learn ?	
a). Drawing	b). Dr	agging
c). Programming	d). Bo	th a. and b.
Q.3 One word. 1. Which game tea	aches the concept of block join	ing to the users.
2. Which block is	s used to move the object	in the forward direction.
3. Which of the fo	ollowing sections of puzzle pi	eces has a drop-down list?