Chapter – 8 Creating Shapes In Scratch

Class IV   **Subject : Computers**

A. Tick (√) the correct option.

1. Which block turns the sprite as it moves on the stage?

a. [ ]   b. [√]   c. [ ]

2. To insert the _____block we click on Looks block category.

a. [ ]   b. [√]   c. [ ]

3. block is in the _____category

a. Events [√]   b. Looks [ ]   c. Control [ ]

B. Fill in the blanks using the words given below.
   (Go, Polygon, Hexagon, 360)

1. **Polygon**   are 2D shapes with 3 or more straight lines and angles .

2. To calculate the degree of turn in a polygon, divide **360**   by the number of sides.

3. To run a script, you click on   **Go** button.

4. A shape with six sides is called **Hexagon .**

C. Write 'T' for true and 'F' for false.

1. To draw a rectangle, we change the value of the repeat block to 3.   **F**

2. The code to draw a square and a rectangle are same.   **F**

3. You can draw the shapes in any direction you want.   **T**

4. The value given in the move block is equal to the number of steps of the
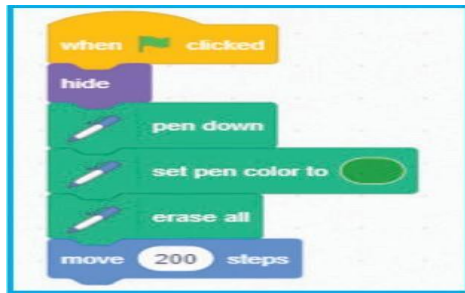   Sprite on stage.   **T**

D. Answer the following.

Q1. What is the use of Pen block?
ANS1. A pen block draw a trail as the sprite moves on the stage.

Q2. Write the steps to draw a line in Scratch.

ANS2.

Q3. What are polygons? Name any three polygon shape.

ANS3. Polygons are 2D shapes with 3 or more straight lines and angles. Examples are Triangle, Square and Rectangle **.**

Q4. What is the difference between drawing a square and a rectangle in Scratch?

ANS4. To draw a square we can keep the value of the move block same but to draw a rectangle there will be 2 different values for the move block since there are two different values for sides of rectangle i.e length and breadth.

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