

# ST. ANDREWS SCOTS SR. SEC. SCHOOL

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Session: 2025 - 26

Class- IV

Subject- Computer

L-7 Blocks in scratch

## **Code Quest (Pgno.77)**

1. C-Block
2. Cap Block

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## **TECH READY**

### **A. Tick (✓) the Correct Option.**

1. ii
2. ii
3. iv
4. i
5. iv
6. ii

### **B. True and false**

1. False
2. False
3. True
4. False

### **C. Answer the following Questions:**

#### **1. What is the function of hat block?**

Ans. This block helps to begin a script . It is shaped in such a way that we can place blocks below it.

#### **2. What is the use of next costume block?**

Ans. This block changes the costume of the sprite to the next costume in the costume list.

#### **3. How can you write coordinates? Explain with an example.**

Ans. The X-coordinate always comes first, and the coordinates are seperated by a comma. For example, an X- coordinate of 2 and a Y- coordinate of 2 would look like this : (2,2).

#### **4. When do you use the control block? Explain two control blocks .**

Ans. Control blocks have looping blocks which are used when the same blocks

have to be repeated a number of times.

- a) Wait block pauses the running of the script for the specified number of seconds.
- b) Repeat block repeats a set of blocks a given number of times.

**5. Explain any three sound blocks .**

**Ans. a)** start sound block starts playing a sound.

b) stop all sound block stops all the sounds .

c) Clear sound effects block clears all the sound effects.

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**TECH TWISTER**

**A.**

1. This block starts playing a sound
2. This block move the sprite to a specific XY position
3. This block sets the size of the sprite to a specified percentage of the original size.

**B.**

1. Say block
2. When this sprite clicked block
3. Repeat block
4. Motion blocks

**COMPETENCY BASED QUESTION**

1. Move steps block and turn clockwise degrees block
2. He should remove when clicked block and add when space key pressed block.