

ST.ANDREWS SCOTS SR.SEC.SCHOOL
9th Avenue IP Extension Patparganj D-92
Session -2024-25

Class - V.

Ch- 9Conditional Blocks in Scratch

Subject - Computer

Q1. Choose the correct option

1. Which of the following blocks are used to do arithmetic and logical operations ?

- a. ✓ Operators. b Variables. c. Sensing blocks. d. Boolean

2. Which of the following blocks are used to sense the input from the keyboard or the mouse at the time of execution of a script ?

- a) Conditional blocks. b) ✓ Sensing blocks. c) Variables. d) Reporter blocks

3. Which of the following is used to run a set of instructions continuously until stopped?

- a) Repeat. b) ✓ Forever. c) Repeat until. d) Wait

4. What is the automatic running of a set of instructions more than once called ?

- a) ✓ Looping. b) String. c) Script. d) Program

Q2 Tick the correct statements and cross the wrong ones.

- | | |
|---|--------------|
| 1. Blocks for Looping are given in loop category. | <u>True</u> |
| 2. Variables are used in programs to store and modify the data. | <u>True</u> |
| 3. Operators blocks are colour -coded as light - green. | <u>True</u> |
| 4. We cannot create our own variables in Scratch. | <u>False</u> |

Q3 Fill in the blanks

1. Logical operators can combine two or more relational operators to produce a single true /false result.
2. You can use touching color block to check if the sprite touches the colour chosen in the block.
3. The data stored in the computer memory to get information from it later is stored in Variables.
4. The Repeat block is used to run a set of instructions for a specified number of times.

Q4 Answer the following questions.

1. What are Operators blocks ?

Ans. Operators blocks are used to do arithmetic and logical calculations.

2. Write steps for sensing an input.

Ans. To add sensing blocks to the script, follow the given steps:

1. Click on the Sensing block category.
2. Insert Penguin 2 sprite on the stage.
3. Delete the cat sprite.
4. Add Arctic backdrop to the stage.
5. Drag the ask block to the script area and click on it.
6. Type your name and click on the tick button or press the Enter key.
7. Click on the check box before the answer block.
8. Put the answer block in a say block.
9. Type your name and click on the tick button or press the Enter key.

3. What are the two types of Conditional blocks?

Ans. The two types of Conditional blocks are -

- 1) If , then block
- 2) If , then ... else block

Scratch your Brain (In Notebook)

Ans a) The sprite will repeat the sequence 360 times .In each iteration, it will move 10 steps forward and then turn 30 degrees clockwise. This will result in the sprite making a full circle, moving 30 degrees after each step.

Ans b) This means that block is executed forever and will not execute the next code until it is executed.

Application based questions

Ans a)He can solve arithmetical calculations fast by using four operations of arithmetic like addition, subtraction, multiplication and division.

Ans b) You need to use the block called "create clone of myself " for the duplicate of sprite you want . This block is in control group.