Class- V   Subject- Computer

Chapter - 6 (Creating shapes in Scratch)

Tech Set Go (Page no. 70)

 1. Hat block
2. Stack block
3. Reporter block
4. Boolean block
5. C-block code

Quest (Page no. 74)

1. Heptagon
2. Triangle
3. Pentagon
4. Nonagon
5. Hexagon
6. Octagon

Tech Ready (Pg No - 77)

A.
1. (ii)
2. (ii)
3. (i)

B.
1. Polygon
2. 360
3. Go
4. Hexagon

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

D. Answer the following questions:-

Q1) What is the use of Pen blocks ?

Ans) Pen blocks draw a trail as the Sprite moves on the stage.

Q2) Write any one thumb rule to draw polygons in Scratch.

Ans) . One of the thumb rule to draw polygons in Scratch is: You must know the number of sides in the shape. This is the value to be given in repeat block. For example, you give repeat 3 to draw a triangle and 4 to draw a square.

Q3) Write the steps to add pen blocks to the block category.

Ans) To add Pen block, follow the given steps:

Step 1: Click on the Add Extension button at the bottom left corner of the Code tab.

Step 2: Click on Pen option. The Pen blocks are added to the Code tab.

Tech Twister (Pg.No - 78)

1. **Sides : 0,**
   Degree : 360

2. **Sides : 3,**
   Degree : 120

3. **Sides : 4,**
   Degree : 90

4. **Sides : 4,**
   Degree : 90

5. **Sides : 5,**
   Degree : 72 .

6. **Sides : 6,**
   Degree : 60

Competency based / Application based questions (Pg. No - 78) :-

1. **Pen blocks**
2. **Repeat 3, Move 100 Steps, Turn 120 degrees**