

ST. ANDREWS SCOTS SR. SEC. SCHOOL
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Session: 2025 - 26

Class: V

Subject: Computer

Topic: Ch 7

CODE QUEST (Pg. No - 83)

1. ask and wait block
2. key pressed?
3. The blocks that end scripts are known as CAP blocks.
4. C blocks are C shaped.

Code Quest (Page no. 88)

1. If a variable is created, to be used and modified by all the sprites, then it is known as a global variable.
2. If a variable is created to be used and modified by a single sprite only, then it is known as a local variable.

TECH READY (Pg.No 89 - 90)

A. Tick the correct option;-

1. (iii)
2. (i)
3. (i)
4. (ii)

B. Fill in the blanks :-

1. script
2. touching color

3. local

4. ask and wait

C. State whether these statements are true or false :-

- 1) True
- 2) True
- 3) False
- 4) False

D. Answer the following questions:-

1. Scratch blocks can be divided into six types of shapes. They are: Hat, Stack, Boolean, Reporter, C and Cap.
2. The sensing blocks in Scratch sense the input from the keyboard or the mouse at the time of execution of a script.
3. There are two types of variables. They are: Global Variables and Local Variables.
4. Scratch has two conditional blocks. They are:
 - (i) **If,then block:** In this block if the condition is true, the blocks inside conditional block will run. If the condition is false, the blocks inside conditional block will not run. Only the blocks outside the conditional block will run.
 - (ii) **If,then,..else block:** In this block if the condition is true, the blocks inside then condition will run. If the condition is false, the blocks inside else condition will run.

Tech Twister (Pg.Ni-90)

A.

1. The sprite will rotate 360 times. Each time it will turn at 30 degree and move 10 steps.
2. The sprite will turn 15 degrees. It will keep on moving till user stops the program.

Competency - based / Application - based questions ([Pg.No- 91](#))

1. ask and wait block
2. touching mouse-pointer ? block