

Coding in scratch

Dwords

1. Coding
2. Scratch
3. sprite
4. Block
5. loop
6. if - then
7. if - then - else
8. operators
9. Backdrops
10. Variable

Answer the following questions.

1. What is the purpose of using a variable?
A Variable is a placeholder in the memory that is used to store a changing value.
2. List the names of any three blocks that you can use to compare values.
The three blocks to compare values are:
Equal to block, greater than block, less than block.
3. Why do you use conditions in your scripts?
To put a check on any problem, a condition is applied. It allows the program to select an action based on user's input.
4. Write the names of the different blocks that are used to perform Conditional programming in Scratch.
The blocks for conditional programming are: if then block, repeat block, forever block, etc.
5. What do you mean by string Variable?
When a word is saved in a Variable, it is called a string variable.

Competency-based questions.

1. Kartik is learning to code in Scratch. He wants to create a new project, which displays random numbers on stage. Suggest the block that he can use for the same.

(pick random (1) to (10))

2. Priyanka wants to create a new variable 'marks' in her Scratch project. Suggest an appropriate block for her to do the same.

Make a Variable block in Variables blocks palette.