Month OCTOBER Ln-6 CURIOUS CONDITIONALS

Class 5 Deep diving into Conditionals

I D-Words

1. Operators
2. Sensing
3. Action
4. Repeat
5. Conditional
6. Detect
7. Hexagonal
8. Statement
9. Command
10. Character

F Short Answer Question :

1. What are conditional statement in Scratch ?

Answer: Conditional statements are blocks where the statements are blocks where the actions depend on a specific conditions.

Eg: In scratch, if the character collects 100 coins then it gains one life.

2. What does the "repeat until" block do in Scratc

Answer: It keeps repeating a set of actions, but only until the given conditions become true example

Eg: In scratch, repeat playing a sound until the space key is pressed.

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3. How does the 'mouse down?" Sensing block work in Scratch ?

Answer:
* It checks if one of the mouse buttons are being pressed.
* It helps to perform an action when a mouse button is pressed.
* For example : The sprite will say hello every time a mouse button is pressed.

4. What is the use of the "if-then-else" block ?

Answer:
* It performs one of two actions depending on the conditions
* If the condition is false, the alternative action is performed.
* Eg : If the sprite touches the edge, it bounces ; else, it move forward.

5. What are the three relational operators in Scratch ? Give one example for each.

Answer:
* Greater than (>) : Checks whether one value is greater than another. Eg : 10>5
* Less than (<) : Checks whether one value is less than another : Eg : 3<8
* Equal to (=) : Checks whether two values are equal. Eg : 5=5.

Note : Refer textbook for the lesson book back exercise, Very short answer / short answer and competency based questions.