INDIAN SCHOOL AL WADI AL KABIR

| Class: IX	DEPARTMENT OF COMPUTER SCIENCE	Date of submission:
Topic: Chapter3 – Looks and Sound		

SECTION- A

Fill in the blanks:

1. The ……………… block will stop any sounds currently being played on all sprites and the Stage.

2. The ……………block makes a sprite go to the very backmost or frontmost layer.

3. Only ……….. and .. ….. sound file are recognized in scratch.

4. ………………block shows all the hidden sprite.

5. ……………. block resets all graphic effects on its sprite.

6. ………………….block changes its sprite's costume to the next one in the costumes pane

7. …………block changes the Stage's backdrop to the specified one

Output based question

1)Analyze the script presented in the figure. Choose the result of the running of the program.
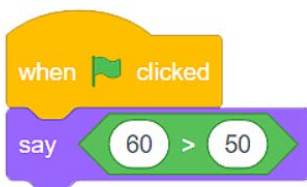
A When we click on the green flag, the sprite will say "true".

B When we click on the green flag, the sprite will say "false

2) What will be the output of the below given block

a) It ensures that sprite's speech remain on the stage.

b) It ensures that sprite's thoughts change constantly.

Match the following:

	Column A		Column B
1.	say ( ) for ( ) seconds	a	it will show the hidden sprite
2.	say ( )	b	speech bubble with the specified text will appears on the screen for the specified number of seconds.
3	clear graphic effects	c	The block moves its sprite forward or backward a given number of layers.
4	show	d	Text will be displayed in a speech bubble
5	go (▾) ( ) layers	e	This block resets all 7 graphic effects

Answer the following Question:

1. What is the use of switch costume to () block ?

2. What is the difference between say () for () sec and say () block ?

3. Which are the blocks that help the sprite to think and speak? Explain the use of think () for () sec block?

4. What is the use of change [] effect by () block ?

5. What is the use of change size by () block?.

6. What is the difference between start sound block and play sound until block ?

7. Name the seven different effects that can be given to sprite.