INDIAN SCHOOL AL WADI AL KABIR

Class: IX	DEPARTMENT OF COMPUTER SCIENCE	Date of submission:
Topic: CHAPTER2 –MOTIONS AND DRAWING		**Worksheet5**

SECTION- A

Fill in the blanks :

1) …. ………..block is an example of absolute motion

2) ……… ……… block sets its sprite's X and Y position to the specified amounts.

3) …… ………………block checks to see if its sprite is touching the edge of the screen.

4) ……… ……….. and… ………… blocks are the example relative motion

5) ……….. block changes the pen's color, saturation, brightness (also known as shade), and transparency by a specified value by the number input

6) In scratch2 ... …………..block was titled "clear".

7) The Repeat () block is a _____ palette.

8) The _____is a Pen block that sets the pen's color to the given color, which can be selected by clicking on the input

9) … ………. name of block we use to make the pen write.

10) … ………block that repeats commands an infinite number of times;

11) The ……… ………block removes all marks made by the pen or stamping

12) …… …… block sets the pen's color, saturation, brightness (also known as shade), and transparency

13) When some of the commands run multiple times in a program, we say that the program contains …… ..……

14) Any sprite can copy itself or another sprite using the … ……….. block.

15)   … ……….. block that repeats commands until a specific condition is fulfilled

Answer the following Questions:

1) Where is the location of the point with the coordinates (0,0)?

2) To which group of blocks do the position, direction, rotation and movement management blocks belong to?

3) Name the block that cause the sprite to stop drawing a trail when it moves

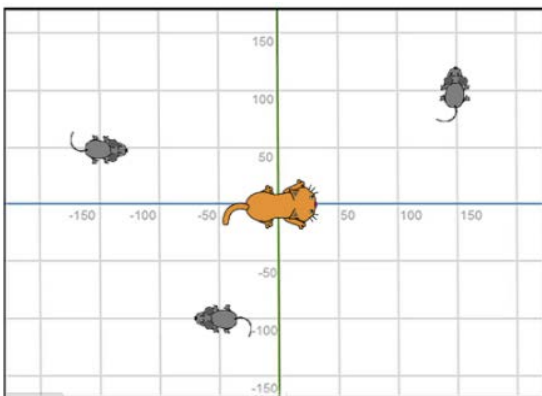4) Which blocks enable relative motion? (Select all correct answers)

       A   B   C   D

5) Which of the blocks represent motion reporters? (Select all correct answers)
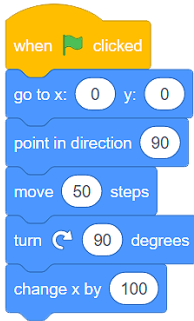

   A   B   C   D
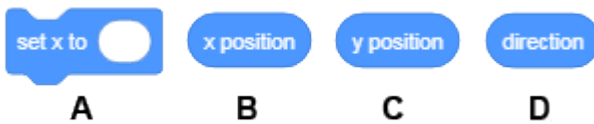
6) What is the use of stamp block ?

Application based questions:

1) Analyze the position of the mice presented in the figure below and select the program, which will allow the cat to "catch" all the mice.

2) Analyse the program presented in the figure, and select what you think is the direction of the sprite, as well as what will be its position after the program finished running.

```
when ⚑ clicked
go to x: 0 y: 0
point in direction 90
move 50 steps
turn ↻ 90 degrees
change x by 100
```

A. Direction: 90 (right) Position: (x:50 y:-100)
B. Direction: 180 (down) Position: (x:150 y:0)

3)The pupil wanted to make a simple animation of the cat's movement by changing his costume. Therefore, he/she added the following script. However, nothing happened. What did the pupil do wrong? Kindly debug the program

```
when ⚑ clicked
forever
    switch costume to costume1 ▼
    switch costume to costume2 ▼
```

4) Correct the below code block so that it makes a prefect square when the appropriate pen commands are given

```
repeat 7
    move 100 steps
    turn ↺ 45 degrees
```

5)
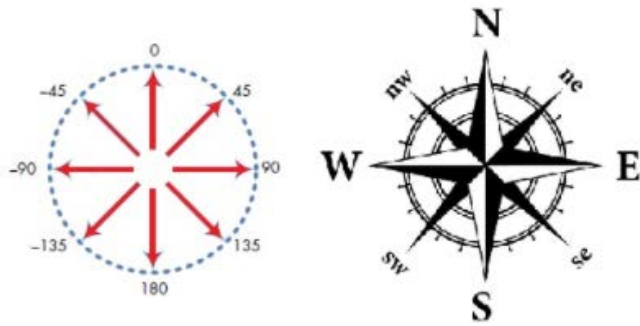
Which side of the world will the Sprite look at after running the `point in direction -45` block?

6) Predict the output of the following code block when appropriate pen

a	b
c	**d**