WORKSHEET

Introduction to PictoBlox

This worksheet belongs to _____

1. Arrange the following steps in the correct flow for programming.
   a) Testing and debugging the program   c) Writing the program
   b) Planning the program

Answer: (i) _____ (ii) _____ (iii) _____   *3 Points*

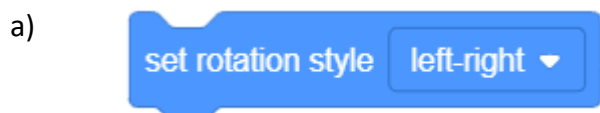**2.** The **Blocks** are where the sprite moves, draws, and interacts with other sprites and/or hardware.
   a) True   b) False

Answer: _____   *1 Point*

3. Which of these blocks is responsible for **changing the direction of the moving sprite**, as soon as the sprite touches the edge of the stage:

   a)   c)

   b)   d)

Answer: _____   *2 Points*

4. Match the following- Match the PictoBlox part with its appropriate usage, by drawing matching lines:

	PictoBlox Part		Usage
(i)	Stage	**a)**	A program or a code in PictoBlox/Scratch, that is built by fitting blocks together.
(ii)	Sprite	**b)**	The backdrop/background for your projects.
(iii)	Blocks	**c)**	An object or character that performs different actions in the project.
(iv)	Script	**d)**	Jigsaw puzzle pieces, that fit into each other.

Answer: (i) __ (ii) _____ (iii) _____ (iv) _____   *2 Points*

5. _____ is the area where you write the codes.
   a) Blocks   c) Scripting area
   b) Script   d) Stage

Answer: _____   *2 Points*