

# SOLVED WORKSHEET



## SESSION 1

### Introduction to PictoBlox

1. Arrange the following steps in the correct flow for programming.

- a) Testing and debugging the program
- b) Planning the program
- c) Writing the program

Answer: (i) b (ii) c (iii) a

3 Points

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

- a) True
- b) False

Answer: b

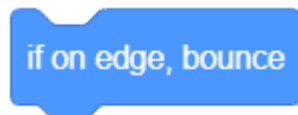
1 Point

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)



b)



c)



d)



Answer: a

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) b (ii) c (iii) d (iv) a

2 Points

5. \_\_\_\_\_ is the area where you write the scripts.

- a) Blocks
- b) Script
- c) Scripting area
- d) Stage

Answer: c

2 Points