



## Worksheet No:7

### Chapter 7: Programming in Scratch 3.0

A. Find the words related to Scratch 3.0 in the word maze given below.

S	S	R	O	T	A	R	E	P	O	L	O	Z	C	K
E	U	I	X	S	E	A	N	B	A	X	J	X	H	E
N	Q	Y	N	Q	D	U	Q	C	V	O	H	H	U	S
S	B	S	U	S	C	H	I	F	F	A	L	Y	D	O
I	S	H	A	U	T	G	K	S	U	I	S	D	G	Y
N	V	T	R	R	O	K	E	Q	J	U	U	M	V	E
G	E	C	Q	L	X	L	I	T	R	U	D	J	G	V
D	Z	H	F	Q	B	Z	O	J	V	N	I	O	Z	Q
J	R	V	B	A	E	V	E	N	T	S	G	S	K	J
M	Q	A	I	U	F	Y	C	O	L	Q	T	F	K	P
Z	U	R	O	Z	Z	D	J	P	J	N	W	I	S	O
M	A	S	A	B	M	B	N	E	R	S	M	F	P	H
V	H	A	S	G	Y	C	O	N	D	I	T	I	O	N
U	S	P	O	O	T	E	E	X	S	U	K	V	O	A
F	O	A	J	Z	A	R	K	I	Q	K	P	B	J	Z

B. Fill in the blanks.

1. The \_\_\_\_\_ of the block helps in determining where it can be positioned.
2. The block categories have different \_\_\_\_\_ and \_\_\_\_\_
3. Logical thinking includes problem identification, information searching, and \_\_\_\_\_
4. To know about Sprite's exact position, you can look at the \_\_\_\_\_ information section.
5. To run a computer program \_\_\_\_\_ input is required.