

FORMATIVE ASSESSMENT - THIRD MID TERM

COMPUTER SCIENCE

Max. Marks: 25

Std - III

Time: 1 Hr

Name of the School:  	Name of the Student:  
Place:  	Roll No.:  

I. Choose the correct answer:

5 x 1 = 5

1. When the paint new sprite icon is clicked a \_\_\_\_\_ window appears.
- a) paint menu            b) paint area            c) paint editor            d) paint
2. Scratch is a \_\_\_\_\_ software.
- a) program            b) programming            c) game            d) animation
3. Scratch can be used to create \_\_\_\_\_.
- a) animation and games            b) animation only  
c) games only            d) paintings
4. The pen-up block is used to disable the \_\_\_\_\_ block.
- a) pen down            b) next costume            c) forever            d) more block
5. The \_\_\_\_\_ block is used to play the selected sound.
- a) play sound            b) move black            c) glide block            d) thick block

II. Fill in the blanks with suitable questions:

4 x 1 = 4

6. The \_\_\_\_\_ block changes the selected effect of the sprite as the animation takes place on the stages.
7. The \_\_\_\_\_ block executes all the blocks inside it for an infinite number of times until the stop button is clicked.
8. The default sprite that is added on the stage when the scratch is opened is \_\_\_\_\_.
9. The \_\_\_\_\_ is the place where all the sprites and background are added on to.

III. Match the following:

5 x 1 = 5

Block	Function
10. Think block	Performs a glide action on the sprite for a given amount of time until the given set of points is reached on the stage.
11. Move block	Displays thought bubbles with text from a sprite.
12. When the green flag is clicked	Controls the action to be performed by scratch once the green flag icon is clicked
13. Next costume	Changes the costume of the sprite in order as per the availability of the costumes in the costumes tab.
14. Glide block	Moves the sprite either in the forward or backward direction based on a given value A-symbol preceeding the value will be the sprite background.

IV. Answer the following questions: (Any 3)

3 x 2 = 6

15. What is scratch?
16. What is present in the blocks menu?
17. How can a sprite be moved in scratch?
18. What is the use of the sky blocks in scratch?

V. Answer in detail: (Any 1)

5 x 1 = 5

19. Write down the steps to create or paint a sprite of our own choice.
20. Write down the program to draw a rectangle while a sprite is moving in scratch.