

# Scratch Answer Key

**Q1:** Que 1: What is Scratch mainly used for? (A)■Text-based programming (B)■Creating animations, games, and stories (C)■Database management (D)■Web hosting

**Answer: B**

**Q2:** Que 2: Scratch is developed by which organization? (A)■Google (B)■MIT Media Lab (C)■Microsoft (D)■Apple

**Answer: B**

**Q3:** Que 3: Block-based coding helps beginners because it: (A)■Needs typing speed (B)■Avoids syntax errors (C)■Uses numbers only (D)■Is memory-based

**Answer: B**

**Q4:** Que 4: The area where sprites perform actions is called: (A)■ Script Area (B)■Stage (C)■Blocks Palette (D)■Toolbar

**Answer: B**

**Q5:** Que 5: Which component holds coding blocks? (A)■Stage (B)■Sprite List (C)■Blocks Palette (D)■Backdrop Area

**Answer: C**

**Q6:** Que 6: Default sprite in Scratch is: (A)■Dog (B)■Robot (C)■Cat (D)■Ball

**Answer: C**

**Q7:** Que 7: Which block starts a program? (A)■ Forever (B)■When green flag clicked (C)■ Repeat (D)■Wait

**Answer: B**

**Q8:** Que 8. What is a sprite in Scratch? (A)■Background image (B)■Character/object that performs actions (C)■Sound file (D)■Code block

**Answer: B**

**Q9:** Que 9: Backdrops are related to: (A)■Sprite movement (B)■Sounds (C)■Stage background (D)■Coding blocks

**Answer: C**

**Q10:** Que 10: Which toolbar option saves a project? (A)■File (B)■Edit (C)■Help (D)■Tutorials

**Answer: A**

**Q11:** Que 11: Scratch blocks fit together like: (A)■Puzzle pieces (B)■Text lines (C)■Numbers (D)■Charts

**Answer: A**

**Q12:** Que 12: How many sprites can a Scratch project have? (A)■Only one (B)■Only ten (C)■Unlimited (D)■Fixed number

**Answer: C**

**Q13:** Que 13: Which area shows all sprites used in the project? (A)■Stage (B)■Sprite List (C)■Block Palette (D)■Menu Bar

**Answer: B**

**Q14:** Que 14: Which block category controls sprite appearance? (A)■Motion (B)■Looks (C)■Control (D)■Events

**Answer: B**

**Q15:** Que 15: Which button runs the Scratch program? (A)■Red stop (B)■Blue arrow (C)■Green flag (D)■Folder icon

**Answer: C**

**Q16:** Que 16: Scratch works mainly using: (A)■Commands (B)■Blocks (C)■Text editor (D)■Compiler

**Answer: B**

**Q17:** Que 17: Scratch projects are saved with extension: (A)■.exe (B)■.sb3 (C)■.py (D)■.java

**Answer: B**

**Q18:** Que 18: Which is NOT a Scratch component? (A)■Sprite (B)■Compiler (C)■Stage (D)■Backdrop

**Answer: B**

**Q19:** 19. Scratch programming is best suitable for: (A)■Beginners (B)■Experts only (C)■Hardware engineers (D)■Database admins

**Answer: A**

**Q20:** 20. Which tab is used to draw your own sprite? (A)■Code (B)■Costumes (C)■Sounds (D)■Events

**Answer: B**

**Q21:** Que 1: Motion blocks are used to: (A)■Change color (B)■Move sprites (C)■Add sound (D)■Stop game

**Answer: B**

**Q22:** Que 2: The x-axis controls movement in which direction? (A)■Up–Down (B)■Left–Right (C)■Diagonal (D)■Circular

**Answer: B**

**Q23:** Que 3: The y-axis controls movement in: (A)■Left–Right (B)■Up–Down (C)■Zigzag (D)■Rotation

**Answer: B**

**Q24:** Que 4: Which block rotates a sprite? (A)■Move (B)■Turn (C)■Glide (D)■Go to

**Answer: B**

**Q25:** Que 5: Looks blocks mainly affect: (A)■Speed (B)■Dialogue & costumes (C)■Direction (D)■Sensors

**Answer: B**

**Q26:** Que 6: Animation means: (A)■Static image (B)■Multiple images creating motion (C)■Sound only (D)■Code compilation

**Answer: B**

**Q27:** Que 7: Which block makes the sprite say text? (A)■Think (B)■Say (C)■Speak (D)■Show

**Answer: B**

**Q28:** Que 8: Costume change is used to: (A)■Move fast (B)■Create animation effect (C)■Add sound (D)■Stop sprite

**Answer: B**

**Q29:** Que 9: Which block moves sprite smoothly? (A)■Move (B)■Turn (C)■Glide (D)■Bounce

**Answer: C**

**Q30:** Que 10: Which block hides a sprite? (A)■Show (B)■Hide (C)■Stop (D)■Remove

**Answer: B**

**Q31:** Que 11: A sprite position (x, y) = (0,0) means: (A)■Top-left (B)■Center (C)■Bottom-right (D)■Outside screen

**Answer: B**

**Q32:** Que 12: Which block makes the sprite bounce from the edge? (A)■Turn (B)■If edge bounce (C)■Glide (D)■Stop

**Answer: B**

**Q33:** Que 13: Which block is used for changing size? (A)■Set size (B)■Grow (C)■Resize (D)■Scale

**Answer: A**

**Q34:** Que 14: Animation requires: (A)■Only sounds (B)■Costumes and motion (C)■Variables only (D)■Numbers

**Answer: B**

**Q35:** Que 15: Which block resets direction? (A)■Turn (B)■Point in direction (C)■Glide (D)■Rotate

**Answer: B**

**Q36:** Que 16: Looks blocks color is: (A)■Blue (B)■Purple (C)■Green (D)■Yellow

**Answer: B**

**Q37:** Que 17: Motion blocks color is: (A)■Orange (B)■Blue (C)■Purple (D)■Red

**Answer: B**

**Q38:** Que 18: Sprite dialogue stays on screen for: (A)■Forever (B)■Set time (C)■10 seconds fixed (D)■No time

**Answer: B**

**Q39:** Que 19: Which block layer changes front/back order? (A)■Go to front (B)■Move (C)■Turn (D)■Stop

**Answer: A**

**Q40:** Que 20: Animation frame means: (A)■One image (B)■One second (C)■One block (D)■One sound

**Answer: A**

**Q41:** Que 1: Events blocks are used to: (A)■Move sprite (B)■Start actions (C)■Change color (D)■Store values

**Answer: B**

**Q42:** Que 2: Which block repeats actions forever? (A)■Repeat (B)■Loop (C)■Forever (D)■While

**Answer: C**

**Q43:** Que 3: Repeat block executes code: (A)■Once (B)■Fixed number of times (C)■Forever (D)■Random

**Answer: B**

**Q44:** Que 4: Wait block is used to: (A)■Stop project (B)■Delay action (C)■Loop code (D)■Move sprite

**Answer: B**

**Q45:** Que 5: If-else block is used for: (A)■Sound (B)■Decision making (C)■Drawing (D)■Motion

**Answer: B**

**Q46:** Que 6: Which block stops all scripts? (A)■End (B)■Stop all (C)■Exit (D)■Quit

**Answer: B**

**Q47:** Que 7: Broadcast block is used for: (A)■Sound (B)■Sprite communication (C)■Motion (D)■Drawing

**Answer: B**

**Q48:** Que 8: When key pressed block is an example of: (A)■Control (B)■Motion (C)■Event (D)■Sound

**Answer: C**

**Q49:** Que 9: Control blocks color is: (A)■Blue (B)■Yellow (C)■Orange (D)■Green

**Answer: C**

**Q50:** Que 10: Forever loop stops when: (A)■Time ends (B)■Program stopped (C)■Sprite hides (D)■Condition false

**Answer: B**

**Q51:** Que 11: Conditional logic checks: (A)■Sound (B)■Position (C)■True or false (D)■Costume

**Answer: C**

**Q52:** Que 12: Which block waits until the condition is true? (A)■If (B)■Repeat (C)■Wait until (D)■Forever

**Answer: C**

**Q53:** Que 13: Nested blocks mean: (A)■Same blocks (B)■Blocks inside blocks (C)■Broken blocks (D)■Unused blocks

**Answer: B**

**Q54:** Que 14: Which block starts when the sprite clicked? (A)■When flag clicked (B)■When sprite clicked (C)■When key pressed (D)■Forever

**Answer: B**

**Q55:** Que 15: Events help in: (A)■Story flow (B)■Drawing (C)■Rotation (D)■Scaling

**Answer: A**

**Q56:** Que 16: Loops improve: (A)■Repetition handling (B)■Sound quality (C)■Sprite shape (D)■Color

**Answer: A**

**Q57:** Que 17: Stop other scripts means: (A)■Pause sound (B)■Stop selected scripts (C)■Stop entire project (D)■Restart project

**Answer: B**

**Q58:** Que 18: Broadcasting sends message to: (A)■One sprite (B)■All listening sprites (C)■Stage only (D)■Sound editor

**Answer: B**

**Q59:** Que 19: Logical thinking is required in: (A)■Control blocks (B)■Backdrops (C)■Costumes (D)■Sounds

**Answer: A**

**Q60:** Que 20: Event blocks color is: (A)■Yellow (B)■Blue (C)■Orange (D)■Green

**Answer: A**

**Q61:** Que 1: A game must have: (A)■Goals (B)■Rules (C)■Interaction (D)■All of the above

**Answer: D**

**Q62:** Que 2: Which block checks touching an object? (A)■Motion (B)■Sensing (C)■Control (D)■Looks

**Answer: B**

**Q63:** Que 3: Game score is stored using: (A)■Costume (B)■Variable (C)■Event (D)■Sound

**Answer: B**

**Q64:** Que 4: Lives in a game are managed using: (A)■Events (B)■Sounds (C)■Variables (D)■Backdrops

**Answer: C**

**Q65:** Que 5: Sensing blocks are colored: (A)■Green (B)■Light blue (C)■Yellow (D)■Purple

**Answer: B**

**Q66:** Que 6: Touching edge detection is used for: (A)■Collision (B)■Animation (C)■Sound (D)■Drawing

**Answer: A**

**Q67:** Que 7: Which block pauses game flow? (A)■Wait (B)■Stop (C)■Forever (D)■Repeat

**Answer: A**

**Q68:** Que 8: Game over screen is usually shown using: (A)■New sprite (B)■Backdrop change (C)■Sound (D)■Score

**Answer: B**

**Q69:** Que 9: Player controls are handled using: (A)■Looks (B)■Motion + Events (C)■Sound (D)■Variables

**Answer: B**

**Q70:** Que 10: Which block helps in enemy movement repeatedly? (A)■Repeat (B)■Forever (C)■If (D)■Stop

**Answer: B**

**Q71:** Que 11: Collision logic is part of: (A)■Looks (B)■Motion (C)■Sensing (D)■Backdrop

**Answer: C**

**Q72:** Que 12: Game difficulty can be controlled by: (A)■Speed increase (B)■More enemies (C)■Variables (D)■All of the above

**Answer: D**

**Q73:** Que 13: Winning condition is checked using: (A)■If block (B)■Wait block (C)■Say block (D)■Hide block

**Answer: A**

**Q74:** Que 14: Game sound effects improve: (A)■Logic (B)■User experience (C)■Code speed (D)■Storage

**Answer: B**

**Q75:** Que 15: Which block stops the game from losing? (A)■Stop all (B)■Hide (C)■Reset (D)■Forever

**Answer: A**

**Q76:** Que 16: Player input key detection uses: (A)■When key pressed (B)■Wait (C)■Broadcast (D)■Think

**Answer: A**

**Q77:** Que 17: Game sprites include: (A)■Player only (B)■Enemy only (C)■Player, enemy, objects (D)■Stage only

**Answer: C**

**Q78:** Que 18: Control structures manage: (A)■Flow of game (B)■Sprite shape (C)■Color (D)■Audio

**Answer: A**

**Q79:** Que 19: Score increases when: (A)■Variable changes (B)■Event triggered (C)■Condition met (D)■All of the above



**Answer: D**

**Q80:** Que 20: Restarting a game uses: (A)■Green flag (B)■Stop (C)■Hide (D)■Think

**Answer: A**

**Q81:** Que 1: Custom sprites can be created using: (A)■Motion tab (B)■Sounds tab (C)■Costumes editor (D)■Events tab

**Answer: C**

**Q82:** Que 2: Which tool is used to draw your own sprite? (A)■Select tool (B)■Paint editor (C)■Folder (D)■Camera

**Answer: B**

**Q83:** Que 3: A variable in Scratch is used to: (A)■Store values (B)■Play sound (C)■Move sprite (D)■Change costume

**Answer: A**

**Q84:** Que 4: Variables can store: (A)■Only text (B)■Only numbers (C)■Numbers and text (D)■Images

**Answer: C**

**Q85:** Que 5: Variable blocks color is: (A)■Purple (B)■Orange (C)■Dark orange (D)■Blue

**Answer: C**

**Q86:** Que 6: Which block sets a variable value? (A)■Change (B)■Set (C)■Store (D)■Value

**Answer: B**

**Q87:** Que 7: Loops are useful for: (A)■One-time actions (B)■Repeated actions (C)■Drawing shapes (D)■Stopping scripts

**Answer: B**

**Q88:** Que 8: Conditional statements use: (A)■If / If-Else blocks (B)■Move blocks (C)■Turn blocks (D)■Say blocks

**Answer: A**

**Q89:** Que 9: Which block checks a condition continuously? (A)■If (B)■Forever (C)■Repeat (D)■Wait

**Answer: B**

**Q90:** Que 10: Sound blocks are used to: (A)■Draw sprites (B)■Control logic (C)■Add audio effects (D)■Change backdrops

**Answer: C**

**Q91:** Que 11: Which block plays sound until finished? (A)■Start sound (B)■Play sound (C)■Play sound until done (D)■Sound forever

**Answer: C**

**Q92:** Que 12: Background music usually runs in: (A)■Repeat (B)■Forever loop (C)■If block (D)■Wait block

**Answer: B**

**Q93:** Que 13: You can record sound in Scratch using: (A)■Microphone (B)■Keyboard (C)■Camera (D)■Mouse

**Answer: A**

**Q94:** Que 14: Sound editor allows: (A)■Coding (B)■Trimming and effects (C)■Moving sprites (D)■Variables

**Answer: B**

**Q95:** Que 15: Costumes are helpful for: (A)■Game scoring (B)■Animation (C)■Sound recording (D)■Broadcasting

**Answer: B**

**Q96:** Que 16: Advanced logic improves: (A)■Visuals only (B)■Game rules (C)■Sound quality (D)■File size

**Answer: B**

**Q97:** Que 17: Which block increases a variable gradually? (A)■Set (B)■Change (C)■Reset (D)■Store

**Answer: B**

**Q98:** Que 18: Multiple variables are useful for: (A)■Large projects (B)■Only stories (C)■Only animations (D)■Drawing

**Answer: A**

**Q99:** Que 19: Advanced Scratch projects often use: (A)■No logic (B)■Only motion (C)■Variables and conditions (D)■Only sound

**Answer: C**

**Q100:** Que 20: Using clear variable names helps in: (A)■Decoration (B)■Debugging and understanding (C)■Animation speed (D)■Sound effects

**Answer: B**

**Q101:** Que 1: Scratch projects can be shared using: (A)■Email only (B)■Scratch website (C)■USB only (D)■Mobile app

**Answer: B**

**Q102:** Que 2: To share a project, a user must: (A)■Install Scratch (B)■Create a Scratch account (C)■Buy Scratch (D)■Use mobile

**Answer: B**

**Q103:** Que 3: Scratch community allows users to: (A)■Delete others' work (B)■View and remix projects (C)■Hack projects (D)■Sell code

**Answer: B**

**Q104:** Que 4: Remixing a project means: (A)■Copying illegally (B)■Modifying an existing project (C)■Deleting project (D)■Renaming file

**Answer: B**

**Q105:** Que 5: Publishing a project makes it: (A)■Private (B)■Editable by you only (C)■Visible to others (D)■Deleted

**Answer: C**

**Q106:** Que 6: Mini projects help students to: (A)■Memorize blocks (B)■Combine learned concepts (C)■Avoid practice (D)■Copy code

**Answer: B**

**Q107:** Que 7: A Scratch mini project can be: (A)■Story (B)■Animation (C)■Game (D)■All of the above

**Answer: D**

**Q108:** Que 8: Team-based programming improves: (A)■Competition (B)■Collaboration (C)■Confusion (D)■Errors

**Answer: B**

**Q109:** Que 9: In collaborative coding, roles mean: (A)■Same work by all (B)■Dividing responsibilities (C)■No planning (D)■Copying

**Answer: B**

**Q110:** Que 10: Commenting code helps in: (A)■Execution speed (B)■Easy understanding (C)■Designing sprites (D)■Sound quality

**Answer: B**

**Q111:** Que 11: Documentation explains: (A)■Only design (B)■How project works (C)■Only sound (D)■Stage size

**Answer: B**

**Q112:** Que 12: Event-based stories depend on: (A)■User actions (B)■Sprite color (C)■Sound volume (D)■File name

**Answer: A**

**Q113:** Que 13: Dialogue between sprites uses: (A)■Say / Think blocks (B)■Motion blocks (C)■Control blocks (D)■Variables

**Answer: A**

**Q114:** Que 14: Interactive stories require: (A)■No events (B)■User interaction (C)■Only sound (D)■Static sprites

**Answer: B**

**Q115:** Que 15: A game objective should be: (A)■Confusing (B)■Clear (C)■Hidden (D)■Random

**Answer: B**

**Q116:** Que 16: Feedback in games is given using: (A)■Sound and visuals (B)■Variables only (C)■Motion only (D)■Backdrops only

**Answer: A**

**Q117:** Que 17: Testing a Scratch project helps to: (A)■Increase size (B)■Find and fix errors (C)■Reduce blocks (D)■Remove sprites

**Answer: B**

**Q118:** Que 18: Debugging means: (A)■Adding errors (B)■Removing bugs (C)■Publishing project (D)■Drawing sprites

**Answer: B**

**Q119:** Que 19: Sharing projects helps in: (A)■Learning from others (B)■Losing ownership (C)■Hiding work (D)■Deleting files

**Answer: A**

**Q120:** Que 20: A successful Scratch project should be: (A)■Very long (B)■Error-free and interactive (C)■Without sound (D)■Only one sprite

**Answer: B**

**Q121:** Que 1: Which is NOT an input device for Scratch? (A)■Mic (B)■Camera (C)■Keyboard (D)■Speaker

**Answer: D**

**Q122:** Que 2: Blocks that trigger scripts are called: (A)■Hat blocks (B)■Operators (C)■Reporters (D)■Data blocks

**Answer: A**

**Q123:** Que 3: The Scratch Cat is an example of a: (A)■Boolean (B)■Sprite (C)■Stage (D)■Variable

**Answer: B**

**Q124:** Que 4: Operator “and” returns true when: (A)■One condition is true (B)■Both true (C)■Random (D)■None

**Answer: B**

**Q125:** Que 5: The largest category of blocks is usually: (A)■Sound (B)■Events (C)■Motion (D)■Control

**Answer: C**

**Q126:** Que 6: The block “distance to ()” is: (A)■Motion (B)■Sensing (C)■Operators (D)■Control

**Answer: B**

**Q127:** Que 7: A conditional inside a loop is: (A)■Nested condition (B)■Broadcast (C)■Trigger (D)■Sprite

**Answer: A**

**Q128:** Que 8: The block “switch costume to” helps create: (A)■Animation effect (B)■Music (C)■Score (D)■Time

**Answer: A**

**Q129:** Que 9: Which detects blocks joining error? (A)■Error message (B)■Red outline (C)■Warning sign (D)■Alert tone

**Answer: B**

**Q130:** Que 10: Project thumbnail updates after clicking: (A)■Stop (B)■Save (C)■Green flag (D)■Share

**Answer: B**

**Q131:** Que 11: To slow down animation: (A)■Reduce costume (B)■Wait between frames (C)■Change backdrop (D)■Change variable

**Answer: B**

**Q132:** Que 12: “Set size to 200%” will: (A)■Shrink (B)■Hide (C)■Enlarge (D)■Delete

**Answer: C**

**Q133:** Que 13: To remove clone traces when moving with pen: (A)■Stop all (B)■Clear (C)■Hide (D)■Erase

**Answer: D**

**Q134:** Que 14: To make sprite face mouse pointer: (A)■Turn always (B)■Aim sensor (C)■Point towards mouse-pointer (D)■Select face

**Answer: C**

**Q135:** Que 15: Which pauses all code temporarily? (A)■Repeat (B)■Forever (C)■Wait (D)■Hide

**Answer: C**

**Q136:** Que 16: A timer usually starts from: (A)■5 (B)■10 (C)■0 (D)■1

**Answer: C**

**Q137:** Que 17: Reporting blocks are: (A)■Circle with data result (B)■Hexagon (C)■Curve (D)■Hat

**Answer: A**

**Q138:** Que 18: Boolean blocks are: (A)■Rounded (B)■Hexagon-shaped (C)■Circle (D)■Box

**Answer: B**

**Q139:** Que 19: Which is used for mathematical calculations? (A)■Operators (B)■Costumes (C)■Events (D)■Backdrops

**Answer: A**

**Q140:** Que 20: Scratch is best described as: (A)■Professional programming IDE (B)■Visual block-based educational programming language (C)■Game console (D)■Digital library

**Answer: B**

**Q141:** Que 1: Motion on the X-axis means movement: (A)■Up & Down (B)■Left & Right (C)■Forward (D)■Random

**Answer: B**

**Q142:** Que 2: A sprite is a: (A)■Program (B)■Character / Object (C)■Stage (D)■Block set

**Answer: B**

**Q143:** Que 3: Which selects the next look of a sprite? (A)■Next costume (B)■Transform (C)■Change sprite (D)■Re-dress

**Answer: A**

**Q144:** Que 4: Scratch projects are saved with extension: (A)■.exe (B)■.sb3 (C)■.scr (D)■.game

**Answer: B**

**Q145:** Que 5: To glide smoothly to a position: (A)■Slide (B)■Teleport (C)■Glide ( ) seconds to x:y (D)■Move

**Answer: C**

**Q146:** Que 6: To broadcast a message we use: (A)■Announce (B)■Shout (C)■Broadcast (D)■Inform

**Answer: C**

**Q147:** Que 7: Timer value is available under: (A)■Events (B)■Motion (C)■Sensing (D)■Looks

**Answer: C**

**Q148:** Que 8: Forever block belongs to: (A)■Motion (B)■Events (C)■Control (D)■Looks

**Answer: C**

**Q149:** Que 9: To clone a sprite we use: (A)■Copy (B)■Duplicate (C)■Create clone of () (D)■Split

**Answer: C**

**Q150:** Que 10: The block “turn 15 degrees” rotates the sprite: (A)■Forward (B)■Backward (C)■Clockwise (D)■Random

**Answer: C**

**Q151:** Que 11: A variable affecting only one sprite is: (A)■Shared variable (B)■Local variable (C)■Temporary variable (D)■Public variable

**Answer: B**

**Q152:** Que 12: A loudness value increases with: (A)■Brightness (B)■Camera input (C)■Microphone input (D)■Speed

**Answer: C**

**Q153:** Que 13: To detect edges of the Stage: (A)■Edge sensor (B)■Touching edge? (C)■Boundary check (D)■End area

**Answer: B**

**Q154:** Que 14: Loops are part of: (A)■Control (B)■Looks (C)■Sound (D)■Data

**Answer: A**

**Q155:** Que 15: Which stops all running scripts? (A)■Stop this script (B)■Stop others (C)■Stop all (D)■End code

**Answer: C**



**Q156:** Que 16: To reverse x-axis direction: (A)■Multiply x by  $-1$  (B)■Go opposite (C)■Invert (D)■Teleport

**Answer: A**

**Q157:** Que 17: To permanently delete a clone: (A)■Remove (B)■Delete clone (C)■Change sprite (D)■Stop

**Answer: B**

**Q158:** Que 18: A list is: (A)■Image (B)■Picture memory (C)■Collection of stored values (D)■Loop

**Answer: C**

**Q159:** Que 19: Which block gives true/false value? (A)■Reporter (B)■Boolean (C)■Hat (D)■C-block

**Answer: B**

**Q160:** Que 20: Scratch supports extensions like: (A)■Robotics (B)■Video Sensing (C)■Music (D)■All of these

**Answer: D**

**Q161:** Que 1: Which block starts a program when clicked? (A)■Start (B)■When Space Key Pressed (C)■When Green Flag Clicked (D)■Begin

**Answer: C**

**Q162:** Que 2: Scratch was developed by which institute? (A)■Stanford (B)■Google (C)■MIT (D)■NASA

**Answer: C**

**Q163:** Que 3: Which category is used to move sprites? (A)■Looks (B)■Motion (C)■Events (D)■Sensing

**Answer: B**

**Q164:** Que 4: Which block repeats a set of instructions forever? (A)■Repeat 10 (B)■Again (C)■Forever (D)■Loop

**Answer: C**

**Q165:** Que 5: Score values are stored using: (A)■Motion (B)■Variables (C)■Costumes (D)■Extensions

**Answer: B**

**Q166:** Que 6: Which block is used to change sprite appearance? (A)■Go (B)■Costume (C)■Looks (D)■Display

**Answer: C**

**Q167:** Que 7: Which block plays a recorded clip? (A)■Sound (B)■Audio (C)■Speaker (D)■Volume

**Answer: A**

**Q168:** Que 8: Click-drag blocks to form a program is called: (A)■Coding (B)■Snapping (C)■Attach (D)■Scripting

**Answer: A**

**Q169:** Que 9: The Scratch Stage uses which coordinate system? (A)■Latitude (B)■Polar (C)■Cartesian (D)■Matrix

**Answer: C**

**Q170:** Que 10: Which sensing block detects sprite collision? (A)■Touching ()? (B)■Bumping (C)■Crash (D)■If overlap

**Answer: A**

**Q171:** Que 11: Which block stops a script? (A)■Cancel (B)■Close (C)■Stop (D)■Hide

**Answer: C**

**Q172:** Que 12: A sprite moves upward when we: (A)■Change y by 10 (B)■Change y by −10 (C)■Change x by 10 (D)■Change x by −10

**Answer: A**

**Q173:** Que 13: The “wait () seconds” block belongs to: (A)■Events (B)■Control (C)■Looks (D)■My Blocks

**Answer: B**

**Q174:** Que 14: Output of “say Hello for 2 seconds” is: (A)■Text bubble (B)■Costume change (C)■Motion (D)■Backdrop change

**Answer: A**

**Q175:** Que 15: Which block senses keyboard input? (A)■Key Control (B)■Key () pressed? (C)■Read Keyboard (D)■Detect Key

**Answer: B**

**Q176:** Que 16: Which Scratch feature changes background? (A)■Theme (B)■Wallpaper (C)■Backdrop (D)■Display

**Answer: C**

**Q177:** Que 17: Sounds can be imported from: (A)■Gallery (B)■Library (C)■Sound Tab (D)■System

**Answer: B**

**Q178:** Que 18: A sprite is visible again using: (A)■Restart (B)■Show (C)■Appear (D)■Launch

**Answer: B**

**Q179:** Que 19: Custom blocks are created inside: (A)■Extensions (B)■My Blocks (C)■Looks (D)■Libraries

**Answer: B**

**Q180:** Que 20: Which block randomizes movement? (A)■Go anywhere (B)■Pick random () to () (C)■Jump (D)■Auto move

**Answer: B**

**Q181:** 1. Operators perform: A. Music B. Animation C. Calculations D. Costume change

**Answer: C**

**Q182:** 2. Which operator joins words? A. Add B. Merge C. Join () () D. Insert

**Answer: C**

**Q183:** 3. The project thumbnail is visible in: A. Toolbar B. Stage preview C. Website project gallery D. Sound tab

**Answer: B**

**Q184:** 4. Which runs a block after time delay? A. Hold B. Pause C. Wait D. Stop

**Answer: C**

**Q185:** 5. A program error in Scratch is called: A. Bug B. Virus C. Hack D. Lock

**Answer: A**

**Q186:** 6. Debugging means: A. Designing game B. Removing errors C. Resetting score D. Playing

**Answer: B**

**Q187:** 7. Which block checks if number is greater than another? A. > B. Compare C. Logic D. Boolean

**Answer: A**

**Q188:** 8. "+" operator belongs to: A. Looks B. Operators C. Variables D. Motion

**Answer: B**

**Q189:** 9. The Stage is: A. Coding space B. Output screen C. Sound area D. Folder

**Answer: B**

**Q190:** 10. Which detects video movement? A. Pen B. Sound C. Video Sensing D. Music

**Answer: C**

**Q191:** 11. To move exactly 10 steps: A. Jump B. Slide C. Move 10 steps D. Go

**Answer: C**

**Q192:** 12. To forever bounce off the edge: A. Edge sensor B. If edge bounce C. Reverse edge D. Random bounce

**Answer: B**

**Q193:** 13. Touching mouse-pointer detects: A. Cursor click B. Pointer proximity C. Touching mouse-pointer? D. Cursor bounce

**Answer: C**

**Q194:** 14. A variable shown on Stage looks like: A. Icon B. Tag C. Monitor D. Button

**Answer: C**

**Q195:** 15. Which allows storing multiple values? A. Costume B. Backdrop C. List D. Sound

**Answer: C**

**Q196:** 16. Default backdrop color is: A. Green B. White C. Blue D. Black

**Answer: B**

**Q197:** 17. A clone copies: A. Blocks only B. Appearance only C. Sprite with scripts D. Costumes only

**Answer: C**

**Q198:** 18. Drag-and-drop coding supports: A. High-level syntax B. Text typing C. Block programming D. Binary coding

**Answer: C**

**Q199:** 19. Broadcast signals are used for: A. Communication between sprites B. Changing sound C. Resetting game D. Editing looks

**Answer: A**

**Q200:** 20. The Stop sign button is used to: A. Switch sprites B. Stop project C. Change costume D. Save work

**Answer: B**

**Q201:** 1. The Scratch Stage resolution is: A. 640×480 B. 480×360 C. 360×240 D. 1080×720

**Answer: B**

**Q202:** 2. “Ask () and wait” shows: A. Sound B. Video C. Question D. Code error

**Answer: C**

**Q203:** 3. Which block detects mouse position? A. Pointer B. Mouse x / Mouse y C. Cursor sensor D. Target

**Answer: B**

**Q204:** 4. A sprite costume change creates: A. Motion B. Animation C. Variable D. Backdrop

**Answer: B**

**Q205:** 5. To run two scripts simultaneously we use: A. Broadcast B. Custom block C. Two hat blocks D. Video extension

**Answer: C**

**Q206:** 6. Which input device is supported? A. Sensor B. Mic C. Camera D. All of these

**Answer: D**

**Q207:** 7. "Pen" extension is used for: A. Drawing B. Motion C. Sound D. Scoring

**Answer: A**

**Q208:** 8. What removes all pen drawings? A. Clean B. Delete C. Remove pen D. Clear screen

**Answer: D**

**Q209:** 9. Backdrop change is used mainly for: A. Motion B. Scoring C. Scene transition D. Costume

**Answer: C**

**Q210:** 10. The default sprite in Scratch is: A. Cat B. Dog C. Bird D. Robot

**Answer: A**

**Q211:** 11. Which block runs only if a condition is true? A. Forever B. If C. Repeat D. Say

**Answer: B**

**Q212:** 12. A combination of blocks is called: A. Chain B. Script C. List D. Line

**Answer: B**

**Q213:** 13. Which block plays narration? A. Speak B. Talk C. Text-to-speech D. Say

**Answer: C**

**Q214:** 14. Cloud variables allow: A. Online storage B. Offline only C. Graphics D. Sound

**Answer: A**

**Q215:** 15. A customized event trigger uses: A. Broadcast and wait B. Wait C. Forever D. Repeat

**Answer: A**

**Q216:** 16. "When I start as a clone" is a: A. Motion block B. Hat block C. Data block D. Backdrop block

**Answer: B**

**Q217:** 17. Scratch supports programming mainly for: A. Kids B. Scientists C. AI engineers D. Researchers

**Answer: A**

**Q218:** 18. "Go to front layer" appears under: A. Motion B. Layers C. Looks D. Stage

**Answer: C**

**Q219:** 19. To play a project, click: A. Blue flag B. Red circle C. Green flag D. Yellow arrow

**Answer: C**

**Q220:** 20. Values that change during execution are: A. Constants B. Variables C. Operators D. Costumes

**Answer: B**

**Q221:** 1. Scratch programming follows: A. Block-based coding B. Assembly C. Java D. Binary

**Answer: A**

**Q222:** 2. Loop inside loop is called: A. Clone B. Nesting C. Recursion D. Link

**Answer: B**

**Q223:** 3. A sprite that talks uses block: A. Say B. Speak C. Tell D. Narrate

**Answer: A**

**Q224:** 4. CPU load increases with: A. Too many sprites B. Too many broadcasts C. Many clones D. All of these

**Answer: D**

**Q225:** 5. "Show variable" can be toggled inside: A. Data B. Looks C. Sound D. Events

**Answer: A**

**Q226:** 6. Recording voice is available in: A. Costume Tab B. Sound Tab C. Motion Tab D. Variable Tab

**Answer: B**

**Q227:** 7. To restart a game: A. Broadcast reset message B. Switch backdrop C. Hide score D. Stop video

**Answer: A**

**Q228:** 8. A project saves automatically when: A. Offline B. Online on Scratch site C. No save option exists D. During export

**Answer: B**

**Q229:** 9. Camera brightness is detected using: A. Video level B. Black-spot C. Yellow color D. Sound

**Answer: A**

**Q230:** 10. To reuse code we use: A. Broadcast B. Loops C. Custom block D. Sensor

**Answer: C**

**Q231:** 11. If-else block checks: A. Value only B. Yes/No condition C. Key pressed D. Costume

**Answer: B**

**Q232:** 12. Which runs many times until condition becomes false? A. Repeat until B. Stop C. Exit D. Reset

**Answer: A**

**Q233:** 13. "Add () to ()" is part of: A. Motion B. Data → List C. Events D. Looks

**Answer: B**

**Q234:** 14. Pen color can be: A. Random B. User selected C. Change behavior D. A & B

**Answer: D**

**Q235:** 15. Which allows saving & sharing projects? A. Offline editor only B. Scratch Website C. Screen recorder D. Photo app

**Answer: B**

**Q236:** 16. Sprites without scripts will: A. Move randomly B. Stay still C. Auto animate D. Talk

**Answer: B**

**Q237:** 17. Backdrops help create: A. Sound track B. Animation scene C. Lists D. Variables

**Answer: B**



**Q238:** 18. Clicking “save to your computer” creates: A. Screenshot B. .sb3 file C. Sound D. Costume

**Answer: B**

**Q239:** 19. Zoom controls are used in: A. Code area B. Stage C. Sprite library D. Backdrop

**Answer: A**

**Q240:** 20. Largest zoom symbol is displayed as: A. – B. + C. × D. /

**Answer: B**