

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. 640x480 B. 480x360 C. 360x240 D. 1080x720

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