

MCQ-Set

Que 1: What is Scratch mainly used for?

- (A) Text-based programming
- (B) Creating animations, games, and stories
- (C) Database management
- (D) Web hosting

Que 2: Scratch is developed by which organization?

- (A) Google
- (B) MIT Media Lab
- (C) Microsoft
- (D) Apple

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

Que 4: The area where sprites perform actions is called:

- (A) Script Area
- (B) Stage
- (C) Blocks Palette
- (D) Toolbar

Que 5: Which component holds coding blocks?

- (A) Stage
- (B) Sprite List
- (C) Blocks Palette
- (D) Backdrop Area

Que 6: Default sprite in Scratch is:

- (A) Dog
- (B) Robot
- (C) Cat
- (D) Ball

Que 7: Which block starts a program?

- (A) Forever
- (B) When green flag clicked
- (C) Repeat
- (D) Wait

Que 8: What is a sprite in Scratch?

- (A) Background image
- (B) Character/object that performs actions

- (C) Sound file
- (D) Code block

Que 9: Backdrops are related to:

- (A) Sprite movement
- (B) Sounds
- (C) Stage background
- (D) Coding blocks

Que 10: Which toolbar option saves a project?

- (A) File
- (B) Edit
- (C) Help
- (D) Tutorials

Que 11: Scratch blocks fit together like:

- (A) Puzzle pieces
- (B) Text lines
- (C) Numbers
- (D) Charts

Que 12: How many sprites can a Scratch project have?

- (A) Only one
- (B) Only ten
- (C) Unlimited
- (D) Fixed number

Que 13: Which area shows all sprites used in the project?

- (A) Stage
- (B) Sprite List
- (C) Block Palette
- (D) Menu Bar

Que 14: Which block category controls sprite appearance?

- (A) Motion
- (B) Looks
- (C) Control
- (D) Events

Que 15: Which button runs the Scratch program?

- (A) Red stop
- (B) Blue arrow
- (C) Green flag
- (D) Folder icon

Que 16: Scratch works mainly using:

- (A) Commands

- (B) Blocks
- (C) Text editor
- (D) Compiler

Que 17: Scratch projects are saved with extension:

- (A) .exe
- (B) .sb3
- (C) .py
- (D) .java

Que 18. Which is NOT a Scratch component?

- (A) Sprite
- (B) Compiler
- (C) Stage
- (D) Backdrop

19. Scratch programming is best suitable for:

- (A) Beginners
- (B) Experts only
- (C) Hardware engineers
- (D) Database admins

20. Which tab is used to draw your own sprite?

- (A) Code
- (B) Costumes
- (C) Sounds
- (D) Events

Que 1: Motion blocks are used to:

- (A) Change color
- (B) Move sprites
- (C) Add sound
- (D) Stop game

Que 2: The x-axis controls movement in which direction?

- (A) Up–Down
- (B) Left–Right
- (C) Diagonal
- (D) Circular

Que 3: The y-axis controls movement in:

- (A) Left–Right
- (B) Up–Down
- (C) Zigzag
- (D) Rotation

Que 4: Which block rotates a sprite?

- (A) Move
- (B) Turn
- (C) Glide
- (D) Go to

Que 5: Looks blocks mainly affect:

- (A) Speed
- (B) Dialogue & costumes
- (C) Direction
- (D) Sensors

Que 6: Animation means:

- (A) Static image
- (B) Multiple images creating motion
- (C) Sound only
- (D) Code compilation

Que 7: Which block makes the sprite say text?

- (A) Think
- (B) Say
- (C) Speak
- (D) Show

Que 8: Costume change is used to:

- (A) Move fast
- (B) Create animation effect
- (C) Add sound
- (D) Stop sprite

Que 9: Which block moves sprite smoothly?

- (A) Move
- (B) Turn
- (C) Glide
- (D) Bounce

Que 10: Which block hides a sprite?

- (A) Show
- (B) Hide
- (C) Stop
- (D) Remove

Que 11: A sprite position $(x, y) = (0,0)$ means:

- (A) Top-left
- (B) Center
- (C) Bottom-right

(D) Outside screen

Que 12: Which block makes the sprite bounce from the edge?

- (A) Turn
- (B) If edge bounce
- (C) Glide
- (D) Stop

Que 13: Which block is used for changing size?

- (A) Set size
- (B) Grow
- (C) Resize
- (D) Scale

Que 14: Animation requires:

- (A) Only sounds
- (B) Costumes and motion
- (C) Variables only
- (D) Numbers

Que 15: Which block resets direction?

- (A) Turn
- (B) Point in direction
- (C) Glide
- (D) Rotate

Que 16: Looks blocks color is:

- (A) Blue
- (B) Purple
- (C) Green
- (D) Yellow

Que 17: Motion blocks color is:

- (A) Orange
- (B) Blue
- (C) Purple
- (D) Red

Que 18: Sprite dialogue stays on screen for:

- (A) Forever
- (B) Set time
- (C) 10 seconds fixed
- (D) No time

Que 19: Which block layer changes front/back order?

- (A) Go to front
- (B) Move
- (C) Turn
- (D) Stop

Que 20: Animation frame means:

- (A) One image
- (B) One second
- (C) One block
- (D) One sound

Que 1: Events blocks are used to:

- (A) Move sprite
- (B) Start actions
- (C) Change color
- (D) Store values

Que 2: Which block repeats actions forever?

- (A) Repeat
- (B) Loop
- (C) Forever
- (D) While

Que 3: Repeat block executes code:

- (A) Once
- (B) Fixed number of times
- (C) Forever
- (D) Random

Que 4: Wait block is used to:

- (A) Stop project
- (B) Delay action
- (C) Loop code
- (D) Move sprite

Que 5: If-else block is used for:

- (A) Sound
- (B) Decision making
- (C) Drawing
- (D) Motion

Que 6: Which block stops all scripts?

- (A) End
- (B) Stop all
- (C) Exit
- (D) Quit

Que 7: Broadcast block is used for:

- (A) Sound
- (B) Sprite communication
- (C) Motion
- (D) Drawing

Que 8: When key pressed block is an example of:

- (A) Control
- (B) Motion
- (C) Event
- (D) Sound

Que 9: Control blocks color is:

- (A) Blue
- (B) Yellow
- (C) Orange
- (D) Green

Que 10: Forever loop stops when:

- (A) Time ends
- (B) Program stopped
- (C) Sprite hides
- (D) Condition false

Que 11: Conditional logic checks:

- (A) Sound
- (B) Position
- (C) True or false
- (D) Costume

Que 12: Which block waits until the condition is true?

- (A) If
- (B) Repeat
- (C) Wait until
- (D) Forever

Que 13: Nested blocks mean:

- (A) Same blocks
- (B) Blocks inside blocks
- (C) Broken blocks
- (D) Unused blocks

Que 14: Which block starts when the sprite clicked?

- (A) When flag clicked
- (B) When sprite clicked

- (C) When key pressed
- (D) Forever

Que 15: Events help in:

- (A) Story flow
- (B) Drawing
- (C) Rotation
- (D) Scaling

Que 16: Loops improve:

- (A) Repetition handling
- (B) Sound quality
- (C) Sprite shape
- (D) Color

Que 17: Stop other scripts means:

- (A) Pause sound
- (B) Stop selected scripts
- (C) Stop entire project
- (D) Restart project

Que 18: Broadcasting sends message to:

- (A) One sprite
- (B) All listening sprites
- (C) Stage only
- (D) Sound editor

Que 19: Logical thinking is required in:

- (A) Control blocks
- (B) Backdrops
- (C) Costumes
- (D) Sounds

Que 20: Event blocks color is:

- (A) Yellow
- (B) Blue
- (C) Orange
- (D) Green

Que 1: A game must have:

- (A) Goals
- (B) Rules
- (C) Interaction
- (D) All of the above

Que 2: Which block checks touching an object?

- (A) Motion
- (B) Sensing
- (C) Control
- (D) Looks

Que 3: Game score is stored using:

- (A) Costume
- (B) Variable
- (C) Event
- (D) Sound

Que 4: Lives in a game are managed using:

- (A) Events
- (B) Sounds
- (C) Variables
- (D) Backdrops

Que 5: Sensing blocks are colored:

- (A) Green
- (B) Light blue
- (C) Yellow
- (D) Purple

Que 6: Touching edge detection is used for:

- (A) Collision
- (B) Animation
- (C) Sound
- (D) Drawing

Que 7: Which block pauses game flow?

- (A) Wait
- (B) Stop
- (C) Forever
- (D) Repeat

Que 8: Game over screen is usually shown using:

- (A) New sprite
- (B) Backdrop change
- (C) Sound
- (D) Score

Que 9: Player controls are handled using:

- (A) Looks
- (B) Motion + Events
- (C) Sound
- (D) Variables

Que 10: Which block helps in enemy movement repeatedly?

- (A) Repeat
- (B) Forever
- (C) If
- (D) Stop

Que 11: Collision logic is part of:

- (A) Looks
- (B) Motion
- (C) Sensing
- (D) Backdrop

Que 12: Game difficulty can be controlled by:

- (A) Speed increase
- (B) More enemies
- (C) Variables
- (D) All of the above

Que 13: Winning condition is checked using:

- (A) If block
- (B) Wait block
- (C) Say block
- (D) Hide block

Que 14: Game sound effects improve:

- (A) Logic
- (B) User experience
- (C) Code speed
- (D) Storage

Que 15: Which block stops the game from losing?

- (A) Stop all
- (B) Hide
- (C) Reset
- (D) Forever

Que 16: Player input key detection uses:

- (A) When key pressed
- (B) Wait
- (C) Broadcast
- (D) Think

Que 17: Game sprites include:

- (A) Player only
- (B) Enemy only

- (C) Player, enemy, objects
- (D) Stage only

Que 18: Control structures manage:

- (A) Flow of game
- (B) Sprite shape
- (C) Color
- (D) Audio

Que 19: Score increases when:

- (A) Variable changes
- (B) Event triggered
- (C) Condition met
- (D) All of the above

Que 20: Restarting a game uses:

- (A) Green flag
- (B) Stop
- (C) Hide
- (D) Think

Que 1: Custom sprites can be created using:

- (A) Motion tab
- (B) Sounds tab
- (C) Costumes editor
- (D) Events tab

Que 2: Which tool is used to draw your own sprite?

- (A) Select tool
- (B) Paint editor
- (C) Folder
- (D) Camera

Que 3: A variable in Scratch is used to:

- (A) Store values
- (B) Play sound
- (C) Move sprite
- (D) Change costume

Que 4: Variables can store:

- (A) Only text
- (B) Only numbers
- (C) Numbers and text
- (D) Images

Que 5: Variable blocks color is:

- (A) Purple
- (B) Orange
- (C) Dark orange
- (D) Blue

Que 6: Which block sets a variable value?

- (A) Change
- (B) Set
- (C) Store
- (D) Value

Que 7: Loops are useful for:

- (A) One-time actions
- (B) Repeated actions
- (C) Drawing shapes
- (D) Stopping scripts

Que 8: Conditional statements use:

- (A) If / If-Else blocks
- (B) Move blocks
- (C) Turn blocks
- (D) Say blocks

Que 9: Which block checks a condition continuously?

- (A) If
- (B) Forever
- (C) Repeat
- (D) Wait

Que 10: Sound blocks are used to:

- (A) Draw sprites
- (B) Control logic
- (C) Add audio effects
- (D) Change backdrops

Que 11: Which block plays sound until finished?

- (A) Start sound
- (B) Play sound
- (C) Play sound until done
- (D) Sound forever

Que 12: Background music usually runs in:

- (A) Repeat
- (B) Forever loop
- (C) If block
- (D) Wait block

Que 13: You can record sound in Scratch using:

- (A) Microphone
- (B) Keyboard
- (C) Camera
- (D) Mouse

Que 14: Sound editor allows:

- (A) Coding
- (B) Trimming and effects
- (C) Moving sprites
- (D) Variables

Que 15: Costumes are helpful for:

- (A) Game scoring
- (B) Animation
- (C) Sound recording
- (D) Broadcasting

Que 16: Advanced logic improves:

- (A) Visuals only
- (B) Game rules
- (C) Sound quality
- (D) File size

Que 17: Which block increases a variable gradually?

- (A) Set
- (B) Change
- (C) Reset
- (D) Store

Que 18: Multiple variables are useful for:

- (A) Large projects
- (B) Only stories
- (C) Only animations
- (D) Drawing

Que 19: Advanced Scratch projects often use:

- (A) No logic
- (B) Only motion
- (C) Variables and conditions
- (D) Only sound

Que 20: Using clear variable names helps in:

- (A) Decoration
- (B) Debugging and understanding
- (C) Animation speed

(D) Sound effects

Que 1: Scratch projects can be shared using:

- (A) Email only
- (B) Scratch website
- (C) USB only
- (D) Mobile app

Que 2: To share a project, a user must:

- (A) Install Scratch
- (B) Create a Scratch account
- (C) Buy Scratch
- (D) Use mobile

Que 3: Scratch community allows users to:

- (A) Delete others' work
- (B) View and remix projects
- (C) Hack projects
- (D) Sell code

Que 4: Remixing a project means:

- (A) Copying illegally
- (B) Modifying an existing project
- (C) Deleting project
- (D) Renaming file

Que 5: Publishing a project makes it:

- (A) Private
- (B) Editable by you only
- (C) Visible to others
- (D) Deleted

Que 6: Mini projects help students to:

- (A) Memorize blocks
- (B) Combine learned concepts
- (C) Avoid practice
- (D) Copy code

Que 7: A Scratch mini project can be:

- (A) Story
- (B) Animation
- (C) Game
- (D) All of the above

Que 8: Team-based programming improves:

- (A) Competition
- (B) Collaboration

- (C) Confusion
- (D) Errors

Que 9: In collaborative coding, roles mean:

- (A) Same work by all
- (B) Dividing responsibilities
- (C) No planning
- (D) Copying

Que 10: Commenting code helps in:

- (A) Execution speed
- (B) Easy understanding
- (C) Designing sprites
- (D) Sound quality

Que 11: Documentation explains:

- (A) Only design
- (B) How project works
- (C) Only sound
- (D) Stage size

Que 12: Event-based stories depend on:

- (A) User actions
- (B) Sprite color
- (C) Sound volume
- (D) File name

Que 13: Dialogue between sprites uses:

- (A) Say / Think blocks
- (B) Motion blocks
- (C) Control blocks
- (D) Variables

Que 14: Interactive stories require:

- (A) No events
- (B) User interaction
- (C) Only sound
- (D) Static sprites

Que 15: A game objective should be:

- (A) Confusing
- (B) Clear
- (C) Hidden
- (D) Random

Que 16: Feedback in games is given using:

- (A) Sound and visuals
- (B) Variables only
- (C) Motion only
- (D) Backdrops only

Que 17: Testing a Scratch project helps to:

- (A) Increase size
- (B) Find and fix errors
- (C) Reduce blocks
- (D) Remove sprites

Que 18: Debugging means:

- (A) Adding errors
- (B) Removing bugs
- (C) Publishing project
- (D) Drawing sprites

Que 19: Sharing projects helps in:

- (A) Learning from others
- (B) Losing ownership
- (C) Hiding work
- (D) Deleting files

Que 20: A successful Scratch project should be:

- (A) Very long
- (B) Error-free and interactive
- (C) Without sound
- (D) Only one sprite

Que 1: Which is NOT an input device for Scratch?

- (A) Mic
- (B) Camera
- (C) Keyboard
- (D) Speaker

Que 2: Blocks that trigger scripts are called:

- (A) Hat blocks
- (B) Operators
- (C) Reporters
- (D) Data blocks

Que 3: The Scratch Cat is an example of a:

- (A) Boolean
- (B) Sprite
- (C) Stage
- (D) Variable

Que 4: Operator “and” returns true when:

- (A) One condition is true
- (B) Both true
- (C) Random
- (D) None

Que 5: The largest category of blocks is usually:

- (A) Sound
- (B) Events
- (C) Motion
- (D) Control

Que 6: The block “distance to ()” is:

- (A) Motion
- (B) Sensing
- (C) Operators
- (D) Control

Que 7: A conditional inside a loop is:

- (A) Nested condition
- (B) Broadcast
- (C) Trigger
- (D) Sprite

Que 8: The block “switch costume to” helps create:

- (A) Animation effect
- (B) Music
- (C) Score
- (D) Time

Que 9: Which detects blocks joining error?

- (A) Error message
- (B) Red outline
- (C) Warning sign
- (D) Alert tone

Que 10: Project thumbnail updates after clicking:

- (A) Stop
- (B) Save
- (C) Green flag
- (D) Share

Que 11: To slow down animation:

- (A) Reduce costume
- (B) Wait between frames
- (C) Change backdrop

(D) Change variable

Que 12: “Set size to 200%” will:

- (A) Shrink
- (B) Hide
- (C) Enlarge
- (D) Delete

Que 13: To remove clone traces when moving with pen:

- (A) Stop all
- (B) Clear
- (C) Hide
- (D) Erase

Que 14: To make sprite face mouse pointer:

- (A) Turn always
- (B) Aim sensor
- (C) Point towards mouse-pointer
- (D) Select face

Que 15: Which pauses all code temporarily?

- (A) Repeat
- (B) Forever
- (C) Wait
- (D) Hide

Que 16: A timer usually starts from:

- (A) 5
- (B) 10
- (C) 0
- (D) 1

Que 17: Reporting blocks are:

- (A) Circle with data result
- (B) Hexagon
- (C) Curve
- (D) Hat

Que 18: Boolean blocks are:

- (A) Rounded
- (B) Hexagon-shaped
- (C) Circle
- (D) Box

Que 19: Which is used for mathematical calculations?

- (A) Operators

- (B) Costumes
- (C) Events
- (D) Backdrops

Que 20: Scratch is best described as:

- (A) Professional programming IDE
- (B) Visual block-based educational programming language
- (C) Game console
- (D) Digital library

Que 1: Motion on the X-axis means movement:

- (A) Up & Down
- (B) Left & Right
- (C) Forward
- (D) Random

Que 2: A sprite is a:

- (A) Program
- (B) Character / Object
- (C) Stage
- (D) Block set

Que 3: Which selects the next look of a sprite?

- (A) Next costume
- (B) Transform
- (C) Change sprite
- (D) Re-dress

Que 4: Scratch projects are saved with extension:

- (A) .exe
- (B) .sb3
- (C) .scr
- (D) .game

Que 5: To glide smoothly to a position:

- (A) Slide
- (B) Teleport
- (C) Glide () seconds to x:y
- (D) Move

Que 6: To broadcast a message we use:

- (A) Announce
- (B) Shout
- (C) Broadcast
- (D) Inform

Que 7: Timer value is available under:

- (A) Events
- (B) Motion
- (C) Sensing
- (D) Looks

Que 8: Forever block belongs to:

- (A) Motion
- (B) Events
- (C) Control
- (D) Looks

Que 9: To clone a sprite we use:

- (A) Copy
- (B) Duplicate
- (C) Create clone of ()
- (D) Split

Que 10: The block “turn 15 degrees” rotates the sprite:

- (A) Forward
- (B) Backward
- (C) Clockwise
- (D) Random

Que 11: A variable affecting only one sprite is:

- (A) Shared variable
- (B) Local variable
- (C) Temporary variable
- (D) Public variable

Que 12: A loudness value increases with:

- (A) Brightness
- (B) Camera input
- (C) Microphone input
- (D) Speed

Que 13: To detect edges of the Stage:

- (A) Edge sensor
- (B) Touching edge?
- (C) Boundary check
- (D) End area

Que 14: Loops are part of:

- (A) Control
- (B) Looks
- (C) Sound

(D) Data

Que 15: Which stops all running scripts?

- (A) Stop this script
- (B) Stop others
- (C) Stop all
- (D) End code

Que 16: To reverse x-axis direction:

- (A) Multiply x by -1
- (B) Go opposite
- (C) Invert
- (D) Teleport

Que 17: To permanently delete a clone:

- (A) Remove
- (B) Delete clone
- (C) Change sprite
- (D) Stop

Que 18: A list is:

- (A) Image
- (B) Picture memory
- (C) Collection of stored values
- (D) Loop

Que 19: Which block gives true/false value?

- (A) Reporter
- (B) Boolean
- (C) Hat
- (D) C-block

Que 20: Scratch supports extensions like:

- (A) Robotics
- (B) Video Sensing
- (C) Music
- (D) All of these

Que 1: Which block starts a program when clicked?

- (A) Start
- (B) When Space Key Pressed
- (C) When Green Flag Clicked
- (D) Begin

Que 2: Scratch was developed by which institute?

- (A) Stanford

- (B) Google
- (C) MIT
- (D) NASA

Que 3: Which category is used to move sprites?

- (A) Looks
- (B) Motion
- (C) Events
- (D) Sensing

Que 4: Which block repeats a set of instructions forever?

- (A) Repeat 10
- (B) Again
- (C) Forever
- (D) Loop

Que 5: Score values are stored using:

- (A) Motion
- (B) Variables
- (C) Costumes
- (D) Extensions

Que 6: Which block is used to change sprite appearance?

- (A) Go
- (B) Costume
- (C) Looks
- (D) Display

Que 7: Which block plays a recorded clip?

- (A) Sound
- (B) Audio
- (C) Speaker
- (D) Volume

Que 8: Click-drag blocks to form a program is called:

- (A) Coding
- (B) Snapping
- (C) Attach
- (D) Scripting

Que 9: The Scratch Stage uses which coordinate system?

- (A) Latitude
- (B) Polar
- (C) Cartesian
- (D) Matrix

Que 10: Which sensing block detects sprite collision?

- (A) Touching ()?
- (B) Bumping
- (C) Crash
- (D) If overlap

Que 11: Which block stops a script?

- (A) Cancel
- (B) Close
- (C) Stop
- (D) Hide

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

Que 13: The “wait () seconds” block belongs to:

- (A) Events
- (B) Control
- (C) Looks
- (D) My Blocks

Que 14: Output of “say Hello for 2 seconds” is:

- (A) Text bubble
- (B) Costume change
- (C) Motion
- (D) Backdrop change

Que 15: Which block senses keyboard input?

- (A) Key Control
- (B) Key () pressed?
- (C) Read Keyboard
- (D) Detect Key

Que 16: Which Scratch feature changes background?

- (A) Theme
- (B) Wallpaper
- (C) Backdrop
- (D) Display

Que 17: Sounds can be imported from:

- (A) Gallery
- (B) Library
- (C) Sound Tab

(D) System

Que 18: A sprite is visible again using:

- (A) Restart
- (B) Show
- (C) Appear
- (D) Launch

Que 19: Custom blocks are created inside:

- (A) Extensions
- (B) My Blocks
- (C) Looks
- (D) Libraries

Que 20: Which block randomizes movement?

- (A) Go anywhere
- (B) Pick random () to ()
- (C) Jump
- (D) Auto move

1. Operators perform:

- A. Music
- B. Animation
- C. Calculations
- D. Costume change

2. Which operator joins words?

- A. Add
- B. Merge
- C. Join () ()
- D. Insert

3. The project thumbnail is visible in:

- A. Toolbar
- B. Stage preview
- C. Website project gallery
- D. Sound tab

4. Which runs a block after time delay?

- A. Hold
- B. Pause
- C. Wait
- D. Stop

5. A program error in Scratch is called:

- A. Bug

- B. Virus
- C. Hack
- D. Lock

6. Debugging means:

- A. Designing game
- B. Removing errors
- C. Resetting score
- D. Playing

7. Which block checks if number is greater than another?

- A. >
- B. Compare
- C. Logic
- D. Boolean

8. "+" operator belongs to:

- A. Looks
- B. Operators
- C. Variables
- D. Motion

9. The Stage is:

- A. Coding space
- B. Output screen
- C. Sound area
- D. Folder

10. Which detects video movement?

- A. Pen
- B. Sound
- C. Video Sensing
- D. Music

11. To move exactly 10 steps:

- A. Jump
- B. Slide
- C. Move 10 steps
- D. Go

12. To forever bounce off the edge:

- A. Edge sensor
- B. If edge bounce
- C. Reverse edge
- D. Random bounce

13. Touching mouse-pointer detects:

- A. Cursor click
- B. Pointer proximity
- C. Touching mouse-pointer?
- D. Cursor bounce

14. A variable shown on Stage looks like:

- A. Icon
- B. Tag
- C. Monitor
- D. Button

15. Which allows storing multiple values?

- A. Costume
- B. Backdrop
- C. List
- D. Sound

16. Default backdrop color is:

- A. Green
- B. White
- C. Blue
- D. Black

17. A clone copies:

- A. Blocks only
- B. Appearance only
- C. Sprite with scripts
- D. Costumes only

18. Drag-and-drop coding supports:

- A. High-level syntax
- B. Text typing
- C. Block programming
- D. Binary coding

19. Broadcast signals are used for:

- A. Communication between sprites
- B. Changing sound
- C. Resetting game
- D. Editing looks

20. The Stop sign button is used to:

- A. Switch sprites
- B. Stop project

- C. Change costume
- D. Save work

1. The Scratch Stage resolution is:

- A. 640×480
- B. 480×360
- C. 360×240
- D. 1080×720

2. “Ask () and wait” shows:

- A. Sound
- B. Video
- C. Question
- D. Code error

3. Which block detects mouse position?

- A. Pointer
- B. Mouse x / Mouse y
- C. Cursor sensor
- D. Target

4. A sprite costume change creates:

- A. Motion
- B. Animation
- C. Variable
- D. Backdrop

5. To run two scripts simultaneously we use:

- A. Broadcast
- B. Custom block
- C. Two hat blocks
- D. Video extension

6. Which input device is supported?

- A. Sensor
- B. Mic
- C. Camera
- D. All of these

7. “Pen” extension is used for:

- A. Drawing
- B. Motion
- C. Sound
- D. Scoring

8. What removes all pen drawings?

- A. Clean
- B. Delete
- C. Remove pen
- D. Clear screen

9. Backdrop change is used mainly for:

- A. Motion
- B. Scoring
- C. Scene transition
- D. Costume

10. The default sprite in Scratch is:

- A. Cat
- B. Dog
- C. Bird
- D. Robot

11. Which block runs only if a condition is true?

- A. Forever
- B. If
- C. Repeat
- D. Say

12. A combination of blocks is called:

- A. Chain
- B. Script
- C. List
- D. Line

13. Which block plays narration?

- A. Speak
- B. Talk
- C. Text-to-speech
- D. Say

14. Cloud variables allow:

- A. Online storage
- B. Offline only
- C. Graphics
- D. Sound

15. A customized event trigger uses:

- A. Broadcast and wait
- B. Wait
- C. Forever
- D. Repeat

16. "When I start as a clone" is a:

- A. Motion block
- B. Hat block
- C. Data block
- D. Backdrop block

17. Scratch supports programming mainly for:

- A. Kids
- B. Scientists
- C. AI engineers
- D. Researchers

18. "Go to front layer" appears under:

- A. Motion
- B. Layers
- C. Looks
- D. Stage

19. To play a project, click:

- A. Blue flag
- B. Red circle
- C. Green flag
- D. Yellow arrow

20. Values that change during execution are:

- A. Constants
- B. Variables
- C. Operators
- D. Costumes

1. Scratch programming follows:

- A. Block-based coding
- B. Assembly
- C. Java
- D. Binary

2. Loop inside loop is called:

- A. Clone
- B. Nesting
- C. Recursion
- D. Link

3. A sprite that talks uses block:

- A. Say
- B. Speak

- C. Tell
- D. Narrate

4. CPU load increases with:

- A. Too many sprites
- B. Too many broadcasts
- C. Many clones
- D. All of these

5. “Show variable” can be toggled inside:

- A. Data
- B. Looks
- C. Sound
- D. Events

6. Recording voice is available in:

- A. Costume Tab
- B. Sound Tab
- C. Motion Tab
- D. Variable Tab

7. To restart a game:

- A. Broadcast reset message
- B. Switch backdrop
- C. Hide score
- D. Stop video

8. A project saves automatically when:

- A. Offline
- B. Online on Scratch site
- C. No save option exists
- D. During export

9. Camera brightness is detected using:

- A. Video level
- B. Black-spot
- C. Yellow color
- D. Sound

10. To reuse code we use:

- A. Broadcast
- B. Loops
- C. Custom block
- D. Sensor

11. If-else block checks:

- A. Value only
- B. Yes/No condition
- C. Key pressed
- D. Costume

12. Which runs many times until condition becomes false?

- A. Repeat until
- B. Stop
- C. Exit
- D. Reset

13. “Add () to ()” is part of:

- A. Motion
- B. Data → List
- C. Events
- D. Looks

14. Pen color can be:

- A. Random
- B. User selected
- C. Change behavior
- D. A & B

15. Which allows saving & sharing projects?

- A. Offline editor only
- B. Scratch Website
- C. Screen recorder
- D. Photo app

16. Sprites without scripts will:

- A. Move randomly
- B. Stay still
- C. Auto animate
- D. Talk

17. Backdrops help create:

- A. Sound track
- B. Animation scene
- C. Lists
- D. Variables

18. Clicking “save to your computer” creates:

- A. Screenshot
- B. .sb3 file
- C. Sound

D. Costume

19. Zoom controls are used in:

A. Code area

B. Stage

C. Sprite library

D. Backdrop

20. Largest zoom symbol is displayed as:

A. -

B. +

C. ×

D. /