



Ministry of Education

**General Administration for the
Development of Computer and
Information Technology**



Computer, Information Technology and Communication

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Questions



Question (1)

Put (✓) in front of the right phrase and (✗) in front of the wrong one:

- (1) The default location or the current location where the Sprite (picture of the cat) is located in it after uploading the Scratch program is on the top left of the Stage area. ()
- (2) Scratch program preventing the operation system mistakes / faults that the user may face. ()
- (3) Scratch program is a free program that has an open source that any person can use it without a license. ()
- (4) The default location or the current location where the Sprite (picture of the cat) is located in it after uploading scratch program is the middle of the Stage area. ()
- (5) Scratch program includes libraries of pictures and sounds (Multimedia) that help the user in creating projects. ()
- (6) We can create a project through Scratch program besides inserting pictures and sounds outside its library. ()
- (7) At the Stage area appears the result of executing Scripts that were designed inside the program. ()

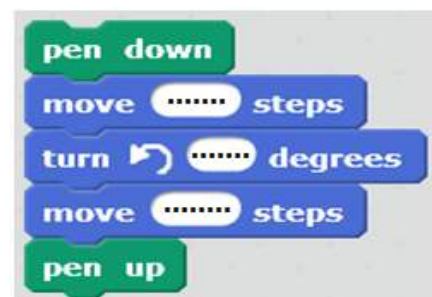
Question (2)

Complete the spaces in the figures of the Script:

1- Drawing an Equivalent Triangle, the length of each side is 150 steps.



2- You can draw a Right Angle between two lines the length of each is 100 steps.



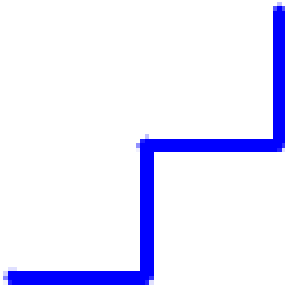


3- You can draw a Rectangle that its length is 150 steps and its width is 60 steps.

```

pen down
move ..... steps
turn ↻ 90 degrees
move 60 steps
turn ↻ ..... degrees
move 150 steps
turn ↻ ..... degrees
move ..... steps
turn ↻ 90 degrees
pen up
  
```

4- Use the following Script to draw the opposite figure.



```

clear
pen up
go to x: 0 y: 0
pen down
set pen size to 3
repeat 2
  move 30 steps
  turn ↻ ..... degrees
  move ..... steps
  turn ↻ 90 degrees
  
```

Question (3) [executing the Script]

Specify the figure that results from executing every Script:

(You should know that the Sprit is located on the default place in the Stage)

	Script (Commands)		Output
(1)	<pre> go to x: 0 y: 0 clear pen down repeat 2 move 30 steps turn ↻ 90 degrees move 30 steps turn ↻ 90 degrees </pre>	(a)	
		(b)	
		(c)	



	Script (Commands)		Output
(2)	<pre> set pen size to 3 clear pen down repeat 10 move 30 steps go to x: 0 y: 0 turn 120 degrees </pre>	(a)	
		(b)	
		(c)	
(3)	<pre> clear go to x: 0 y: 0 pen down repeat 180 move 1 steps turn 1 degrees </pre>	(a)	
		(b)	
		(c)	
(4)	<pre> go to x: 0 y: 0 clear repeat 3 pen down move 20 steps pen up move 10 steps </pre>	(a)	
		(b)	
		(c)	
(5)	<pre> go to x: 0 y: 0 clear pen down repeat 6 move 100 steps turn 60 degrees go to x: 0 y: 0 </pre>	(a)	
		(b)	
		(c)	



Question (4) [Commands]

Mention the purpose of using the following Commands:

Number	Command	Purpose
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	



Number	Command	Purpose
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	
31	
32	
33	
34	
35	
36	
37	



Question (5) [Geometric Shapes]

Match in column A the suitable part in Column B:

(A)

Script	
(1)	<pre> pen down move 200 steps turn 60 degrees move 200 steps </pre>
(2)	<pre> pen down repeat 5 move 120 steps turn 144 degrees </pre>
(3)	<pre> pen down repeat 5 move 120 steps turn 72 degrees </pre>
(4)	<pre> pen down move 200 steps turn 120 degrees move 200 steps </pre>
(5)	<pre> pen down move 100 steps turn 90 degrees move 100 steps </pre>

(B)

The Output Shape	
(.....)	
(.....)	
(.....)	
(.....)	
(.....)	
(.....)	












Question (6) [Searching for the missing figure]



Delete the similarities in the following tables to get the result: (1) is answered

(1) An Icon that can be used in inserting (New Sprite) from the library of the Scratch










program (**The result is:** ).










(2) An Icon that can be used in inserting a (New Stage Backdrop) from the library of the program (.....).

(3) An Icon that can be used for Help (.....).

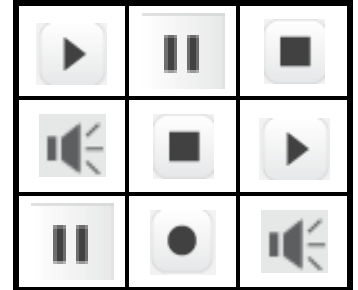
		
		
		

(4) An Icon that can be used to insert (New Sprite) from a file (.....).

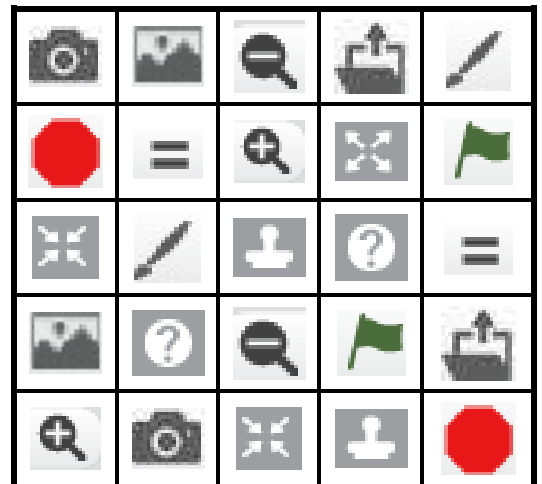
		
		
		



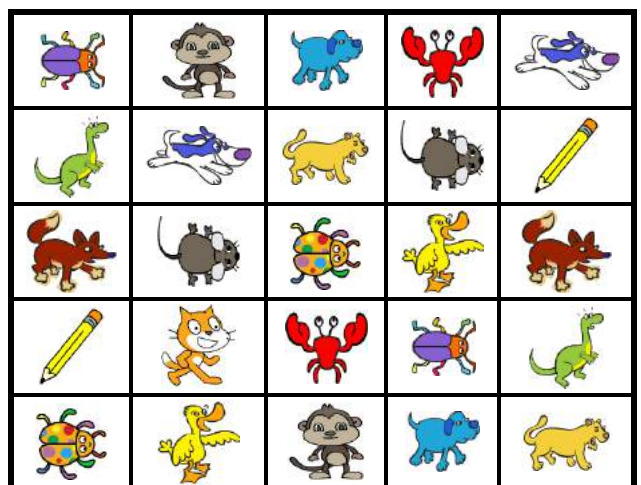
(5) An Icon that can be used for recording a sound (.....).



(6) An Icon that can be used in Maximizing the size of the Sprite inside the Stage (....).



(7) The logo of Scratch program (.....).





(8) The Place of the Sprite on the Stage after opening the program at the first time and it is in the Middle of Stage at the Coordinate (.....).

(0,180)	(240,0)	(1,1)
(240,0)	(1,1)	(240,180)
(240,180)	(0,180)	(0,0)

(9) When pointing the mouse on the highest point of the Top Left it will be at the Coordinate (.....).

(-240,0)	(0,180)	(0,0)
(0,180)	(0,0)	(-240,-180)
(-240,180)	(-240,-180)	(-240,0)

(10) One of the components of Scratch program that appears inside it the result of executing the program or the project (.....).

ج	ا	ط	م
ع	ب	ن	ك
ك	ص	ا	ط
ة	ع	ج	ب

(11) The main element in Scratch program that appears inside the Stage (.....).

A	C	S	B
P	H	F	C
R	I	B	H
F	A	T	E



(12) When we save the Scratch project, its file takes the extension (.....).

wav	png	gif	bmp	mp3
gif	ico	mp4	ico	mp4
bmp	mp3	sb2	wav	Png

(13) Blocks (commands) used in the movement, the rotation or the identification of the directions of the sprites on the stage (.....).

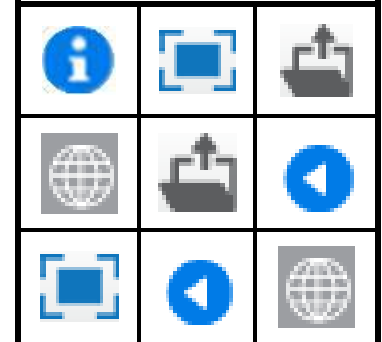
Looks	Sound	Operators	Control	Events
Pen	Hide	Show	Motion	Clear
Data	Control	Pen	Sensing	Looks
Show	Stamp	Clear	Events	Operators
Sound	Sensing	Hide	Stamp	Data

(14) The main element in Scratch program (.....).


Y	S	و	ج	ك	P
ع	ا	ق	X	ل	ت
R	A	Y	س	F	ر
ت	ر	F	X	ج	M
و	I	ل	M	ق	ئ
T	ن	ع	س	A	E

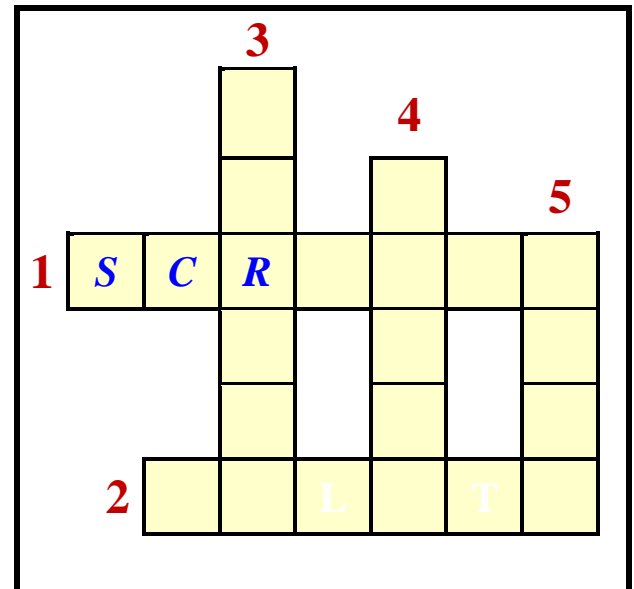


(15) An Icon that can be used to know (Sprite Information)



Question (7) [Cross Words]

- 1- A name of a free program starts with the letters **SCR**, you can form a program by an interesting and easy method.
- 2- The function of the icon .
- 3- The Object in Scratch program.
- 4- An Area in it appears the result of executing the program or the project.
- 5- A command in the Looks Block, it is used in hiding the Sprite.

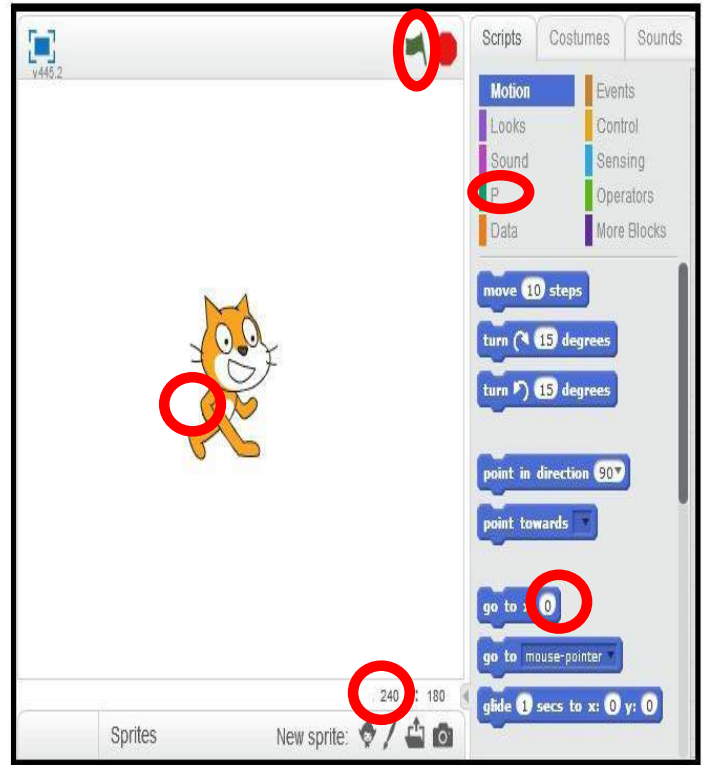
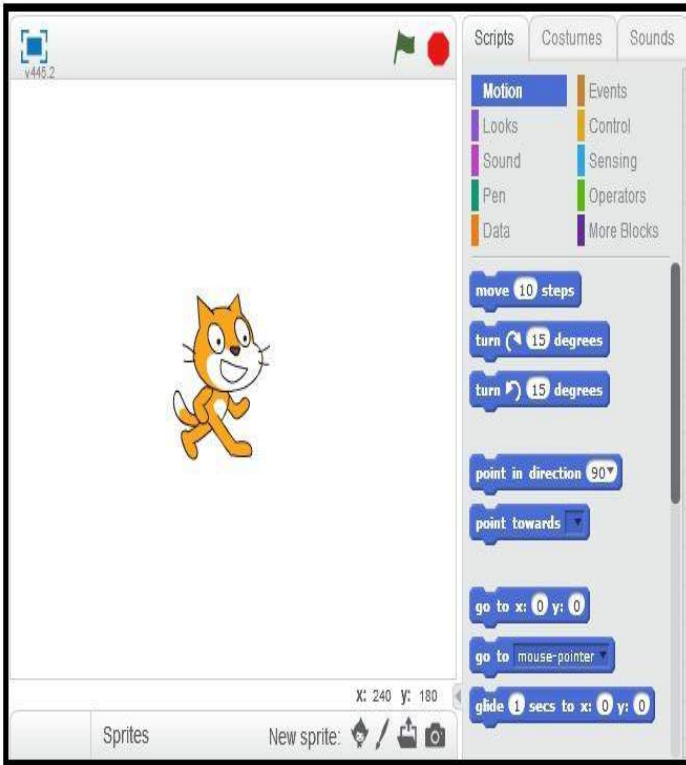




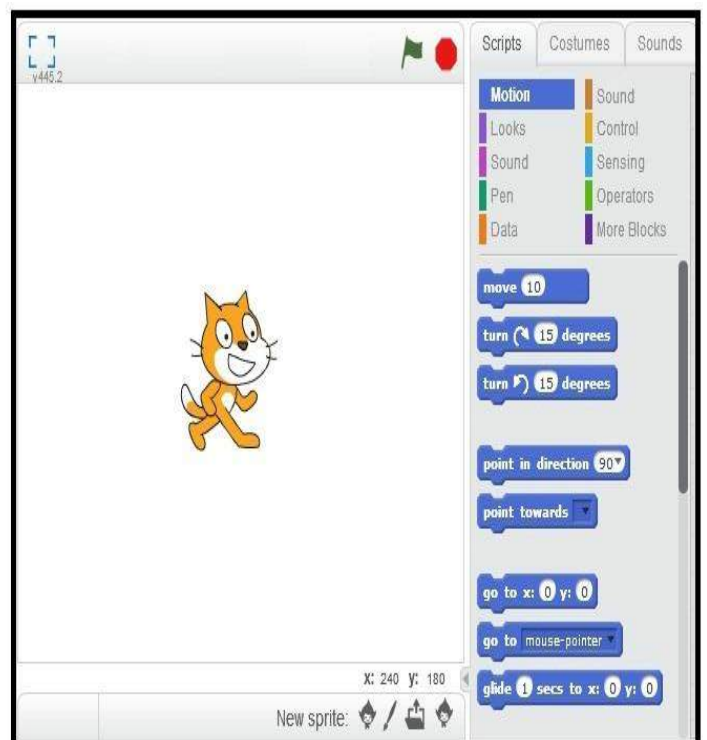
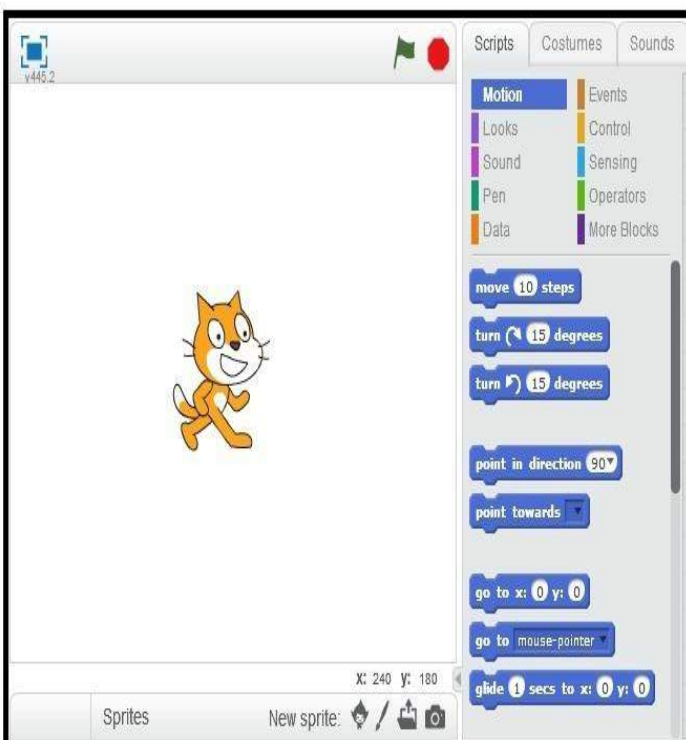
Question (8) [The power of Observation]

Search for 5 differences or mistakes in the right figure in the following:

(1) Figure (1) is answered.

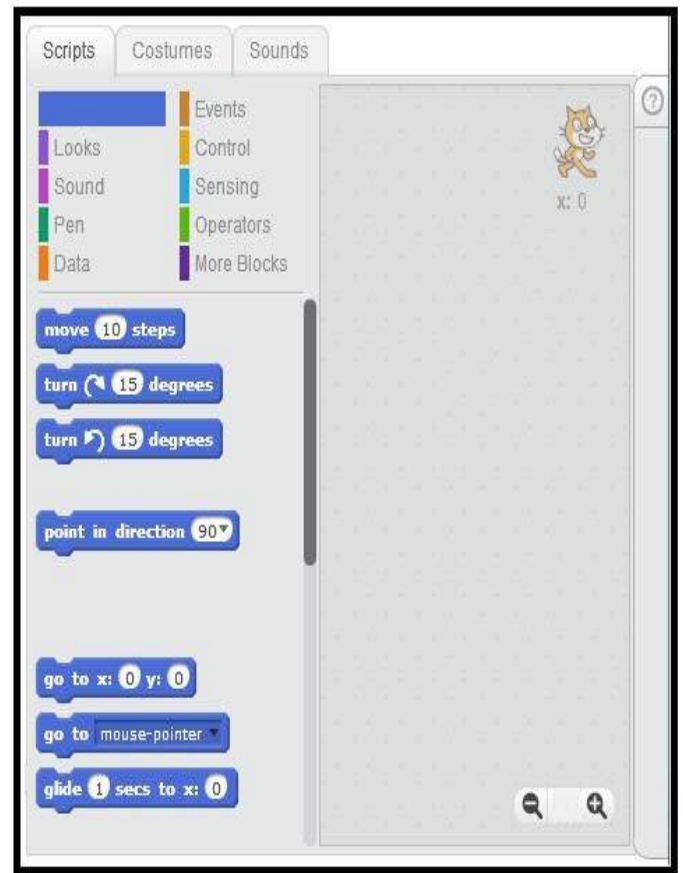
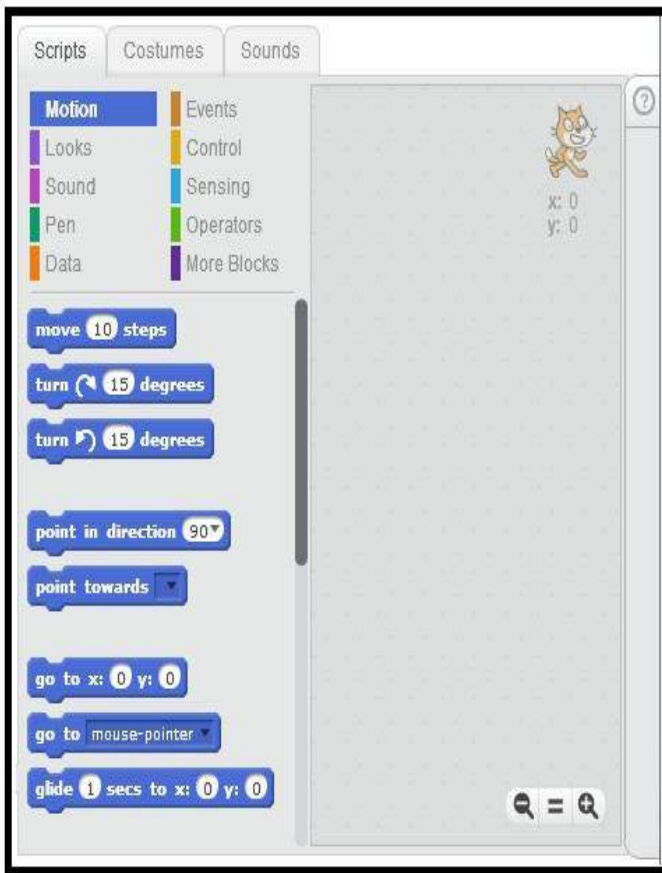


(2)

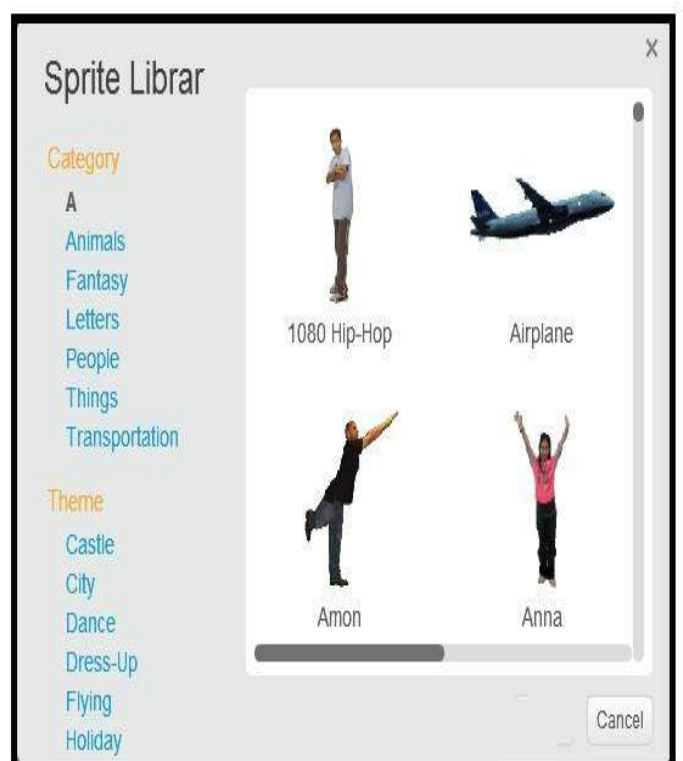
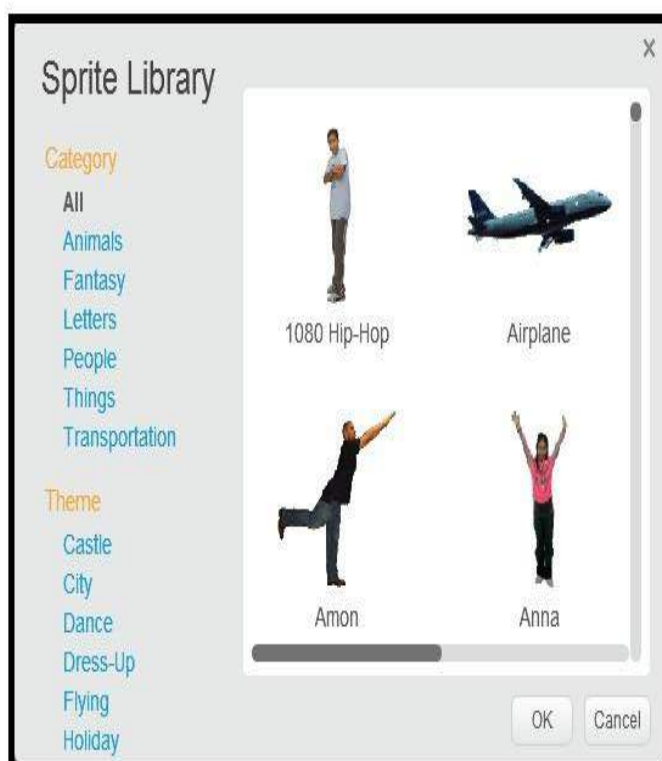




(3)

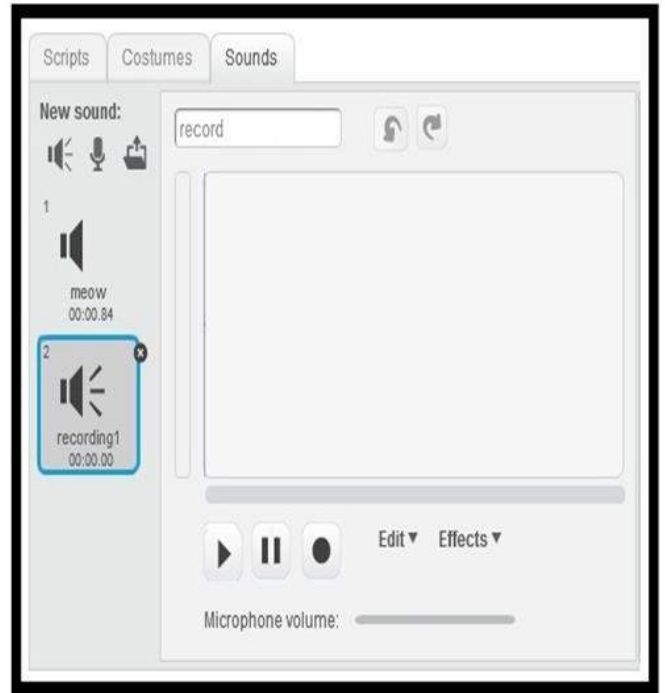
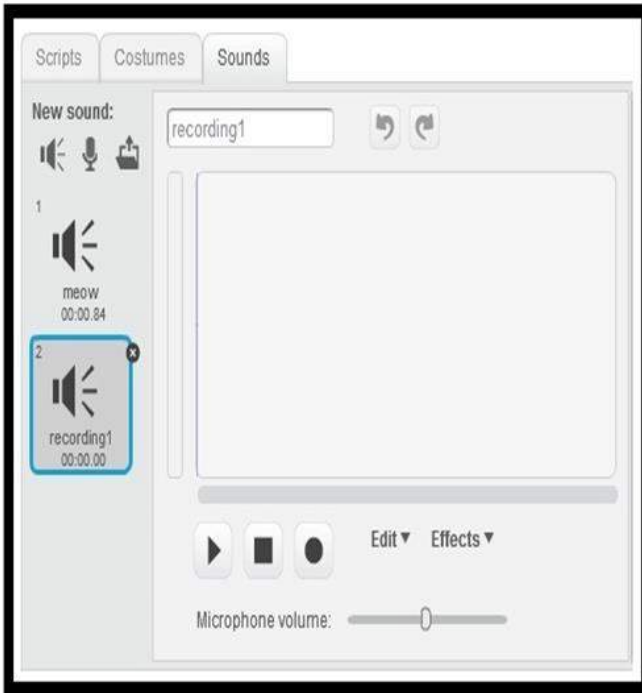


(4)

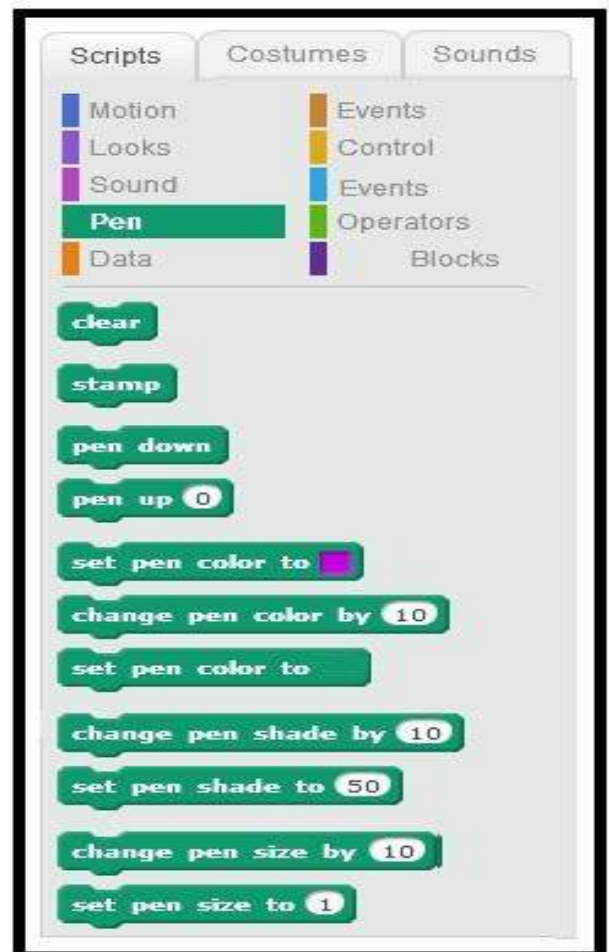
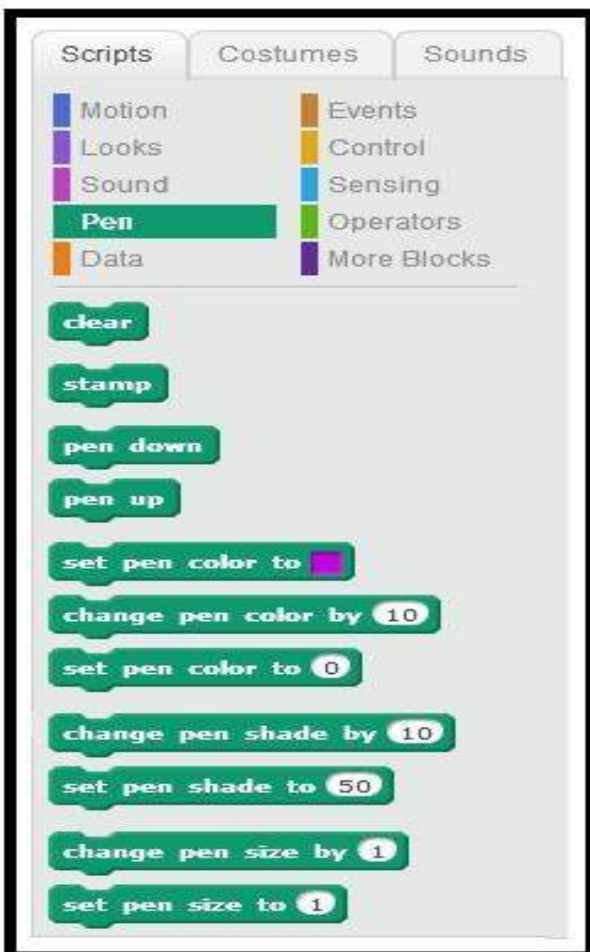




(5)



(6)





(7)

