

**ST.THOMAS SCHOOL**  
**WORKSHEET COMPUTER (FINAL)**  
**CLASS VI**

**Q I) Give one word answer for the following :**

- 1) The background of the stage in scratch is called.
- 2) The dimension of the scratch stage.
- 3) Set of instructions given to the computer.
- 4) A computer language used by programmers to develop applications for computers.
- 5) A process using straight facts in order to solve problems.
- 6) The blocks will be executed forever if the condition is true.
- 7) Repeat the execution of set of blocks for a fixed number of times.
- 8) The blocks will be executed inside loop over and over again.
- 9) A server on the web that is dedicated to hosting a web site service.
- 10) A part of URL that points to the server where the website is hosted.
- 11) A document on the web
- 12) A collection of web pages that is accessed by its own unique Internet address.
- 13) The default web browser that comes with MS-Windows 10.
- 14) He is known as the father of Internet.
- 15) The first ISP in the history of Internet.

**Q II Write the full form of the following :**

a.URL b.WWW c.DSL d.ISP e.IRC f.WiFi

**Q III) Define :**

- a) Variable b) Bug c) Boolean Expression d) Repeat block e )Forever block  
f) Syntax error g)Logical error h)Backdrops i) stage j)Debugging k) Computer Program

**Q IV) Answer the following :**

- 1) What is Algorithm and its usage?
- 2) What do you mean by logical thinking?
- 3) What is Computer Programming and what are the reasons for learning it?
- 4) Why Scratch is easier to use for beginners as compared to other programming languages available for beginners?
- 5) How can we command our sprite?
- 6) Explain the meaning of loop control flow and name the blocks in scratch for repetition.
- 7) How does Internet works?
- 8) What are the components of Internet.?

**Q V) Write down the difference between the following**

- 1) Web site and Broadband
- 2) E-learning and Social Networking
- 3) Global Variable and Local Variable
- 4) Sprite and Script
- 5) Coding and Testing

**Q VI) Label the components of the scratch interface window.**



**Q VII) Write down the output for the following blocks diagrams for the following:-**

a)

```

when green flag clicked
set I to 0
repeat 10
  change I by 1 + 1
  say I for 0.25 secs
  
```

b)

```

when green flag clicked
set I to 20
repeat 20
  say I for 1 secs
  change I by -1
  
```

c)

```

when green flag clicked
ask "Enter the number please" and wait
if num > 0 then
  say "This is a positive number" for 5 secs
else
  say "This is a negative number" for 5 secs
  
```

d)

```

when green flag clicked
set I to 0
repeat 5
  say I for 1 secs
  change I by I + 5
  say I for 1 secs
  
```