



INDIAN SCHOOL AL WADI AL KABIR

Class: VI	Department: Computer Science	Year: 2025-2026
Worksheet with solutions	Subject: Computer Science Topic: Using MakeCode Arcade	

i) Multiple choice questions?

1. What is the purpose of the 'set position' block in MakeCode Arcade?
 - a) To change the size of a sprite or element.
 - b) To rotate a sprite or element.
 - c) To replace a sprite or element at specific X and Y coordinates on the screen.**
 - d) To change the color of a sprite or element.
2. Which of the following uses the drag and drop approach?
 - a) Block-based coding**
 - b) Pseudocode
 - c) Both a and b
 - d) None of these
3. Which tool allows you to select from a range of colors for drawing and filling?
 - a) Undo/Redo
 - b) Color palette**
 - c) Line tool
 - d) Pencil tool
4. What does the fill tool do?
 - a) Draws freehand strokes
 - b) Creates rectangular shapes
 - c) Fills a selected area or shape with color or pattern**
 - d) Adjust the pencil thickness

5. What is a bug in programming?
- a) A fault in a program that causes it to run correctly
 - b) A fault in a program that can predict the output
 - c) **A fault in a program that generate incorrect output.**
 - d) All of these
6. What is an event handler in programming
- a) A function that initialises variables before an event occurs.
 - b) **A block of code that gets executed in response to a specific event.**
 - c) A tool that manages the overall program execution flow.
 - d) A method used to define the new events in a program.

ii) Fill in the blanks?

1. Pseudocode is used to describe the steps of an algorithm in a human-understandable language.
2. To find the meaning of a particular word in a dictionary, you need to follow a set of steps.
3. The say block in MakeCode shows a message on the screen for a brief moment, typically used for quick text displays.
4. MakeCode Arcade is a free, open-source, online integrated development environment (IDE) for game production.
5. Event Handler is a block of code which gets executed when the event occurs and it is associated with the event.

iii) True or false

1. Thermostat is an application of coding. -False
2. The language which the computer understands is called syntax. - False
3. Pseudocode uses structured English statements. -True
4. The pause block in MakeCode is used to display a message on the screen for a brief moment. -False
5. Event is an action on which the program responds. -True

iv) Answer in one word

1. The process of creating codes to instruct a computer to perform specific tasks.

Ans: Coding

2. An action that has happened which triggers a response in a program such as a mouse click or timer.

Ans: Event

3. An informal way of writing program steps in human understandable language without strict syntax

Ans: Pseudocode

4. The grammar of a programming language

Ans: Syntax

v) Match the following

1. Algorithm	a) Specific block of code associated with the event.
2. Sprite	b) An online environment for game production using block-based coding.
3. Event Handler	c) Objects within a game such as players, enemies or food
4. MakeCode Arcade	d) Sequence of steps followed to solve a problem.

Answers: 1-d , 2-c, 3-a, 4-b

vi) Answer the following?

1. What is Block Toolbox?

The Block Toolbox is the source for all the necessary code elements to create our game. These elements are neatly categorized in drawers based on their functions and methods.

2. What is the full form of IDE?

The full form of IDE is Integrated Development Environment.

3. Define the term pseudocode?

Pseudocode is used to describe the steps of an algorithm in a human-understandable language. It has no syntax and can be easily understood by a layman.

4. What is splash block?

The splash block in MakeCode Arcade displays a message on the screen for a specified duration.

5. What is a bug?

A bug is a general term which is used to describe any unexpected problem with hardware or software.

6. What is pause block?

The pause block in MakeCode Arcade temporarily stops program execution for a specified duration in milliseconds, allowing for timed delays between actions.