

Q1: What is the Control Block in Scratch?

A1: In Scratch, the **Control Block** is used to make the sprite do things repeatedly, wait for some time, or check conditions. They are colored **orange** and help control the flow of the program.

Q2: What are Selection Statements in Scratch?

A2: Selection statements make decisions in a program. They allow the sprite to do one thing if a condition is **true** and something else if it is **false**. The most common selection statement is the **"if-then-else" block**.

Q3: What is a Loop in Scratch?

A3: A loop in Scratch is a block that repeats a set of instructions over and over. Loops are useful when you want a sprite to keep doing something like moving, spinning, or saying something many times. Some common loops in Scratch are **"repeat"**, **"forever"**, and **"repeat until"**.

Q4. What is the difference between the Forever, Repeat, and Repeat until loops in Scratch?

Ans. In Scratch, the **Forever** loop runs continuously without stopping, **Repeat** runs a set number of times, and **Repeat Until** runs until a specific condition becomes true.

Q5: Why are Loops Important in Scratch?

Ans: Loops are important because they help save time and make the code shorter. Instead of writing the same instructions many times, we use a loop to repeat them automatically. This makes the program more efficient and easy to understand.