

BHARTIYA SHIKSHA BOARD
MODEL PAPER – TERM II
COMPUTER (ICT) – CLASS V
SESSION-2025-26

Time: 1 Hour

Max Marks: 20

GENERAL INSTRUCTIONS:

- Read the questions carefully.
- Please check that this question paper contains **02** printed pages.
- **10** minutes of extra time has been allotted to read this question paper. During this time, students will not start writing the answers.
- This question paper contains **04** questions. Attempting all the questions is compulsory.
- Q. no. **1, 2, 3 and 4** carry **05** marks each.

Q1. Tick (✓) the correct option.

(5x1=5)

(i) Creating a sprite means _____ a new sprite.
(a) drawing (b) erasing (c) deleting (d) modifying

(ii) _____ can store characters and numbers both.
(a) Blocks (b) Scripts (c) Variables (d) Sprite

(iii) You can apply slide transition to _____.
(a) selected slides (b) all the slides
(c) motion path (d) only one slide

(iv) Identify the incorrect background fill effect.
(a) Liquid (b) Solid (c) Gradient (d) Patterned

(v) Some click games are also called ____ games.
(a) Incrementing (b) Decrementing
(c) Backward Counting (d) Skip counting

Q2. Fill in the blanks with the help of hints given below.

Animation Painter	Program	Costumes	Theme	Insert
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(5x1=5)

(i) The _____ is used to create the default layout and appearance of the slides in a presentation.

(ii) _____ option lets you copy animation effects from one object to another.

(iii) You can insert a SmartArt from the _____ tab.

(iv) The _____ tab is used to reduce or increase the size of the sprite.

(v) A program in Scratch is called _____.

Q3. Write T (True) or F (False) for each of the following statements.

(5x1=5)

1. In Scratch, you can paint only one sprite.
2. In a script or a program, the variables are used to store and modify data.
3. We can draw an incrementing sprite with only one value.
4. Variants change the overall look of a theme.
5. Transition effects give motion to text and pictures.

Q4. Answer the following questions.

(5x1=5)

1. What are Themes?
2. Explain Slide Transitions.
3. What is a Click game?
4. What are variables?
5. Write the basic stages to create a click game.