



INDIAN SCHOOL AL WADI AL KABIR


Class: IX	DEPARTMENT OF COMPUTER SCIENCE	Date of submission:
Topic: Getting started with scratch programming and components of scratch window.		Worksheet2

SECTION- A






Fill in the blanks :

1. Scratch projects are made up of objects called
2. Scratch is a
3. You can change the look of a sprite by changing
4. To program a sprite we drag out code blocks to
5. To see and edit sprite costume we click ontab
6. Theprovides a convenient way to start many script at the same time.
7.is the file extension for scratch files.

State whether True or False

1. When you double-click on a script, Scratch runs the blocks from the top of the script to the bottom.
2. The Stage in scratch is 460 units wide and 360 units tall.
3. Presentation Mode button to see projects at full-screen size.
4.  is used to move the sprite forward and backward.
5. The script area displays thumbnails of all of the sprites in the project.

Match the following

- | | | | |
|---|---|----|--|
| 1 |  | a) | Changes a visual effect on a sprite by specified amount. |
| 2 |  | b) | Runs script below when green flag is clicked |
| 3 |  | d) | Waits specified number of seconds, then continues with next block. |
| 4 |  | e) | Moves sprite forward or backward |
| 5 |  | f) | Displays sprite's speech bubble for specified amount of time |

Answer the following Questions

1. How many types of blocks are there? Name them
2. What is Scratch and what are the uses of Scratch?
3. What is the task of Presentation mode button?
4. Enlist 3 ways to create a new costume
5. Define the following:
 - a) green Flag
 - b) Stage
 - c) Sprite
 - d) Script Area.