

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 calledsprite
2.	Scratch is aprogramming language
3.	You can change the look of a sprite by changingcostume
4.	To program a sprite we drag out code blocks toscript area
5.	To see and edit sprite costume we click oncostumetab
6.	Thegreen flagprovides a convenient way to start many script at the
	same time.

7.sb2.....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. -true
- 2. The Stage in scratch is 460 units wide and 360 units tall. -False
- 3. Presentation Mode button is used to see projects at full-screen size. true
- 4. is used to move the sprite forward and backward.-true
- 5. The script area displays thumbnails of all of the sprites in the project.-false

Changes a visual effect on a sprite by 1 a) move 10 steps specified amount. 2 Runs script below when green flag is b) change color veffect by 25 clicked Waits specified number of seconds, 3 d then continues with next block. Moves sprite forward or backward 4 e f Displays sprite's speech bubble for 5 wait 1 secs specified amount of time

Answers: 1) e 2) a 3)b 4)f 5)d

Answer the following Questions

1. How many types of blocks are there? Name them

<u>Answer</u>

Match the following

Blocks in Scratch are divided into 10 categories (palettes). They are *Motion*, *Looks*, *Sound*, *Pen*, *Data*, *Events*, *Control*, *Sensing*, *Operators*, and *More Blocks*.

2. What is Scratch and what are the uses of Scratch?

Answer

Scratch is a visual programming language. It was developed in the Massachusetts Institute of Technology (MIT) Media Lab to make programming easier and more fun to learn.

In Scratch, you won't type any complicated commands. Instead, you'll connect graphical blocks together to create programs

3. What is the task of Presentation mode button?

Answer

Presentation Mode button is used to see projects at full-screen size.

- 4. Enlist 3 ways to create a new costume
- a) Choose costume from library. This will link you to the scratch library of costumes where you can choose one.
- b) paint new costume. This will open a new costume you can edit in the paint editor on the right side in the costume section.
- c) Upload costume from file. ...
- d) Define the following:
 - a) green Flag

The **Green Flag** is a programming feature that, when clicked, will start all scripts in that project that are hatted with the When **Green Flag** Clicked block.

b) Stage

The Stage is where your sprites move, draw, and interact. The Stage is 480 steps wide and 360 steps tall .The center of the Stage has an x coordinate of 0 and a y-coordinate of 0.

c) Sprite

Sprites, either user-created, uploaded, or found in the sprites library, are the objects that perform actions in a project. Most projects have at least one sprite as well because only sprites can move.

d) Script Area.

The area on the right side of the project editor where **scripts** are assembled is called **script** area. Blocks from the block palette are dragged into the **script** area so the **script** area displays a stack of blocks connected to each other.