INDIAN SCHOOL AL WADI AL KABIR

Class: IX	DEPARTMENT OF COMPUTER SCIENCE	Date of submission:
Topic: Components of Scratch window and Use of Paint Editor		**Worksheet3**

SECTION- A

Fill in the blanks :

1. …grow …..and ……shrink….options help to enlarge and shrink the sprite.

2. Scratch can read only ……mp3 ………..and ……wav…….type of sound files.

3. The stage is ……480………steps wide and ………360……..steps tall.

4. ………Built-in paint editor……….helps in drawing your own costume for sprite.

5. ……Duplicate………….button helps in duplicating a sprite.

6. The …… Sprite List ………. displays names and thumbnails for all the sprites in your project

7. The wait block is present in the ………control……. Palette.

State whether True or False

1. Scratch has 13 palettes (categories) in the script tab.
2. When you drag a block around the Scripts Area, a white highlight indicates where you can drop that block to form a valid connection with another block.
3. Clicking anywhere on a script, complete or partial, runs the entire script, from top to bottom in scratch.
4. Scratch 2 projects have an .sb2 file extension

Answers: 1) False   2)True   3)True   4)True

Answer the following Questions

1. Explain the steps to insert the sound files in scratch

   a. Click the Sounds tab above the Scripts Area,

   b. And then click the Import button.

   c. Browse the provided sounds. You can click a file once to hear a preview of it, and click it twice to bring it into your sprite.

   d. Use one of the sound blocks to play a sound. To see the Sound blocks, click the Sound button at the top of the Blocks Palette and select a block.

2. What is the use of paint editor ?

   The Paint Editor in scratch is a simple but effective painting/drawing tool which allows you to create sprites, costumes, and backgrounds. It appears whenever the Paint new sprite button or the costume tab are selected.

3. Write the steps for saving scratch files.

   Click 'File' in the toolbar, then from the dropdown menu, click 'Save Now'.

   Select a desired location and give a project name. All the scratch projects are saved with .sb2 extension in scratch 2.0 version

   A third way to save your project is to press Ctrl+S (or Cmd+S on your computer keyboard .

4. How to change the backdrop of a sprite in scratch ?

   Select the thumbnail of the Stage in the Sprite List, the Costumes tab changes to Backdrops.
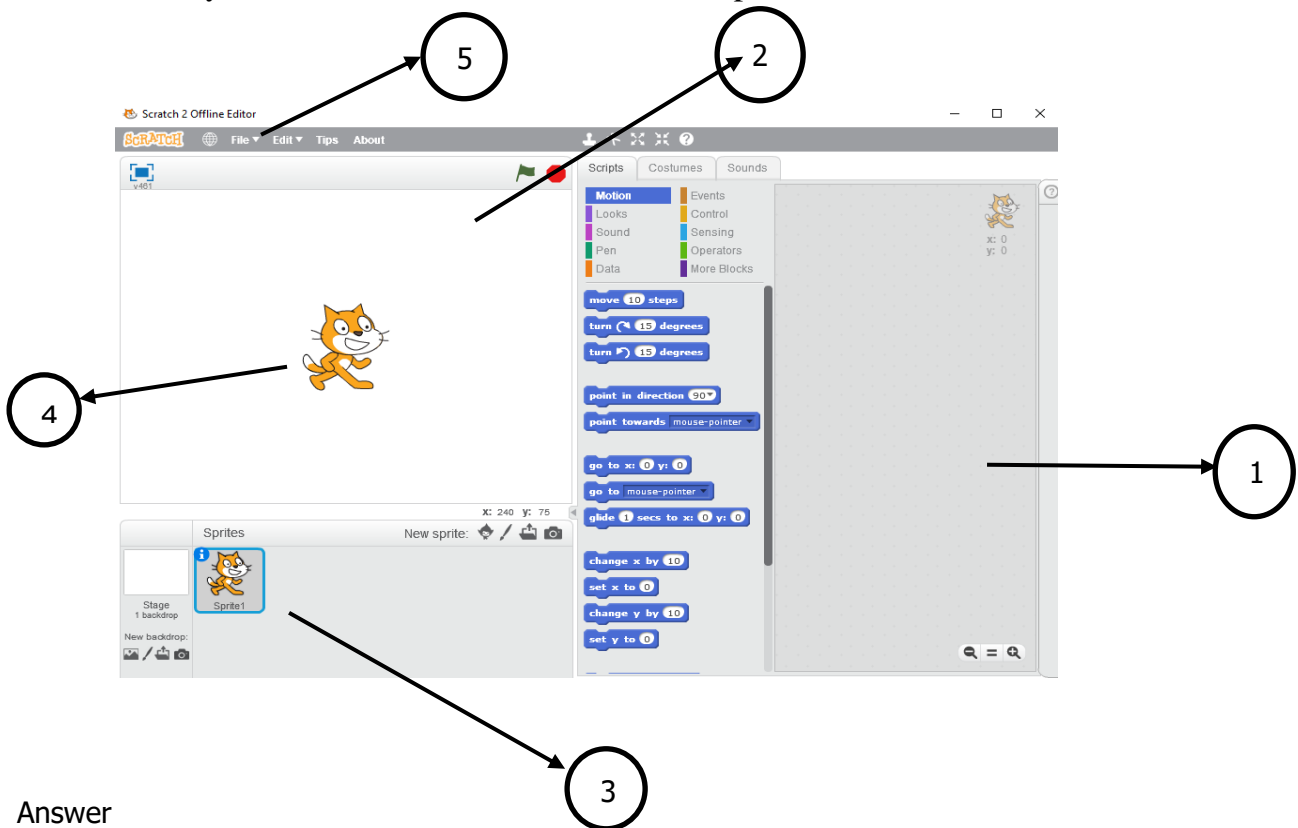
   Now select a backdrop from backdrop library.

   You can use the backdrop from the computer hard drive or a direct photograph using web camera

5. Name the different palettes (categories) of script tab or block tab in scratch window.

Blocks tab in Scratch are divided into 10 categories (palettes): Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, and More Blocks. Blocks are color coded to help you find related blocks easily. Scratch 2 has more than 100 blocks, though some blocks only appear under certain conditions. For example, blocks in the Data palette.

6. Identify and write the name the labelled components of scratch window.

Answer

1 --------------script area

2 ---------------- stage

3 ----------------- sprite List

4 --------------- sprite

5 --------------tool bar