



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


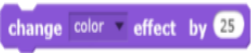



Fill in the blanks :

1. Scratch projects are made up of objects called
2. You can change the look of a sprite by changing
3. To program a sprite we drag out code blocks to
4. Theprovides a convenient way to start many script at the same time.
5.is the file extension for scratch files.
6.andoptions help to enlarge and shrink the sprite.
7. The stage issteps wide andsteps tall.
8.helps in drawing your own costume for sprite.
9.button helps in duplicating a sprite.

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. Presentation Mode button is used to see projects at full-screen size.
3.  is used to move the sprite forward and backward.
4. The script area displays thumbnails of all of the sprites in the project.
5. Scratch has 13 palettes (categories) in the script tab.

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?

a) Define the following:

a) green Flag

b) Stage

c) Sprite

d) Script Area.

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

