



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.		Worksheet1

SECTION- A


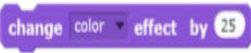



Fill in the blanks :

1. Scratch projects are made up of objects called**sprite**.....
2. You can change the look of a sprite by changing ...**costume**
3. To program a sprite we drag out code blocks to**script area**.....
4. The**green flag**.....provides a convenient way to start many script at the same time.
5.**.sb2/.sb3**.....is the file extension for scratch files.
6. ...**grow**and**shrink**....options help to enlarge and shrink the sprite.
7. The stage is**480**.....steps wide and**360**.....steps tall.
8.**Built-in paint editor**.....helps in drawing your own costume for sprite.
9.**Duplicate**.....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. -**true**
2. Presentation Mode button is used to see projects at full-screen size. - **true**
3.  is used to move the sprite forward and backward.-**true**
4. The script area displays thumbnails of all of the sprites in the project.-**false**
5. Scratch has 13 palettes (categories) in the script tab. **false**

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 |

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

Answer

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.

a) 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.

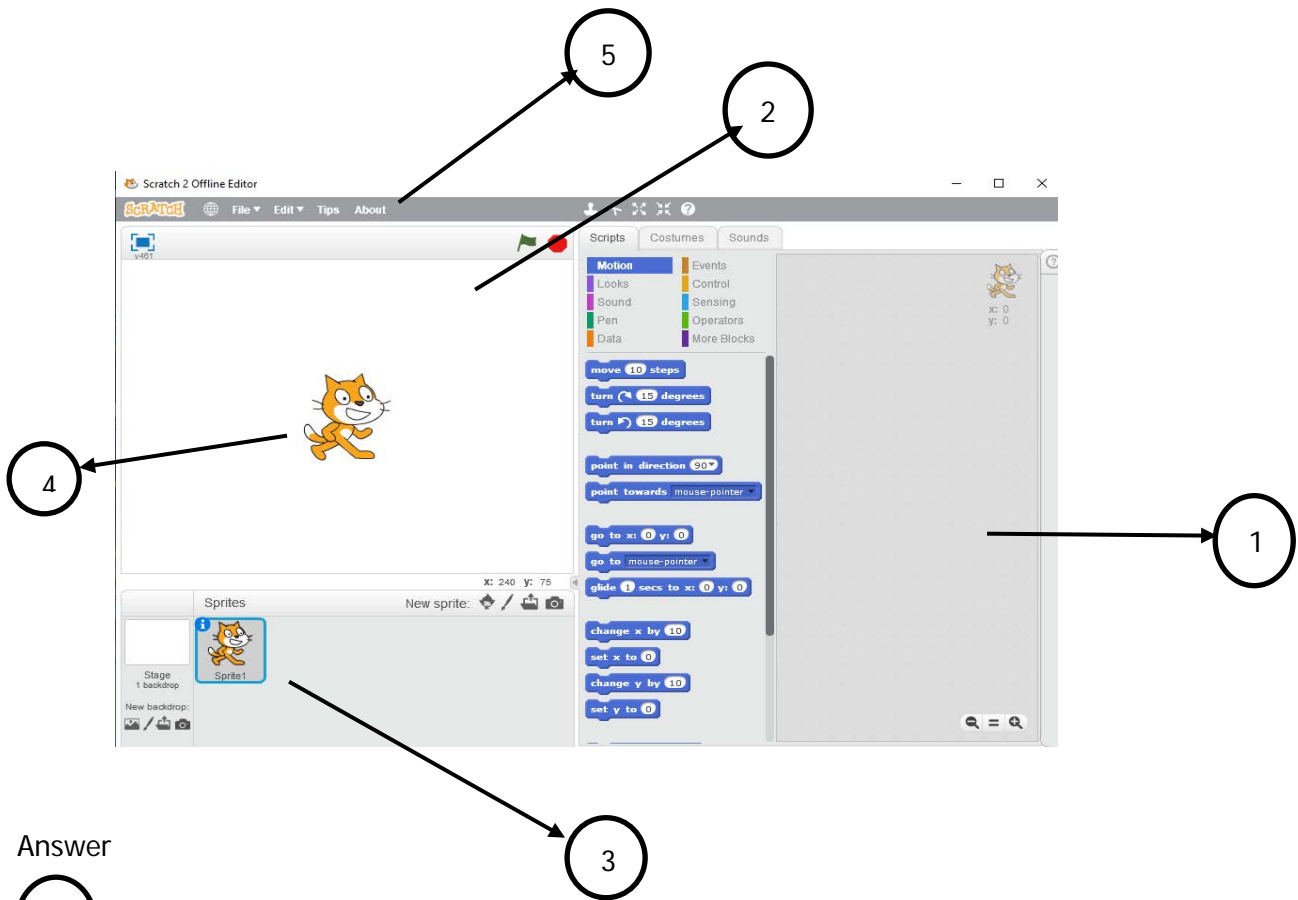
c) Sprite

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.

1. 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