

CHAPTER-6

LEARN ABOUT SCRATCH

classmate

Date _____

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Review -

Name the following -

1. It helps to make them the students learn game creation with ease, **Scratch**
2. It is an object in scratch that performs that function on the stage area. **Sprite**
3. It displays the categories of blocks based on their function and use. **Block Menu**
4. A collection of several stacked blocks. **Script**
5. It is the background of the stage. **Backdrop**

Exercises

A. Tick(✓) the correct option-

1. Scratch was created at the MIT Media Lab in
 a. 2007 b. 2010 c. 2023
2. Who is the founder of Scratch?
a. James Gosling b. Tim-Berners Lee c. Mitchel Resnick.
3. _____ contains the set of blocks, which is used to program the sprite.
 a. Blocks Palette b. Stage c. Scripts Area.

B. Fill in the blanks -

1. **Sprite** is a graphic character that moves on the stage.
2. **Scratch** is a simple program where the students can drag blocks of instructions to create animations.
3. In scratch, the sprite moves on the stage when you run a **program**.
4. A program is a **set** of step wise instructions that a computer follow to complete any task.

C. Write True or False -

1. You can run the sprite only in clock-wise direction. (F)
2. A computer understands the language that we speak. (F)
3. A script consists of at least two blocks. (T)
4. Scratch 3.0 projects are saved with the extension .sb3. (T)

D. Answer the following questions -

1. What is scratch ?

Ans - Scratch is an application software which helps you to understand and create many games.

2. Explain any two parts of the scratch window?

Ans - (a) Sprite - Sprite is an Object in scratch that performs the functions on the stage area. The default- Sprite in Scratch is an orange cat.

(b) Backdrop - It is a background of the stage.

3. What is the use of motion blocks?

Ans - The blocks that are used to control the movement of a Sprite are known as Motion blocks. They are blue in color.