The City School

**PAF Chapter, Prep Section**

**Reinforcement Worksheet – Topic : “Scratch”**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **SECTION-A**  Q1: Fill in the blanks.   1. Scratch is a . 2. Scratch projects are made up of objects called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. 3. You can change how a sprite looks by giving it a different . 4. The \_\_\_\_\_\_\_\_\_is where you see your stories, games, and animations come to life. 5. To program a sprite, we drag out blocks to the . 6. To see and edit the sprite’s costume, click the tab. 7. You can use to create or edit costumes and back grounds. 8. Click the \_\_\_\_\_\_\_\_\_\_\_ button to remove all content from the Canvas. 9. The \_\_\_\_\_\_ Flag provides a convenient way to start many scripts at the same time. 10. \_\_\_\_\_\_\_\_\_\_\_ uploads your project to the Scratch website. | **SECTION-B**  Q1: Define the Following terms of Scratch:   1. Green Flag  |  | | --- | |  |  1. Rotation Style  |  | | --- | |  |  1. Stage  |  | | --- | |  |  1. Costumes  |  | | --- | |  |  1. Sprite  |  | | --- | |  | |
| **SECTION-C** | |

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**SECTION-D**

Q1: Fill in the blanks.

1. Scratch projects are made up of objects called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
2. The \_\_\_\_\_\_\_\_\_is where you see your stories, games, and animations come to life.
3. To program a sprite, we drag out blocks to the .
4. Scratch is a language.
5. The \_\_\_\_\_\_ Flag provides a convenient way to start many scripts at the same time.
6. Scratch is a language.
7. You can change how a sprite looks by giving it a different .
8. The objects or characters in scratch are called \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
9. The \_\_\_\_\_\_ Flag provides a convenient way to start many scripts at the same time.

**Q2. Match column A with B and write the answers in column C.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **A** | | **B** | | **C** |
| 1 | move | a | This block creates a pause whenever needed |  |
| 2 | forever | b | Scripts that wear this block will activate once the [Green Flag](http://wiki.scratch.mit.edu/wiki/Green_Flag) has been clicked. |  |
| 3 | wait | c | Scripts held inside this block will be repeated forever. |  |
| 4 | When green  Flag Clicked | d | This block is used to move the sprite from one place to another place. |  |

Q.3. Write the Name and its description

Tool Name Description

|  |  |  |
| --- | --- | --- |
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**Q.4 (a) Define the following terms:**

|  |  |
| --- | --- |
| **Costume:** | **Stage:** |
| **Script:** | **Sprite** |
| **Block Palettes:** | **Green Flag:** |
| **Control in Block Palette:** | **Motion in Block Palette:** |

**Q.4 (b) Write the purpose of the following scratch commands.**

|  |  |  |
| --- | --- | --- |
| **S.No.** | **Blocks/Command** | **Purpose** |
| 1. | Wait |  |
| 2. | Move |  |
| 3. | Switch to background |  |
| 4. | Next background |  |
| 5. | Switch to costume |  |
| 6. | Next costume |  |
| 7. | Forever |  |
| 9. | Say |  |
| 10. | Think |  |
| 11. | Go to x:\_\_ y: \_\_ |  |
| 12. | When Green Flag Clicked |  |