



CLASS III - COMPUTER SCIENCE JANUARY MONTH NOTES

Chapter 7 : Let's Learn Scratch

A. Tick (✓) the correct option.

1. Which of these cannot be created using Scratch?

(c) Food

2. The  belongs to \_\_\_\_\_ category.

(b) Motion

3. This area in the Scratch desktop shows the result of the Scratch program.

(b) Stage

4. You can make changes in the sprites and backdrops in the:

(c) Sound's tab

5. What is the use of this tool?

(a) It decreases the size of the script

B. Fill in the blanks using the given words.

1. **Backdrop** is the background used in a Scratch project.

2. Clicking on the **Turn** block makes the sprite turn.

3. **Add extension** button is used to add block categories to the code tab.

4. The code tab is also known as the **Scripts**.

5. The blocks are placed in the **Blocks palette** area to create scripts.

C. Write 'T' for true and 'F' for false statements.

1. You cannot create new sprites and backdrops in Scratch. **F**

2. Every Scratch program is made up of sprites and the scripts that control them. **T**

3. The Scratch Info pane shows all the details of sprites and backdrops used in a project. **T**

4. The Edit option opens the Scratch tutorials. **F**

5. We cannot make the sprite turn at the same location. **F**

#### **D. Match the icons to their names.**

1. (b) Zoom in
2. (c) Zoom out
3. (d) Original
4. (a) Add extension

#### **E. Answer the following questions.**

##### **1. List the components of the Scratch desktop.**

The components of Scratch Desktop are:

- Title Bar
- Menu Bar
- Stage Area
- Sprites Info Pane
- Tabs
- The Coding Area

##### **2. Write down three things you can do in Scratch.**

Three things that we can do in Scratch are:

- In Scratch, there are many colourful objects to make fun and easy programs.
- The objects in Scratch help you to easily make animations, games, quizzes, and stories.
- You can create your own Scratch projects and upload them on the Scratch website.

##### **3. Define the following:**

###### **a. Stage:**

- The Stage area is the blank area where sprites move and interact with other sprites.
- This area shows all the movement of the sprites.
- You can watch stories, play games, and run Scratch projects.

###### **b. Sprite:**

- In Scratch, a sprite is an object that carries out the tasks written in a Scratch program.
- It can move, turn, jump, increase or decrease in size, and interact with other sprites.

###### **c. Script:**

- Script is a set of blocks that are interlocked.
- It is used to give stepwise instructions to a sprite to do something.

###### **d. Coding area:**

- The coding area, also called the scripts area, is the area where blocks are placed to create scripts.
- The blocks are stacked one on top of the other to create a script.

#### **e. Backdrop:**

- In Scratch, the stage background is called the backdrop.
- The Sprites Info Pane area is just below the Stage.

#### **f. Block category:**

- There are nine block categories in Scratch. They are—Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks.
- Each block category performs a different function and it has different colours.

#### **4. What is the use of Motion blocks?**

The blocks used to move and turn the sprite are in the Motion block category.

#### **5. Write a note on:**

##### **a. The coding area:**

- The coding area, also called the scripts area, is the area where blocks are placed to create scripts.
- The blocks are stacked one on top of the other to create a script.

##### **b. Code Tab:**

- The code tab is also known as the blocks palette.
- It contains all the blocks used in a project.
- The code tab is used to create scripts in Scratch.

##### **c. Costumes Tab:**

- We can create and make changes in the sprites and backdrops in the costumes tab.

##### **d. Sound Tab:**

- We can create and make changes in the sounds in your script using the sounds tab.
- To change between sprite and backdrop, click on the Choose a sprite or Choose a backdrop button in the sprite and backdrop area.

##### **e. Sprites Info Pane:**

- The Sprites Info Pane is divided into two panes - Sprites pane and the Backdrop pane.
- **Sprites Pane:**  
It contains a thumbnail view of all sprites in a project.  
You can add, delete, see the name and location, and increase and decrease the size of a sprite by changing the value in the Size box.
- **Backdrop Pane:**  
To the right of the sprite pane is the Backdrop Pane area.  
It contains a thumbnail view of the backdrop of a project.

#### **F. Write the steps to Create, Save, and Open a Scratch project.**

Step 1: Click File. A drop-down list appears.

Step 2: Select New from the list.

Step 3: If you have not saved the current project, a dialogue box opens with the message "Replace contents of the current project?" Click OK if you do not want to save it. A new project will open.

Step 4: If you click Cancel, the dialogue box closes, and your current project appears.