



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.