



CLASS IV - DECEMBER MONTH NOTES

Chapter 7: More on Scratch 3.0

A. Tick the correct option.

1. Which of these options will you click to remove a sprite from the stage?

(e) Delete

2. Identify the default sprite of Scratch.



3. Which category does this block belong to?

(b) Looks

4. Identify the block used to run a script.

(a) when  clicked

5. Which blocks will you use to move and turn a sprite?

(c) move 10 steps

B. Fill in the blanks using the given words.

1. The choose a sprite button option is present in the **Sprites Info** pane.

2. We call the background in Scratch a backdrop.

3. The blocks in the motion category make the sprites move.

4. To change the colour of the sprite you will use change effect block.

5. To add sound to a script, you will use the blocks from the sound category.

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

1. When you open Scratch, the cat sprite appears on the center of the stage. T

2. To add a backdrop to the stage, you click on choose a Backdrop button. T

3. You can edit the text and values in the text box on the blocks. T

4. You cannot change the sounds in the sound blocks. F

5. The repeat block makes the sprite perform the same action only once. F

D. Match the blocks to their functions.

1. (d) Turns the sprite anti-clockwise by the given degree.
2. (e) Makes the sprite glide smoothly to the mentioned x and y position in the specified seconds.
3. (b) Displays a speech bubble with the given text for the time given in the block.
4. (a) Changes the sprite's size by the given number.
5. (c) Changes the volume of a sprite by the given value.

E. Write short notes on:

1. Motion blocks

- Motion blocks control the movement of a sprite.
- They are blue in colour.

2. Looks Blocks:

- Looks blocks are purple in colour.
- They control a sprite's appearance.
- We can change the appearance of a sprite by changing the posture and colour of the sprite.

3. Sound Blocks:

- The sound blocks are pink in colour.
- They control all the sound functions of the sprite.
- You can use these blocks to add music and sounds to your Scratch project.

F. Long answer questions.

1. How will you add a sprite on the stage?

- We can add sprites to the stage in one of the following four ways:
 - Paint new sprite
 - Choose new sprite from file
 - Get a surprise sprite
 - Duplicating a sprite.
- The first three options are available above the sprite list or below the stage using the arrow tab. When we add a sprite it appears near the center of the stage.

2. Write the steps to delete a sprite from the stage.

- To delete a sprite from stage, right-click the sprite on the Stage, and then choose Delete from the menu.
- Click on the trash can icon that appears when you point over the sprite over the sprite list.

3. Write the steps to add two sprites to the stage.

- To add a new sprite, click the buttons beside New sprite.
- Choose from the library, paint your own sprite, upload your own image or sprite.
- You can drag the objects to wherever you want.
- After adding one sprite, repeat the same process to add another one.

4. How will you change the backdrop in scratch?

- You can add a backdrop to the stage. Click the Backdrop button to choose a new backdrop.
- Choose a backdrop from the library (such as “Spotlight-Stage”).
- Click OK.
- The new backdrop now appears on the Stage.

5. What is the use of repeat block?

- Repeat block is used to make the sprite perform the same action a specific number of times.
- For example, to make the Diver1 or Diver2 sprite continue with the dance, you can add repeat block.

6. How will you add sounds to the script?

Steps to add sound to the script are:

Step 1: Click on the Sound block category in the Code tab.

Step 2: Click and drag play sound block to the script area. Snap the block to the existing script.

Step 3: Click on Go button.