

Lesson- 4 – Scratch -Programming

Textual Exercises

A. Tick the correct answer :-

- Scratch projects are made up of objects called _____.
a) **Sprites** b) Scripts c) Blocks
- Snapping the blocks together into stacks is called _____.
a) Costume b) Stage c) **Script**
- _____ block will make the cat's legs move, which will appear like it is running.
a) **Next Costume** b) Stage c) Script
- _____ Sprite button is used to create a new Sprite.
a) Draw New b) **Paint New** c) Select New
- The _____ block runs the script continuously until the stop button is pressed.
a) Motion b) Looks c) **Forever**

B. Write 'T' for True and 'F' for False statements.

- A Script is a small character that performs actions on the Stage. [F]
- You can change how a sprite looks by giving it a different costume. [T]
- The stage of scratch window is 580 units wide and 380 units high. [F]
- The Get surprise sprite button randomly selects one sprite from the new sprite library. [T]
- You can work with more than one sprite on the stage at one time. [T]

C. Fill in the blanks :-

- Scratch provides **four** different options for adding a sprite to your applications.
- Stage provides the **Canvas** upon which sprites are displayed and interact with one another.
- Wait 1 sec** block slows down the cat and enables us to see what's going on.
- By default, the background of stage is **white** in color.
- Green** flag is used to start your main program in scratch window.

Extra Notes

Answer in one word :-

1. Which option use for to create new background?

Ans :Paint Editor

2. Which block change the sprite and background appearance?

Ans : Looks Blocks

3. Which block is used to draw shapes using different colors and pen sizes?

Ans : Pen Blocks

4. What is a simple fun-based programming language designed at MIT ?

Ans : Scratch

5. Which blocks control placement, direction, rotation, and movement?

Ans : Motion Blocks

6. Which object is used to perform different actions?

Ans : Sprite

7. Which is the place where you pick and drop the blocks to create a script?

Ans : Script Area

8. Which flag is used to start your main program in scratch window?

Ans : Green Flag

9. Which button located just below the stage?

Ans : New Sprite

10. What is a set of repeatable instructions that you can store up to carry out later?

Ans : Program

11. Which block runs the script continuously?

Ans : Forever Block

12. Which button is used to stop the project ant time?

Ans : Stop Button.

13. Which block is a control block that will always check the condition.

Ans : Forever block