

Lesson 8: Programs in Scratch

Worksheet 5: Answer in one word/sentence.

- Q. 1. Write down the name of the screen components of the scratch.
Ans. Stage, sprite, sprite list, tabs, block palette, Menu bar etc.
- Q. 2. Which blocks are available in the Blocks area? Write down the name of the categories.
Ans. Block Description and Block palette.
- Q. 3. In which order are scripts executed? What are scripts blocks made up of?
Ans. Scripts are executed from top to bottom.
- Q. 4. Which tabs are there in tab area?
Ans. Scripts tab, Costumes tab, Sounds tab.
- Q. 5. Write about any three blocks available in the Motion category.
Ans. i. Moving forward/back, ii. Turning, iii. Glide.
- Q. 6. Write about any three blocks available in the Control category.
Ans. Repeat, wait and when the sprite is clicked.
- Q. 7. How can you make sure that when the sprite reaches the end of the screen, it reverses its position?
Ans. When the sprite touches the edge, it will face in the opposite direction.
- Q. 8. Which block options have you learnt about under the Looks category?
Ans. Change color effect by 25, set size to 100%, next costume to, say hello etc.
- Q. 9. Name any two blocks in Sensing block category.
Ans. Two blocks are Ask what's your name? and wait.

Worksheet 6: Answer the following:

- Q. 1. Write names of all blocks available in Pen block category. Explain any two.
Ans. Pen block category: pen down, set pen color To, change pen color By, Set pen size To, stamp, clear.
i. Change pen color By: This is use to change the pen color.
ii. Set pen size To: This is used to set the pen size.
- Q. 2. Write name of all blocks available in Looks block category. Explain any three.
Ans. Looks categories are Change color effect by 25, set size to 100%, Next costume to, say hello, say hello for 2 secs, Think Him...for 2 secs, Switch backdrop, change size By 10.
i. Change size By 10: It will change the size of the sprite by 10 units.
ii. Next costume to: This block will automatically switch the costume to next costume .
iii. Say Hello: It will display Hello dialogue without any duration.
- Q. 3. How can you select a new sprite?
Ans. You can have a new sprite on stage by choosing it from the library, from a file, paint new sprite or from camera option buttons. In library various category like animals, people and things are available.
- Q. 4. What is the significance of Wait block?
Ans. Wait block is used when during execution of commands, you want to give a little pause.
- Q. 5. Write down description of various tabs available in tabs area.
Ans. Tabs allow us to both see and change the current sprite's scripts, costumes and sounds.
Scripts tab: It shows any script that currently exists well as allows us to develop new script.
Sound tab: The sound tab displays the current sprite's sounds.