

CH- 11 INTRODUCTION TO SCRATCH PROGRAMMING

BRAIN DEVELOPER

A. Fill in the blanks:

1. **Scratch** is a simple program where the students can drag blocks of instructions to create animations.
2. A **program** is a set of step-wise instructions that a computer follows to complete any task.
3. **Sprite** is a graphic character that moves on the stage.
4. The blocks in the **Pen** block allow the sprite to draw lines on the stage, change the colour, and thickness of lines.
5. In Scratch, the Sprite moves on the **stage** when you run a program.

B. State true or false:

1. A computer understands the language that we speak. **False**
2. Blocks Palette is the place where you create a script for the Sprite to do a specific task. **False**
3. A script consists of at least two blocks. **True**
4. You can run the sprite only in clock-wise direction. **False**
5. Scratch 2.0 projects are saved with the extension .sb2. **True**

C. Multiple Choice Questions.

1. Scratch 3.0 was officially released in _____.
a. 2010 b. 2013 c. **2019**
2. _____ contains the set of blocks, which is used to program the sprite.
a. **Blocks Palette** b. Stage c. Scripts Area
3. _____ block draws a line as the sprite moves on the stage.
a. **Pen down** b. move 10 steps c. turn 15 degrees
4. Who is the founder of Scratch?
a. James Gosling b. Tim-Berners-Lee c. **Mitchel Resnick**

D. Answer the following questions:

Q 1. What is Scratch?

Ans. Scratch is a program used to create games, animated stories, and projects with great ease. It is a simple program where the students can drag blocks of instructions to create animations.

Q 2. What is a Sprite?

Ans. Sprite is a small graphic character that performs actions in a Scratch project.

Q 3. Explain any two parts of the Scratch window.

Ans. The two parts of the Scratch window are – Stage and Blocks Palette.