Name: ....

Roll No: ....

Class: .... Section: ....

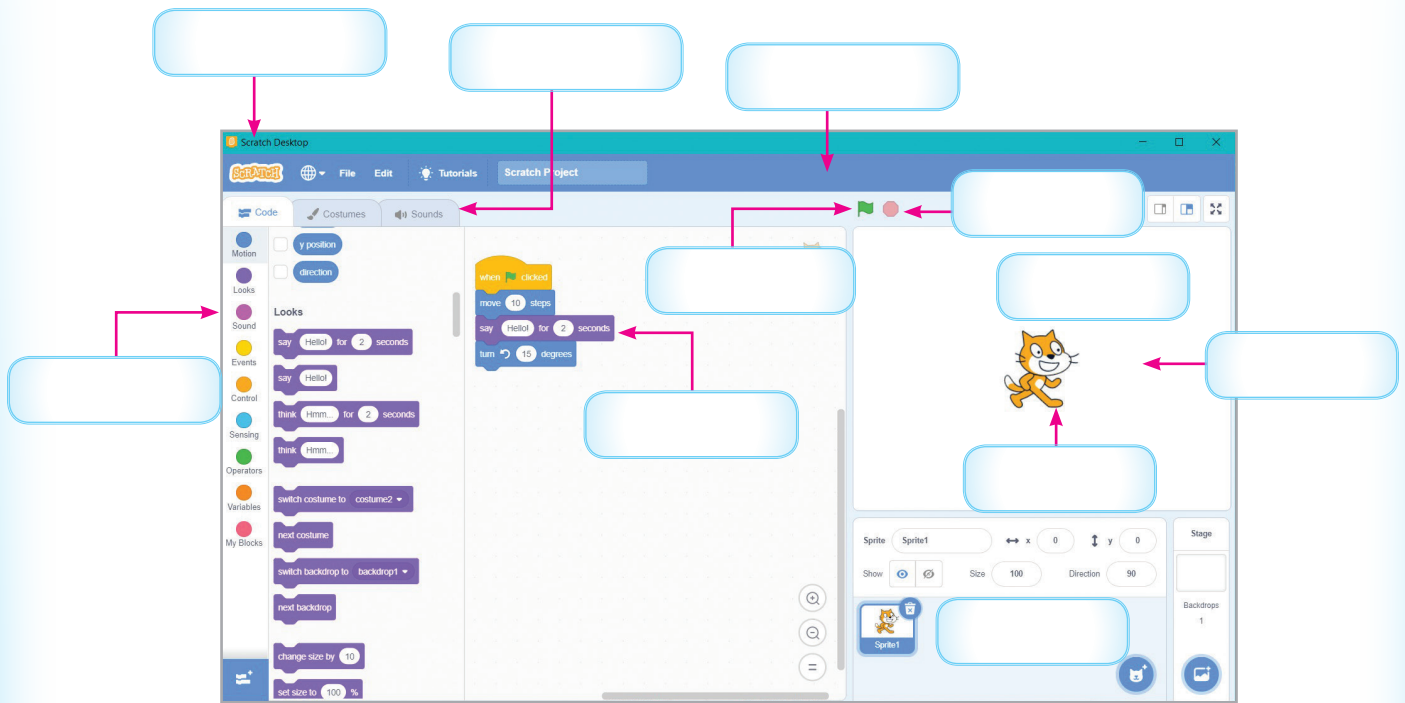Date: ....

STEPWISE THINKING & SCRATCH PROGRAMMING — Chapter-6

A. **Label the components of the Scratch window.**

B. **Write 'T' for true and 'F' for false.**

1. Costumes tab is used to change the appearance of the Sprite. ....

2. Scratch is a software which helps you to understand and create many games. ....

3. Edit option is used to save a Scratch project. ....

4. The stage area shows the movement of the sprites. ....

C. **Guess my name.**

1. I add and change the sound of the sprite. ....

2. I contain list of all blocks and categories. ....

3. I add and change appearance of the sprite. ....

Grade: ☆ ☆ ☆ ☆ ☆

Teacher's Signature: ....