

Name:

Roll No:

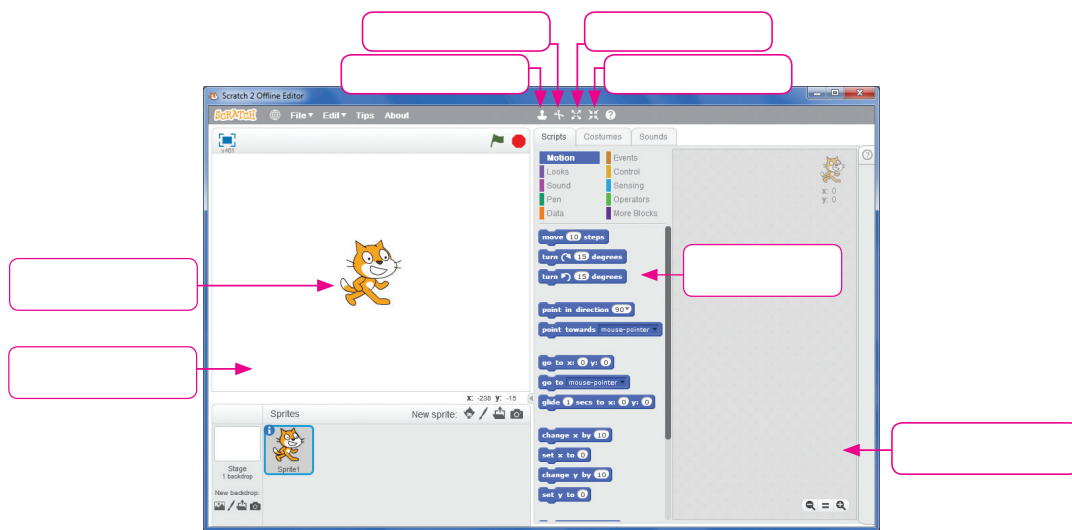
Class: Section:

Date:

SCRATCH PROGRAMMING—GAME CREATION

Chapter-6

A. Label the components of scratch window.



B. Match the following.

1. Motion
2. Looks
3. Sound
4. Pen

- a. Used to draw shapes and patterns on the stage
- b. Used to play or stop sounds.
- c. Control what your sprites and backdrop look like.
- d. Used to place your sprites on the stage or move them.

C. Fill in the blanks using the hints given below:

Hints: image, sound, operators, sprite

1. We can record a sound and use it through the block.
2. The blocks let you make comparisons between or perform arithmetic functions on different values.
3. are the objects we see on the Scratch stage.
4. You can also upload an as a Sprite from the files saved on your computer.

Grade: ☆ ☆ ☆ ☆ ☆

Teacher's Signature: