

WORKSHEET 2

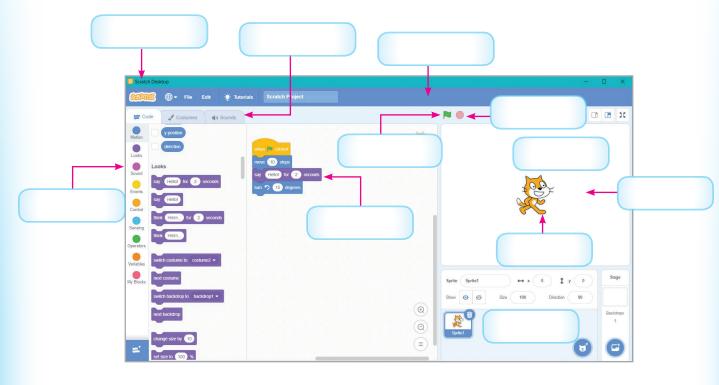


Name:	Roll No:
Class: Section:	Date:

INTRODUCTION TO SCRATCH

Chapter-9

A. Label the components of the scratch desktop.



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:	$\stackrel{\wedge}{\boxtimes}$	$\stackrel{\wedge}{\sim}$	$\stackrel{\wedge}{\sim}$	$\stackrel{\wedge}{\sim}$	$\stackrel{\wedge}{\sim}$	Teacher's Signature:	