

Worksheet

2

Name:

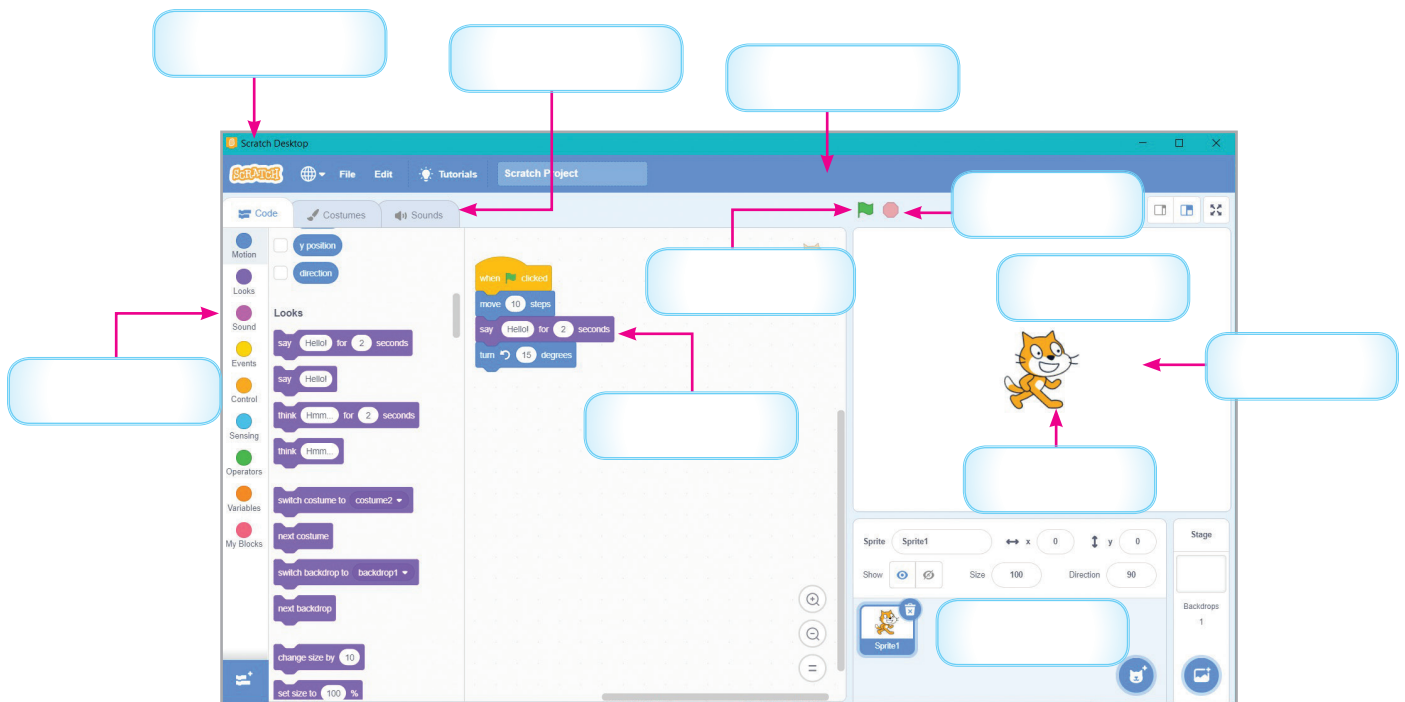
Roll No: Class: Section:

Date:

STEPWISE THINKING & SCRATCH PROGRAMMING

Chapter-6

A. Label the components of the Scratch window.



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

- Costumes tab is used to change the appearance of the Sprite.
- Scratch is a software which helps you to understand and create many games.
- Edit option is used to save a Scratch project.
- The stage area shows the movement of the sprites.

C. Guess my name.

- I add and change the sound of the sprite.
- I contain list of all blocks and categories.
- I add and change appearance of the sprite.