Worksheet

2

Name: ....

Roll No: .... Class: .... Section: ....

Date: ....

INTRODUCTION TO SCRATCHJR

A. Lable the components of ScratchJr window.
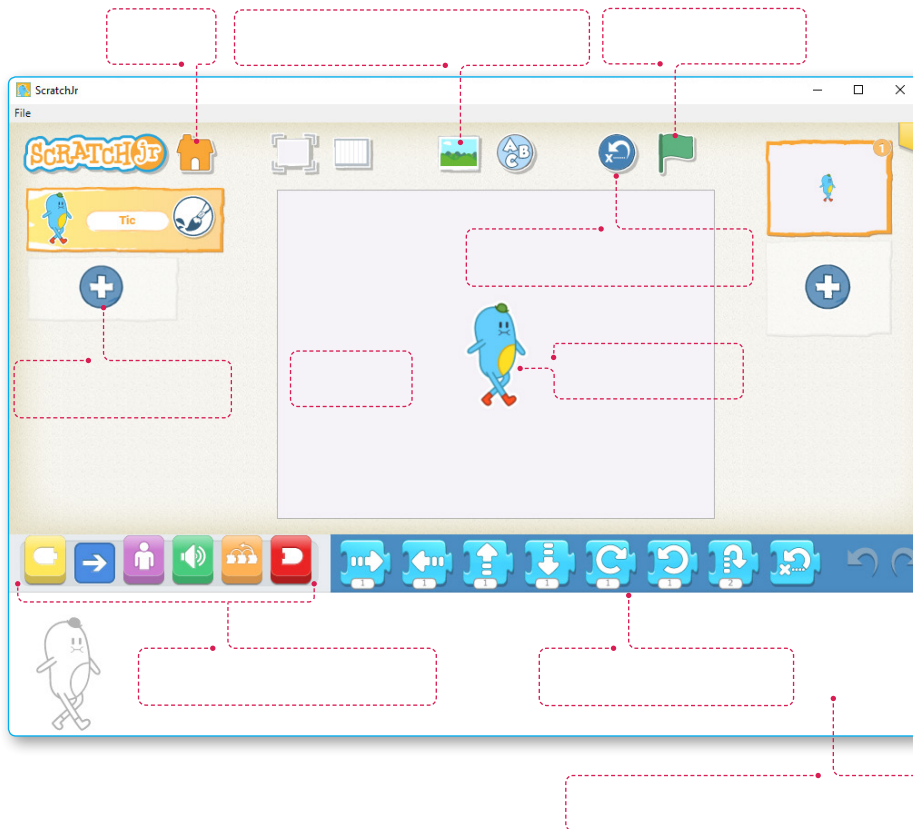
B. Answer the following:

1. Which is called is the menu of programming blocks?

....

2. Which app used to create animated stories and games?

....

3. Which button resets all the characters to their starting position on the stage?

....

Grade: ⭐ ⭐ ⭐ ⭐ ⭐

Teacher's Signature: ....

Class -1