

Worksheet

2

Name:

Roll No: Class: Section:

Date:

INTRODUCTION TO SCRATCHJR

Chapter-6

A. Answer the following questions:

1. Write any three components of ScratchJr window.

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2. What is a character?

.....

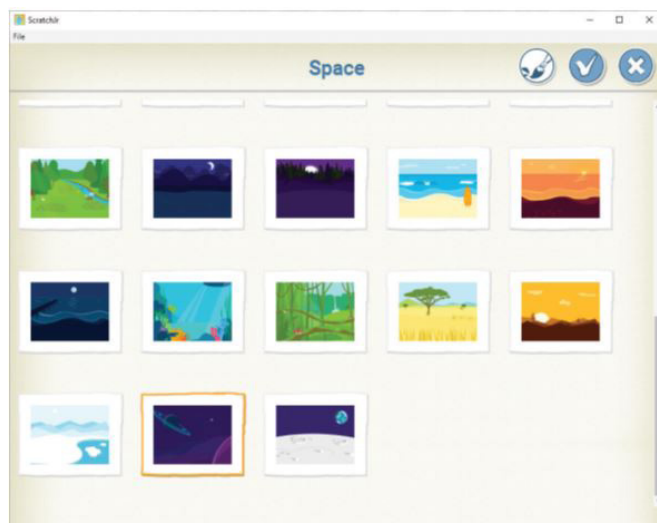
3. Which button is used to add a new character?

.....

B. Match the following blocks with their correct colours.

- | | |
|------------|-----------|
| 1. Looks | a. Red |
| 2. Sounds | b. Purple |
| 3. Control | c. Green |
| 4. End | d. Orange |

C. Identify the window and write its name in the given space.



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