

# Worksheet

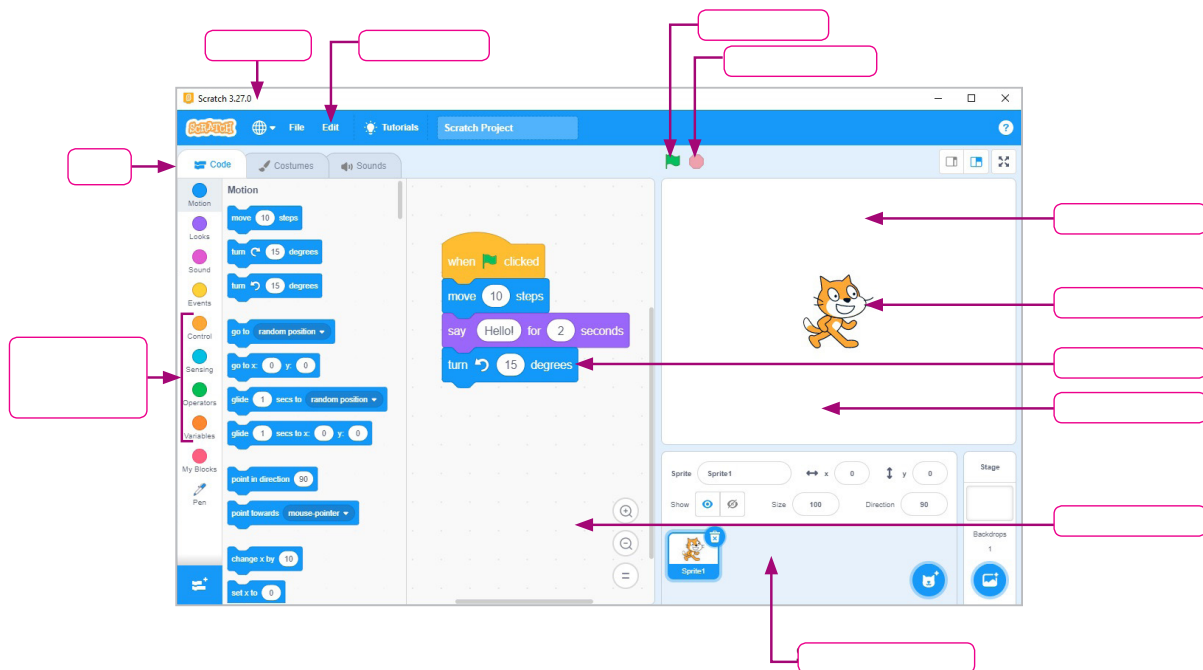
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Name: .....  
Roll No: ..... Class: ..... Section: .....  
Date: .....

## 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**

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

#### C. Fill in the blanks.

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