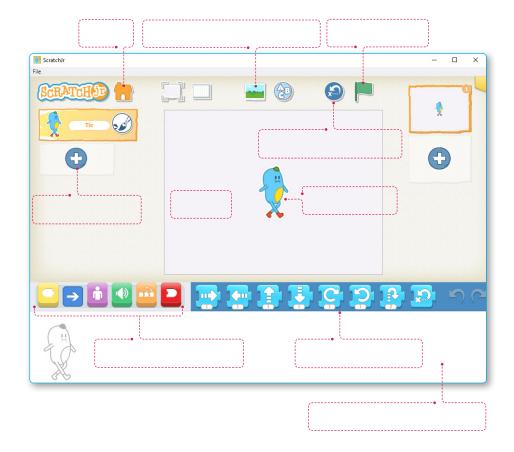
Date:



Chapter-7

INTRODUCTION TO SCRATCHJR

A. Lable the components of ScratchJr window.



B. Answer the following:

- Which is called is the menu of programming blocks? 1.
- Which app used to create animated stories and games? 2.
- Which button resets all the characters to their starting position on the stage? 3.











Teacher's Signature: _