



Name: \_\_\_\_\_

Roll No: \_\_\_\_\_

Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

**INTRODUCTION TO SCRATCH****A. Guess who am I?**

1. I am used to delete a sprite. ....
2. I am the default sprite of scratch. ....
3. I am used to stop the project. ....

**B. Answer the following questions:**

1. What are blocks?  
.....

2. What is the use of green flag?  
.....

3. Write the extension of Scratch 3.0 file.  
.....

**C. Fill in the blanks using the hints given below:****Hints:** File, Esc, Yellow

1. Events blocks are colour-coded .....
2. Quit option is present in the ..... menu.
3. To exit Presentation mode, we have to press ..... key.