

Worksheet

2

Name:

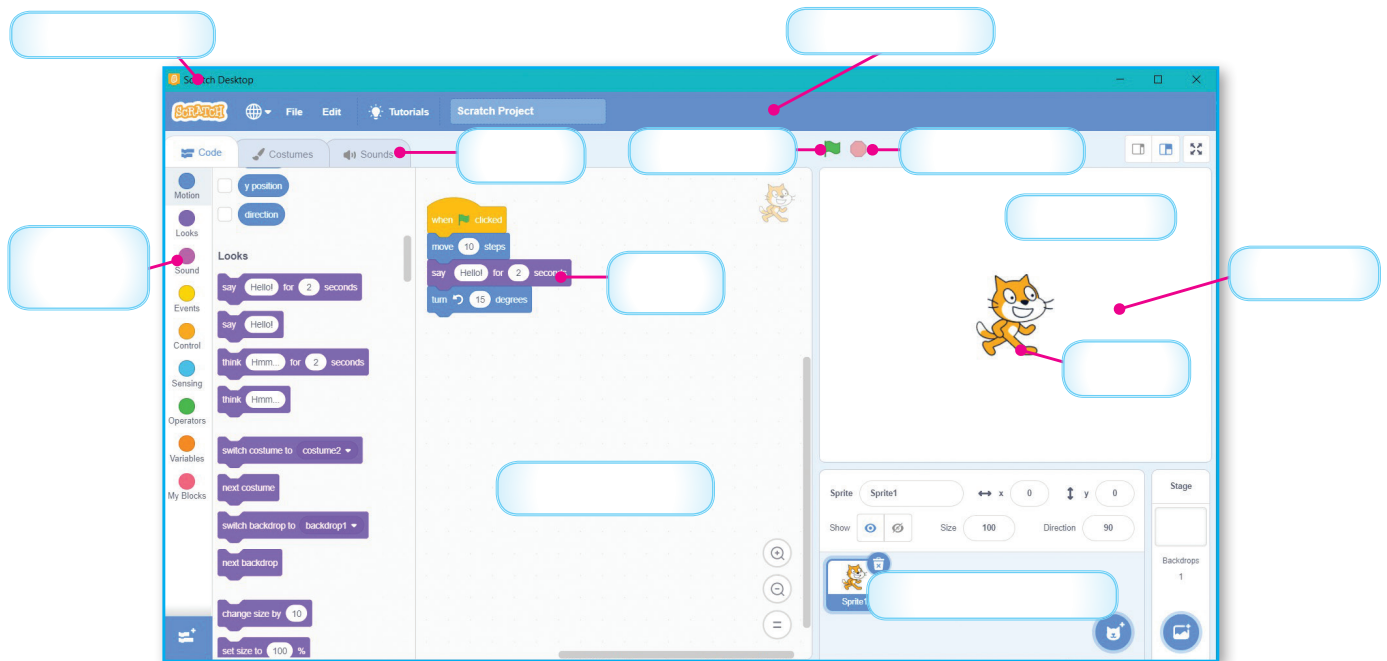
Roll No: Class: Section:

Date:

STEPWISE THINKING AND SCRATCH

Chapter-9

A. Label the components of the scratch desktop.



B. Fill in the blanks using the hints given below.

Hints: problem solving, Scratch , stepwise thinking, Stop

1. The process of completing one step and going onto the other is known as
2. can create a picture stories.
3. button stops the running program.
4. is the action or process of finding solutions.

C. Match the following:

- | | |
|----------------|--------------------------------|
| 1. Code tab | a. Contain blocks |
| 2. Costume tab | b. Change appearance of sprite |
| 3. Sound tab | c. Cat by default |
| 4. Green flag | d. Adds sound to the sprite |
| 5. Sprite | e. Runs a program |