



LITTERA PUBLIC SCHOOL

CLASS -V

COMPUTER

CHAPTER -9

INTERACTIVE PROGRAMMING WITH SCRATCH

DIFFICULT WORDS

1. *Instruction*
2. *Programming*
3. *Cambridge*
4. *Interactive*
5. *Exciting*
6. *Categories*
7. *Massachusetts*
8. *Variable*
9. *Costumes*
10. *Duplicate*
11. *Coordinates*
12. *Expressions*
13. *Modified*
14. *Repeatedly*
15. *Infinitely*

Exercise



A. Choose the correct answer.

- In Scratch, Event is something that occurs due to user's action.

a) Step	<input type="checkbox"/>	b) Event	<input checked="" type="checkbox"/>
c) Animation	<input type="checkbox"/>	d) Sound	<input type="checkbox"/>
- Characters in Scratch are called Sprites.

a) Icons	<input type="checkbox"/>	b) Buttons	<input type="checkbox"/>
c) Sprites	<input checked="" type="checkbox"/>	d) Cat	<input type="checkbox"/>
- Next costume** is the example of a Block.

a) Block	<input checked="" type="checkbox"/>	b) Program	<input type="checkbox"/>
c) Script	<input type="checkbox"/>	d) Sprite	<input type="checkbox"/>
- wait** block is found in Control category.

a) Sound	<input type="checkbox"/>	b) Motion	<input type="checkbox"/>
c) Event	<input type="checkbox"/>	d) Control	<input checked="" type="checkbox"/>

B. Fill in the blanks.

Control, Music, Sound, Event, instruction

- To produce music and sound we use music and sound blocks.
- when this sprite clicked is an event block.
- You can think of a block as an instruction
- stop all is a Control block.



C. Tick (✓) the correct statement and cross (X) out the wrong one.

- Every animation in Scratch is treated as a new project.
- Stage shows your animation running.
- Event blocks are used for moving a sprite.
- We cannot change sprite's costume.
- We can create our own, new sprites also.

C. Answer the following questions.

1. What do you mean by Sprite and Block in Scratch?

Ans. Sprite are the characters that together make our entire animation such as Cat, shark, Ball, Diver, Car, Apple etc.

Block help us in working with sound are in Sound category.

2. What is a script in Scratch? Explain with an example.

Ans. The set of instructions that is used to program in Scratch is called a script. It is a stack or collection of blocks that connect with one another. The blocks of instructions are nicely ordered to perform a specific task, as they determine to interact sprites.

3. What is the use of costume editor?

Ans. Costume editor features can add a lot to the creativity of the costume of the sprite and the background in our Scratch program.