

VASISHTHA GENESIS SCHOOL, BARDOLI

(Academic Session: 2025-26)

Date: _____ **Class:** III **Div:** A / B / C **Roll No:** _____ **Sub:** Computer
Name: _____ **Worksheet:** Term End - 02

Ch – 7 Scratch 3

Q1. Choose the correct option and answer the following questions:

- i. The default sprite in Scratch is the Scratch _____.
(a) Cat (b) Mouse (c) Lion (d) Dog
- ii. This area shows all the available blocks.
(a) Stage (b) Blocks Palette (c) Coding Area (d) Menu Bar
- iii. Scratch was developed in _____ year.
(a) 2000 (b) 2007 (c) 2002 (d) 2005
- iv. The x-y position, size and direction of a sprite can be seen in Sprite _____ Pane.
(a) Info (b) Blocks (c) Menu (d) Tab
- v. Scratch 3 was developed by the _____ group.
(a) Google Developers (b) Microsoft Research
(c) Apple Education (d) Lifelong Kindergarten

Q2. State whether the following statements are 'True' or 'False':

- i. Scratch is installed by default in Windows 10. _____
- ii. By default, the Penguin is a Scratch sprite. _____
- iii. Sprites in Scratch can interact with each other. _____
- iv. We can change the look of the sprite by giving it a different costume. _____
- v. More than one sprite can be used in a Scratch project. _____

Q3. Fill in the blanks with the words given in brackets:

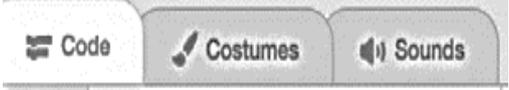
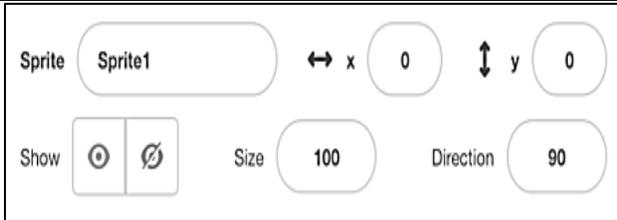
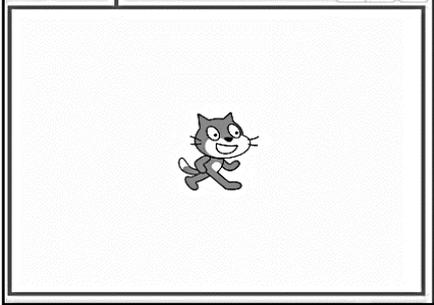
(Sprites, backdrop, MIT, Scratch, Say, stage)

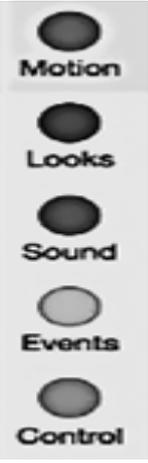
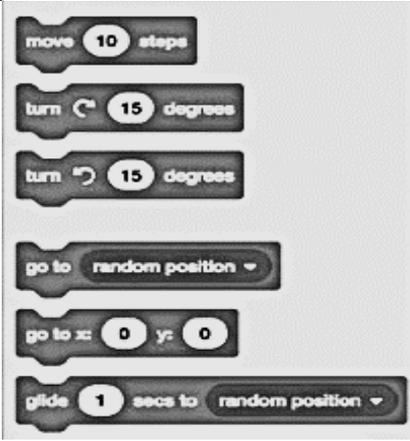
- i. The Sprite moves and interacts with one another on the _____.
- ii. _____ is a free open-source visual programming language.
- iii. Scratch was developed at _____ Media Lab.
- iv. The background of the stage is called a _____.
- v. The _____ block displays a message on the stage.
- vi. The _____ list shows all sprites in the project.

Q4. Answer the following questions in One or Two words:

- i. This tab displays the sounds of the current sprite. _____
- ii. This button helps to choose a new sprite from library, paint it or upload it from a file. _____
- iii. This button is used to choose a new backdrop of the program from library. _____
- iv. This button helps to access a number of other block types like Pen or Music blocks. _____
- v. These blocks change the appearance and costumes of sprites. _____
- vi. This button is used to stop your running program. _____

**Q5. Identify the given images using the help box and state their names below:
(Blocks Palette, Menu bar, Sprite Info Pane, Sprites List, Blocks Categories, Stage, Choose a Sprite, Tabs)**

<p>i. </p> <p>_____</p>	<p>ii. </p> <p>_____</p>
<p>iii. </p> <p>_____</p>	<p>iv. </p> <p>_____</p>
<p>v. </p> <p>_____</p>	<p>vi. </p> <p>_____</p>

<p>vii.</p> 	<p>viii.</p> 
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Q6. Match the following columns:

Column 'A'	Ans	Column 'B'
i. define the movement of sprites	i) _____	a) Starts the program
ii. Change line thickness	ii) _____	b) My Blocks
iii. Control the playback and volume	iii) _____	c) Motion block
iv. `Green Flag	iv) _____	d) Set Pen Size Block
v. Create your own blocks	v) _____	e) Turn block
vi. Rotates the Sprite	vi) _____	f) Sound block

Q7. Answer the following questions:

- i. **What is a sprite?**

A. Sprite is a small character that performs all actions in Scratch.
- ii. **Name any three categories of blocks present in Scratch window.**

A. They are Motion, Looks and Sound.
- iii. **What is the purpose of Costumes tab?**

A. Costume tab is used to create, edit or copy the image of the sprite on screen.
- iv. **What is the use of pen extension?**

A. Pen extension is used to draw shapes of different colours and sizes.
- v. **Define Forever block:**

A. Forever block is used to run a program again and again until the Stop button is clicked.
- vi. **Define Coding Area:**

A. Coding Area is the place where we make programs in Scratch by assembling blocks.