

**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 (Answer Key)**

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

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

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

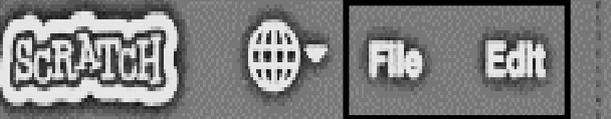
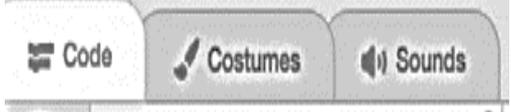
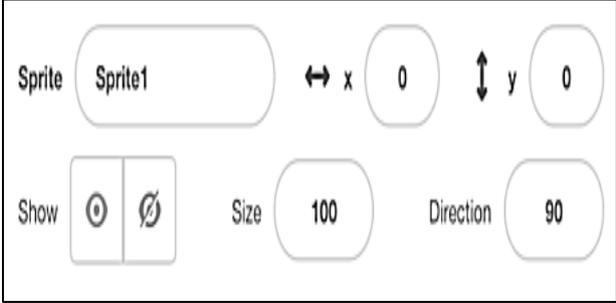
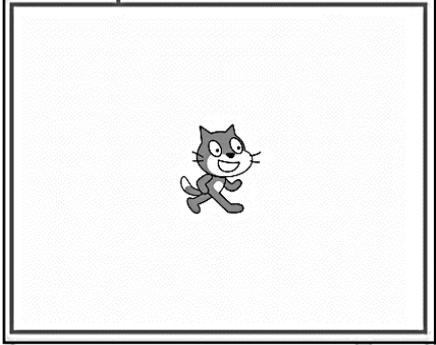
- i. The Sprite moves and interacts with one another on the **stage**.
- ii. **Scratch** is a free open-source visual programming language.
- iii. Scratch was developed at **MIT** Media Lab.
- iv. The background of the stage is called a **backdrop**.
- v. The **Say** block displays a message on the stage.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

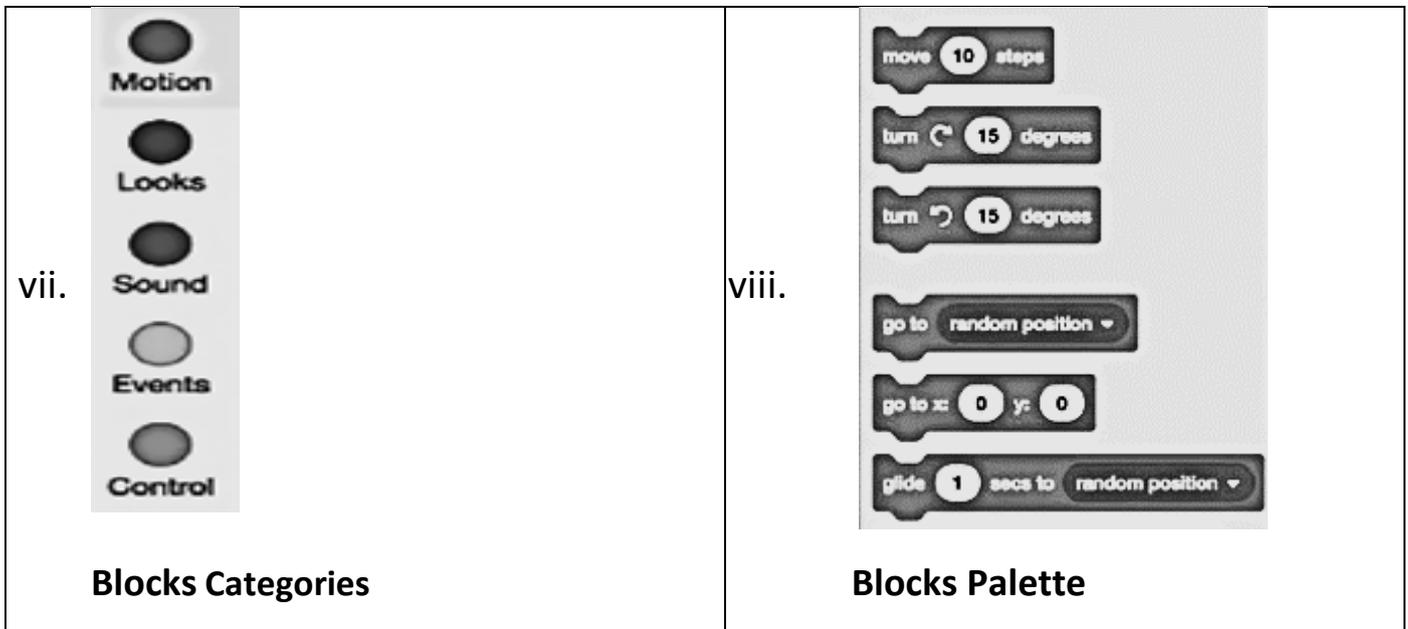
**Q4. Answer the following questions in One or Two words:**

- |      |   |                          |
|------|---|--------------------------|
| i.   | This tab displays the sounds of the current sprite.                                       | <b>Sounds Tab</b>        |
| ii.  | This button helps to choose a new sprite from library, paint it or upload it from a file. | <b>Choose a Sprite</b>   |
| iii. | This button is used to choose a new backdrop of the program from library.                 | <b>Choose a Backdrop</b> |
| iv.  | This button helps to access a number of other block types like Pen or Music blocks.       | <b>Add Extension</b>     |
| v.   | These blocks change the appearance and costumes of sprites.                               | <b>Looks Blocks</b>      |
| vi.  | This button is used to stop your running program.   | <b>Stop Button</b>       |

**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><b>Menu bar</b></p>	<p>ii. </p> <p><b>Tabs</b></p>
<p>iii. </p> <p><b>Sprite Info Pane</b></p>	<p>iv. </p> <p><b>Choose a Sprite</b></p>
<p>v. </p> <p><b>Sprites List</b></p>	<p>vi. </p> <p><b>Stage</b></p>



**Q6. Match the following columns:**

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