

# LOG FOR THE MONTH OF APRIL & MAY

STD – IV

No of W.D:22+2

Sub – Computer

## Teaching Aids:

- ❖ Computer Textbook
- ❖ Computer and Projector

## Main Teaching Points

### First & Second Week - 01/04/2026 to 10/04/2026

- Explain L-7 More about Scratch-3 (Th+Pr)
  - Revision of Class3 Scratch Introduction (Th)
  - Scratch, Sprites, Scripts
  - Blocks Categories & types
- Adding New Sprites, Deleting Sprite
  - Choosing Sprites from Library
  - Creating new Sprite
  - Getting Surprise Sprite
  - Uploading Sprite from file
- Adding New Sprites, Deleting Sprite (Th+Pr)
- Scratch project (Make the Cat Walk & Give a Message )(Pr)

### Third Week - 13/04/2026 to 17/04/2026

- Changing the backdrop of the stage
- Operators in Scratch
- Scratch project (Moving Fish) (Pr)
- Event based programming (Th)
  - Repeat block
  - Forever block
  - Saving Project
- Scratch project (Newton's Law of Gravity) (Pr)

### Fourth Week - 20/04/2026 to 24/04/2026

- Textbook Exercise
- Scratch project (Pr)

### Fifth Week - 27/04/2026 to 2/05/2026

- Notebook Exercise

# Textbook Exercise of L-7 More About Scratch 3

## A. Tick the correct answer.

- 1) We can change how sprite looks by giving it a different Costume.
- 2) Reporter blocks are used to hold values in the form of numbers and strings.
- 3) Next Costume block makes the Sprite's legs move, like it is walking.
- 4) C block blocks are also known as wrap block.
- 5) Forever block runs the script, continuously until the stop button is pressed.

## B. True and False.

- 1) Scratch projects are made up of small objects called costumes. False
- 2) Cap block is used to start every script. False
- 3) The stage of Scratch window is 580 units wide and 380 units high. False
- 4) We can upload any image as sprite from the files stored the in the computer. True
- 5) The glide block is present under the looks blocks. False

## C. Fill in the blanks.

- 1) Scratch provides four different options for adding sprit to our applications.
- 2) Stage provides the canvas upon which sprites are displayed and interact with one another.
- 3) A Script (program) is a set of repeatable instructions that we can store to carry out later.
- 4) When we start Scratch, the sprit appears with a white background.
- 5) We should save Scratch project to see, reuse or modify it in future.

## D. Define the following.

- 1) **Forever blocks:** The forever block is a control block which runs the script continuously until the stop button is clicked.
- 2) **Coding Area:** The coding area is a place where you make your programs by dragging the blocks from Blocks Palette and dropping them on top of each other.

## E. Differentiate between the following:

1	<b>Sprite</b>	<b>Script</b>
	<ul style="list-style-type: none"> <li>• It is a small picture or image on screen</li> <li>• It is used in games and animation.</li> <li>• It is visible.</li> </ul>	<ul style="list-style-type: none"> <li>• It is a set of instructions.</li> <li>• It tells the computer what to do.</li> <li>• It is invisible.</li> </ul>
2	<b>Stack Block</b>	<b>Boolean Block</b>
	<ul style="list-style-type: none"> <li>• It is used for actions. Such as-move, jump, play sound.</li> <li>• It Follows steps one after another.</li> </ul>	<ul style="list-style-type: none"> <li>• It is used for decisions, such as if-else, true-False.</li> <li>• Choose what to do next. (like a traffic light) (Stop/go)</li> </ul>

## F. Answer the following questions:

<b>Q:1</b>	<b>What are C blocks?</b>
<b>A:1</b>	<ul style="list-style-type: none"><li>• It is also known as wrap block.</li><li>• It has a shape of “C” alphabet.</li><li>• It has a notch at the top and bump at the bottom.</li><li>• You can place another block inside the C block.</li></ul>
<b>Q:2</b>	<b>In how many ways can we add a new Sprite? Name them.</b>
<b>A:2</b>	<p>In four ways we can add a new sprite.</p> <ul style="list-style-type: none"><li>• From library.</li><li>• Painting or creating new sprite.</li><li>• Getting surprise sprite.</li><li>• Uploading from file.</li></ul>
<b>Q:3</b>	<b>What does changing the costume mean?</b>
<b>A:3</b>	<ul style="list-style-type: none"><li>• Switching to different image or version of sprite.</li><li>• Updating the sprites look or design.</li><li>• The sprite must have at least one costume.</li></ul>
<b>Q:4</b>	<b>Write the various ways of changing backdrop of stage?</b>
<b>A:4</b>	<p>In four ways we can change the backdrop of stage.</p> <ul style="list-style-type: none"><li>• Choose a backdrop from the library.</li><li>• Paint a new backdrop.</li><li>• Randomly select one backdrop from the library.</li><li>• Upload a backdrop from the file stored in your computer.</li></ul>
<b>Q:5</b>	<b>What are operators blocks?</b>
<b>A:5</b>	<ul style="list-style-type: none"><li>• The operator blocks are used to compare Variables and values, do calculations with numbers. and work with strings (text).</li></ul>
<b>Q:6</b>	<b>What is use of if-then block?</b>
<b>A:6</b>	<ul style="list-style-type: none"><li>• In Scratch, we use if then and if-then- else blocks to make decisions based on the condition supplied to them.</li></ul>

## G. Application Based Question

<b>Q</b>	<b>Pooja has made a project by adding Motion blocks and looks blocks, and has executed the project. Now, she wants to add her own picture as a sprite in her project. Tell her by which feature she can do so.</b>
<b>A</b>	Uploading sprite from file

