Looking Back

- Scratch is a free programmable toolkit that enables kids to create their own games, animated stories and interactive art, and share their creations with one another over the Internet.
- In Scratch, we can choose sprite from library, paint new sprite, upload sprite from the file or add a new sprite from the camera.
- The motion block defines the motion of a sprite, like move, turn and set position of the same.
- Looks block controls the appearance of a sprite.
- To run an animation in a loop, we use the Forever block in the Control tab and drop the whole block of animation that we created in this block.
- To add sound to an animation, first we need to either import or record a sound clip.
- Pen helps us to animate drawing on the stage.
- Scratch allows us to have more than one sprite in our animation and program them separately.

EVALUATE

A.   Multiple Choice Questions.

1. _____ button increases the size of the sprite.

    (a) Grow ✓   (b) Shrink   (c) Duplicate

2. Which block category controls a sprite's movement?

    (a) Looks   (b) Sound   (c) Motion ✓

3. _____ helps to animate drawing on a stage.

    (a) Pen ✓   (b) Looks   (c) Sound

4. Scratch provides _____ different options to change the backdrop of the stage.

    (a) two   (b) three   (c) four ✓

B.   Fill in the blanks.

1. The ___Shrink___ button helps to decrease the size of the sprite.
2. Scratch is a ___Graphical___ programming language.
3. The ___motion___ block helps a sprite to move and turn.
4. We can click the ___Play___ button to preview a sound clip.
5. The new backdrop icons are used to change the ___background___ of the stage.

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State True or False.

1. The default sprite is an orange cat. _True_

2. We cannot import a picture that we have on the computer as a sprite. _false_

3. Using Looks blocks, we can change the clothes of a sprite. _True_

4. Forever if is a block that is used to run any animation in a loop, based on a condition. _True_

5. We cannot change the colour, size and shade of the Pen Tool. _false_

(1) What do you mean by Scratch?

Scratch is a toolkit that is used to create own games, animated stories and interactive art.

(2) Describe the different ways in which we can add a sprite on the stage?

We can add a sprite on the stage by four ways :-

(i) choose sprite from library.
(ii) Paint new sprite.
(iii) upload sprite from file.
(iv) New sprite from camera.

(3) What do you understand by backdrop?

Backdrop icons are used to change the background of the stage. we can create our own backdrop or choose from the available built in options.

(4) Describe the steps you would follow to import a sound from the scratch sound library and add in the program?

Steps to import a sound from the scratch sound library :-
(i) Select the sprite.
(ii) click choose sound from library in sound Tab.
(iii) select sound.
(iv) click OK.

(5) Describe the steps you would follow to make a sprite draw in Scratch?

Steps to make a sprite draw in Scratch :-
(i) select the sprite.
(ii) click on Pen Tab.
(iii) drag and drop the Pen down block.
(iv) Add the move 10 steps block from the motion tab.
(v) Run the blocks.