

St. Mary's School Dwarka
Practice worksheet
Class: III
Subject: Computer Science

Topic: L-7, Scratch 3

Name: _____ **Section:** _____ **Date:** _____ **Roll No:** _____

1. Write T for True and F for false statements.

- a) Scratch is a paid programming language. []
- b) In scratch, we need to remember or type any commands. []
- c) We can also change how a sprite looks by giving it a different costume. []
- d) Script is also known a program. []

2. Fill in the blanks.

- a) Scratch projects are made up of objects called _____. (scratch/ sprites)
- b) Block area lists _____ categories of color-coded blocks. (nine/ten)
- c) _____ is the place where you see your stories, games and animations come to life.
(Script/ Stage)
- d) _____ tab shows you any script that currently exists. (Costume/ Code)

3. Application Based Questions.

- a) Shreya needs to create a story in scratch. Which area should she use to assemble the blocks to create the story?

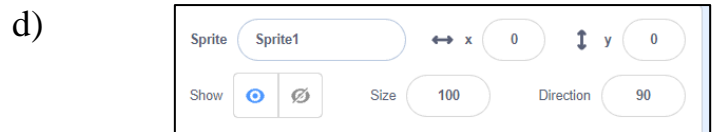
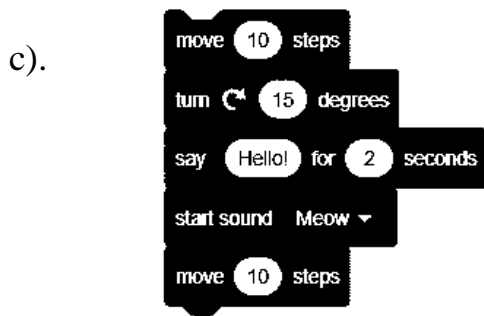
- b) Rohan needs to define the movement of sprites. Name the block used for the same.

4. Define

- a) Script

b) Scratch

5. Look at the images given below and write the name of the parts of scratch.



6. Answer the following questions.

a) Write any two advantages of Scratch.

b) What is the use of a green flag?

c) What is the purpose of Sound tab?
