

**St. Thomas School, Indirapuram**  
**Practice Worksheet – Computer**  
**(CH:8- Introduction to Scratch)**

**CLASS 3**

Name: \_\_\_\_\_ Roll: \_\_\_\_\_ Sec. \_\_\_\_\_ Date: \_\_\_\_\_

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**Q1. Fill in the blanks:**

- a) \_\_\_\_\_ is a graphic character which moves on the stage.
- b) Scratch 2.0 was officially released on \_\_\_\_\_ 2013.
- c) \_\_\_\_\_ is founder of Scratch.
- d) \_\_\_\_\_ contain the set of blocks , which are used to program Sprite.
- e) \_\_\_\_\_ is one of the easiest computer languages.

**Q2. Write the functions of the following blocks.**

- a) Move 20 Steps \_\_\_\_\_
- b) turn 15 degrees \_\_\_\_\_
- c) Pen down \_\_\_\_\_
- d) Set pen size to 1 \_\_\_\_\_
- e) Change pen colour by 10 \_\_\_\_\_
- f) If on edge, bounce \_\_\_\_\_

**Q3. Define the following:**

- a) Sprite \_\_\_\_\_  
\_\_\_\_\_
- b) Block palette \_\_\_\_\_  
\_\_\_\_\_
- c) Script Area \_\_\_\_\_  
\_\_\_\_\_

**Q4. Application based questions.**

- a) Shreya wants to change the thickness of the pen while drawing a trail behind the Sprite. Suggest her right block to be used.

Ans: \_\_\_\_\_

- b) Aarav wants to make a scratch project where he wants to move the Sprite in forward direction by 20 steps.Suggest him the appropriate block to perform the action.

Ans. \_\_\_\_\_

**Q5. Answer the following questions:**

a) What is the use of pen block menu?

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b) Write the steps to save the Scratch project.

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**Q6. Label the parts of Scratch Window:**

