



Flash Lab

Q1. Fill in the blanks.

- (1) Scratch 3.0 is the latest version of Scratch programming.
- (2) The green flag is used to run the code in Scratch.
- (3) When you start a new project, by default the cat sprite is seen at the centre of the stage.
- (4) The default sprite has two costumes and one preloaded sound.
- (5) The stage area shows the output of the program.



Q2. Answer the following in brief.

- (1) Write a short note on the use of Scratch programming and its main element.

Ans: Scratch is a programming language

that allows you to create programs & online projects using a block-like interface. The main element in Scratch is a 'sprite'. A sprite is a graphic that you can give commands to.



- (2) What are the main parts of a Scratch window?

Ans: Block drawers, block Palette, Scripts

area, stage, Sprite list, Menu bar, costumes tab, Sound tab, scripts tab



- (3) Explain the Stage area in the Scratch window.

Ans: It is the area where you place

your sprites and features the result of your program when you execute it



[4] Give the various options to add a sprite to your Scratch program.

Ans: Choose a sprite →

Click this option to open the sprite Library. You can click on any category & select one of the various sprite available. To insert a sprite, simply select it & click ok.



[5] Write down the steps to save your project in Scratch. Also mention the extension with which it will be saved.

Ans: • Click the file option on the menu bar → the file menu appears.

- Click the option 'Save to your computer'.
- Select the folder in the dialog box.
- Type the filename with extension '.sb3' in the filename textbox & click save.

