

class - VSubject - ComputersTeacher - Rupinderch- 6'Introduction to Scratch Programming'

Good Morning Students,

Students, this lesson is for class - V, for the subject of Computers. Topic is 'Scratch Programming' which is covered in chapter - 6, starting on page no. 70, of your textbook titled 'Logix 5' and is being submitted to you on 28.10.24

I hope all the students are ready for today's lesson. let us start with our topic -

Program and Programming language :- Students, language plays a very important role in our daily life. If you want to talk with your friends, parents, relatives you need to know the particular language that they can also understand like English, Hindi, Punjabi etc. so that you can express yourself in front of them by means of a language. In the same way if you want to talk to your computer, then your computer will not understand your language. So for communicating with computer you need to know the language of computer. The languages that computer or an electronic device can understand are known as programming languages.

Scratch is also a programming language. For example for performing any task in your daily life you follow few steps. Similarly in scratch programming also we use to follow step by step procedure. let us first understand the concept of program.

Ch- 6 'Introduction to Scratch Programming'

Program → A program may also be called as software, which tells the computer what to do. Like if, I am asking you to tell me the steps for starting and shutting down the computer. You will tell me the steps for starting and shutting down the computer in sequence. These sequences of steps that are given to computer are known as a program.

Programming language :- The particular language that we use to write these programs by following different rules or syntax of that language is known as programming language. There are different programming languages that are used for various purposes.

Programmer :- The person who writes this step by step procedure known as programs, is called as programmer.

Children our next topic is Introduction to Scratch

Students, Scratch is a programming language, which helps to create interactive stories, animations, games, music and art. It is a very easy and interesting language. It provides block of codes, by dragging these blocks you can create your own programs.

Starting Scratch :- Students, please follow fig. 6.1 present in your book on page no. 71 and the given steps for starting scratch in computers.

1. Click on Start button.
2. Choose All Programs.
3. Click on Scratch 2
4. The Scratch window will open as shown in fig. 6.1

Children, now I am ending the lesson here. Kindly read the given assignment carefully.