

Good Morning Students,

Students, this lesson is for class - V, for the subject of Computers, Topic is 'Moving a Sprite', which is covered in ch-6.

I hope all the students, are ready for today's lesson. Let us start with the topic.

→ Moving a Sprite :- Students, moving a sprite means to give motion to a sprite. If you want to move the sprite in circular motion, then follow these steps and also follow figure - 6.7 present in your book on page no. 75.

1. Open Scratch window.
2. Click on move 10 steps block and drag it to script area. Now change number from 10 to 20 by clicking in the white space.
3. Click on turn 15 degrees block. Drag this and place below the move 20 steps block as shown in fig.
4. Keep clicking on any block in the scripts area.
5. Now, you will observe that sprite is moving 20 steps forward and 15 degrees in circular motion.

Children, our next topic is 'Know about Motion Block'. Students, as we have used two motion blocks in the project. Let us discuss them.

- ① Move 20 steps :- Students, this will move sprite 20 steps in forward direction and by typing (-20) will move sprite 20 steps in backward direction.
- ② Turn 15 degrees :- Students \curvearrowright this symbol will move sprite in clockwise direction and \curvearrowleft this symbol will move the sprite in anti-clockwise direction.

Drawing a colourful circle :- Children, Pen block menu will help you to draw a colourful circle as shown in the figure - 6.8.

Know about Pen Block :- Students, before drawing the circle you need to know the pen blocks used in the project.

1. Pen down :- This block will draw a line when the sprite will move.
2. Set pen size to 1 :- This will set the thickness of pen.

3. Change Pen Colour by 10 :- This will change the colour of the pen.

→ Making a duplicate copy of sprite :- To create a duplicate copy of the sprite, stamp block is used as shown in figure. Follow the given steps for creating copies of sprite.

1. Drag out the blocks from Motion and Pen blocks palette.
2. Snap the blocks together onto the script area.
3. Change the values of blocks.
4. Click on any block to create the duplicate copy of sprite -
5. You will observe, when the sprite reaches to the edge of the stage, it will bounce back and will change its direction.

Adding Sound :- Students, with the help of sound block menu, you will be able to add sound in the project. Follow figure - and the given steps for adding sound.

1. Drag out the blocks and stack them on top of each other as shown in figure.
2. Click on script to play the project. You will be able to hear different sounds like cat sound or drum sound etc.

→ Know More about Sound Blocks :-

1. Play sound meow until done :- This sound will work in blank box. The script will pause until the sound has finished playing
2. Play drum 48 for 0.2 beats :- This block will play a drum sound for a specified number of beats. You can change the value of beats also.

Childrens our next topic is 'Saving a Scratch Project'
You can save a project in Scratch by following steps :-

1. Click on File tab → Save option-
2. Save project dialog box will appear -
3. Choose location for saving and give name for the project
4. Click on Save button. It will be saved.

Students, our next and last topic is 'Opening a Saved Project'
Follow the given steps to open any saved project.

1. Click on File tab → Open option.
2. The Open project dialog box will appear.
3. Select the project -
4. Click on open button. The selected project will open in Scratch window.

Children, I am ending the lesson here. Kindly read the assignment carefully and also try to solve back exercise Question A, B, D and E given on page no. 79, 80 and 81.