Class-V   **Subject-Computers**   **Date-** 11.11.24

Ch- 6   **Teacher- Rupinder Kaur**

Good Morning Students, this lesson is for class VI students. As we have completed our chapter based on Scratch, today we will revise some important facts about Scratch Programming language.

1. Scratch was developed by Mitchel Resnick in 2003.

2. Scratch is used in more than 150 countries and is available in 40 different languages.

3. The official website of Scratch is www.scratch.mit.edu.

4. Stage is the main working area where the sprite can move and perform actions as per the script. Script is a collection of stepwise instructions that are given to Sprite to a do a particular task.

5. Scratch provides various blocks enabled with logical reasoning and conditional programming concepts. These blocks are called Control Blocks.

6. Data block is used to create variables in a project.

7. A variable is a placeholder in Scratch's memory that is used to store a changing value.

8. When a word is saved in a variable, it is called a String variable.

9. Sensing blocks are used to sense the keyboard input while executing the script.

10. We can compare mathematical values using Operators block.