

ch- 6 'Scratch Programming - Introduction to Game Creation'

Good Morning Students,

Students, this lesson is for class VI, for the subject of Computers, Topic is 'Components of Scratch', which is covered in chapter - 6

children, I hope you are aware of scratch programming, as you have read about scratch in previous class also. Today, we will learn about components of scratch. Kindly observe the fig.

1. Sprite :- As you know that sprites are different objects that are used in Scratch project. These sprites perform different actions. 'cat' is a default sprite i.e. preset sprite. You can change sprite anytime during your scratch project.
2. Stage :- Children, stage is the main working area to draw pictures or perform actions. It is divided into X and Y co-ordinates, which shows the position of the mouse.
3. Sprite list :- The list that displays all the sprites that have been selected by us is called Sprite list.
4. Blocks Palette :- The pre-defined blocks that are used to perform specific tasks are contained in blocks palette. There are ten different categories of colour-coded block drawers and six block shapes.
5. Scripts Area :- It is the place or area where we can pick and drop the blocks to create a script.
6. Sprite Info pane :- It includes information about the selected sprite as well as a few tools for manipulating the sprite. The tools include :-
 - (i) Sprite Rotation Style Buttons: It includes three buttons
 - A. Circular Arrow :- Enables full rotation of sprite.
 - B. Linear Arrow :- Enables to face only left and right.
 - C. Disable Rotation :- It stops rotation.
 - (ii) X: Y: co-ordinates :- It indicates position of sprite on stage. The point at which the two axes meet is

the center of the Stage and is known as origin.

7. View Full Screen :- This button is present at the top left corner of the stage. By clicking this button we can view our project in full screen mode.
8. Tabs :- There are three different tabs namely Scripts, Costumes and Sounds. They all are used to perform different tasks.
9. Stage Icon :- It is present at the left of the Sprite list. By clicking on this button we can add the background known as Backdrops.
10. Cursor Tools :- There are four different tools to perform different operations on sprites.
 - (i) Duplicate :- It is used to create copy of sprite.
 - (ii) Delete :- It is used to delete the sprite.
 - (iii) Grow :- It increases the size of sprite.
 - (iv) Shrink :- It decreases the size of sprite.

Children, let us start our next topic 'Types of Block in Scratch'

1. Hat Blocks :- This block is used to start a script. Other blocks can be placed below it but not on top.
2. Stack Blocks :- This block is used to perform the main commands. Other blocks can be placed below and above them.
3. Boolean Blocks :- It represents the logic that gives value either true or false.
4. Reporter Blocks :- This block holds values that can be either number or collection of characters.
5. C Blocks :- It is a C-shaped block, which is used to loop the block that is used to repeat the steps again and again to get desired result.
6. CAP Blocks :- This block ends the script. You can not place any other block below this block.

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