

Good Morning Students,

Students this lesson is for class -VI, for the subject of Computers, topic is 'Working with Multiple Sprites', which is covered in Ch- 6, starting on page no. 68 given in your textbook titled 'Logix 6' and is being submitted to you on 11.11.24

I hope all the students are ready for today's lesson. Children as you know about different blocks that we have discussed in previous classes. Today we will learn about few more blocks used in Scratch programming.

Working with Multiple Sprites :- Children, as you know that sprite is a character that is used in Scratch programming language. There are different types of sprite characters. But by default the cat sprite is present on the stage before. You can change the cat sprite by using various options or you can add more sprite to your stage area. So let us know how to add more than one sprite.

1. Open the Scratch window.
2. Delete the cat sprite by clicking the right button of your mouse and getting the option 'Delete' (if you do not want the cat sprite).
3. Click on the 'Choose sprite from library' button.
4. A dialog box will open.
5. Now choose any one character from the given list.
6. Click 'OK'

Your selected sprite will be displayed on your stage.

Similarly, you can select another character as sprite. later on you can select your sprites one by one, and start creating the block stack step by step in the scripts area.

Children, our next topic is 'Pen block'.

Pen blocks are used to draw any shape on the stage area. As, when your sprite will move from one direction to another, then a particular shape will be created on your stage area. The pen block is of green colour. There are various pen blocks and are used for different purposes as discussed below:-

1. Clear :- used to remove all marks made by pen or stamp.
2. Pen down :- used to draw something
3. Pen up :- used to put the sprite's pen up.
4. Set pen color to :- used to set specific pen colour.
5. Change pen shade :- used to change the pen shade by the specific value.
6. Set pen size to :- used to set the thickness of pen.

Similarly, other blocks of pen are used for different purposes. Kindly observe the figure 6.16 given on page no. 71, for better understanding of pen block.

Children, our next topic is 'Making a Duplicate copy of Sprite'. For creating a duplicate copy of the sprite, the Stamp block is used. The stamp block is present in the Pen block. You can use the codes as given in figure 6.18 on page no. 72 for better understanding of the concept of Stamp.

Students, the next and last topic of our chapter is 'Sound block'. The sound block provides different blocks to add music to our Scratch project. There are 13 sound blocks available in Scratch. There are 3 different ways, from where we can add sound, that are choose sound from library, Record New Sound and Upload sound from a file. Sound block is having different codes that are used for different purpose.

1. Play sound meow :- used to play a specific sound without pausing script.
2. Stop all sounds :- used to stop all sounds currently being played on all sprites.
3. Play drum for beats :- used to play the drum sound for the specified number of beats.
4. Change volume by % :- used to change the volume of a sprite.

Similarly, there are many more codes that are used in sound block. Kindly observe the figure 6.20 for better understanding of sound block.

Children, I am ending the lesson here. Kindly read the chapter carefully.