

Class: VI

Subject: Computers

Date: 25.11.24

Topic: ch-6 'More on Scratch'

Teacher: Rupinder Kaur

Good Morning Students,

Students, this lesson is for class - VI, for the subject of Computers. Topic is 'Operators block' which is covered in chapter - 6, given on page no. 83, in your textbook 'Logix - 6' and is being submitted to you on 25.11.24

I hope, you all are ready for today's lesson. Let us start our topic 'Operators block'.

Children, operators block is used to solve the mathematical equations. These blocks are green colour-coded blocks. Let us discuss various blocks used under operators block.

1. $\oplus$: - This block is used to add values and will give result.
2. $\ominus$: - This block is used to subtract values and to give result.
3. $\otimes$: - This block will multiply two values
4. $\oslash$: - For division of two values this particular block is used.

Similarly, other mathematical operations can be done using different blocks that comes under the operators block.

Children, our next topic is 'Comparing Values'. In operators block palette the mathematical operators like less than $<$, greater than $>$, equal to $=$ can be used to compare two values.

Follow the figure 7.6 for better understanding of Comparing values block.

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Move on Scratch

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Generating Random Numbers :- Children, as you know that we use decimal numbers. In scratch also you can use various blocks from the operators block to display the random numbers.

Data block :- Children, you might have played any online game or offline games and while playing these digital games you might have observed that when you cross any level the scores also changes, they may increase or decrease and they are displayed on the screen also. So to store these scores, variable is used.

In Scratch's memory, a variable is a placeholder that is used to store a changing value that changes during the process. So in Scratch 'Data Block' is used to create variables in a project. First, you have to click on make a Variable block. The New Variable box appears. Now give any suitable name to your variable in the Variable name text box.

Children, now I am ending the lesson here - Kindly try to solve part A, B and D