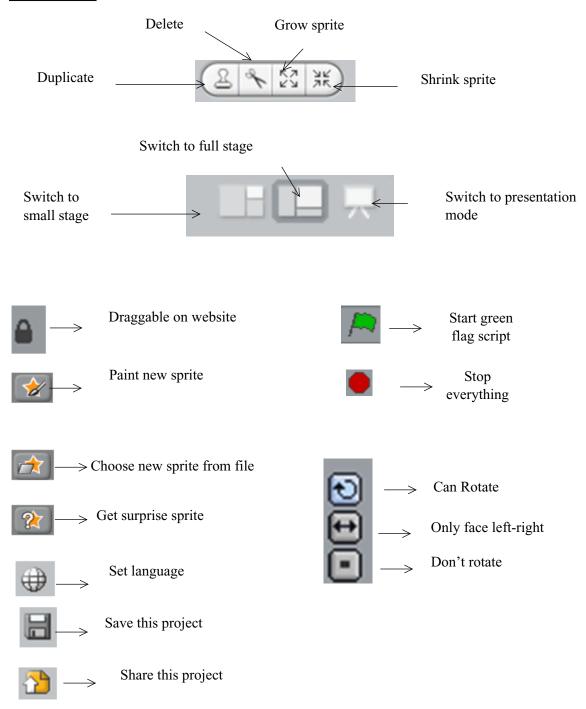
PENANG SANGAM HIGH SCHOOL P.O.BOX 44, RAKIRAKI LESSON NOTES 19 Year/Level: 11 Subjects: Computer Studies

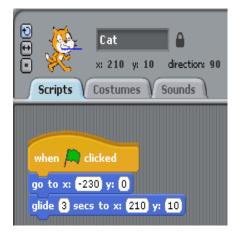
Scratch

Lesson Notes

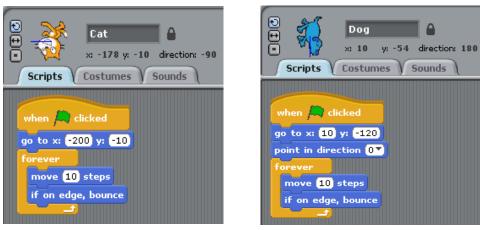


SANGAM EDUCATION BOARD - ONLINE RESOURCES

Refer to the following extract of a scratch program and answer the following question.



- Name the sprite present in the above extract.
 Ans: cat
- ii. Describe what will happen when the green flag is clicked?
 <u>Ans:</u> The sprite which is named as Cat will move to its initial position and then it will glide at the rate of 3 seconds to the coordinates of x = 210
- **?.** Refer to the following extract of a scratch program consisting of two sprites, and answer the following questions



i. State the **names** of the **two sprites** being used in the above scratch program.

Ans: Cat, Dog

ii.State the **initial coordinates** of the cat when green flag is clicked.

Ans: x = -200 and y = -10

iii. Describe what will happen when the green flag is clicked.

Ans: The cat will move from left to right continuously without stopping, and the dog will move top to down continuously