

# STAR PUBLIC SCHOOL

Dear Parents,

Today's assignment ( class 3rd )

👉 **Computer** - ch 6 Reading +  
explanation+ back exercise in book .

👉 **GK** - ch- 21 in book and pg.33  
activity in book and good manners  
in notebook

2:10 pm



6/12/25



DATE

PAGE

C:W

Manners Are Praiseworthy

1. When somebody gives you something.

Thank the person

2. before eating food

Wash <sup>your</sup> my hands

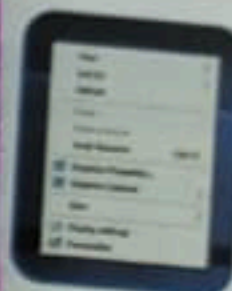
3. When you are in a hospital

Keep silence

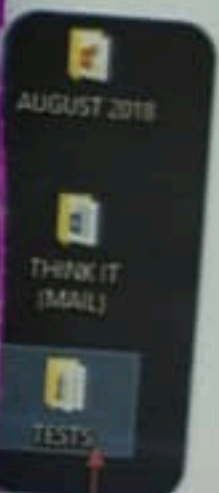
4. When you cough or sneeze

Cover <sup>your</sup> my mouth

5. When someone is going to appear in an examination.



dragging.  
the screen.



Step 2

the right



# PREPARATORY



DATE \_\_\_\_\_

PAGE \_\_\_\_\_

~~Wish him/her good luck~~

Go

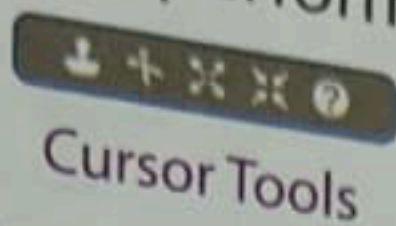
~~Before entering somebody's room~~

~~Take permission~~

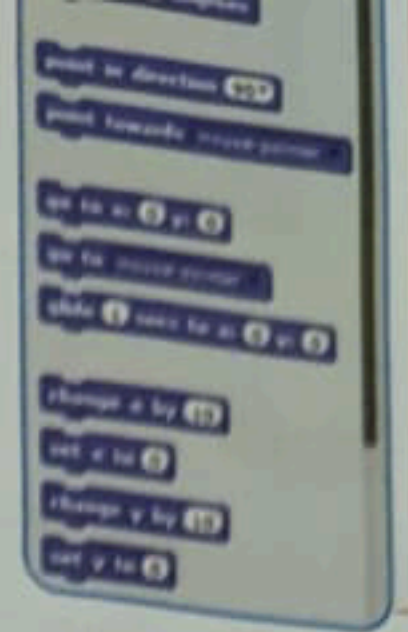
*Thush*  
*6/12/24*



• **Cursor Tools:** These tools are located at the top towards right side of the Menu bar of Scratch window. There are four different cursor tools that perform different functions.



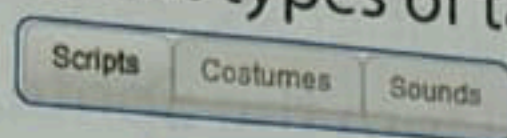
Cursor Tools



Block Palette

1. **Duplicate:** This tool creates a duplicate copy of the selected Sprite.
2. **Delete:** This tool deletes the selected Sprite.
3. **Grow Sprite:** This tool increases the size of Sprite.
4. **Shrink Sprite:** This tool reduces the size of Sprite.

• **Tabs:** Scratch provides three different types of tabs: Scripts, Costumes and Sounds.



Scratch tabs

1. **Scripts:** These are stepwise instructions given to sprite. Scripts are seen in this tab only.
2. **Costumes:** It contains information about the selected Sprite on the Script Area. A new Sprite can be painted here using Paint editor.
3. **Sounds:** It imports an inbuilt sound or records any sound.

## Think and Answer

Which options are used to do the following actions?

- |                              |                  |                             |                      |
|------------------------------|------------------|-----------------------------|----------------------|
| 1. Duplicate copy of Sprite. | <u>Duplicate</u> | 2. Reduce size of Sprite.   | <u>Shrink Sprite</u> |
| 3. Delete Sprite.            | <u>Delete</u>    | 4. Increase size of Sprite. | <u>Grow Sprite</u>   |

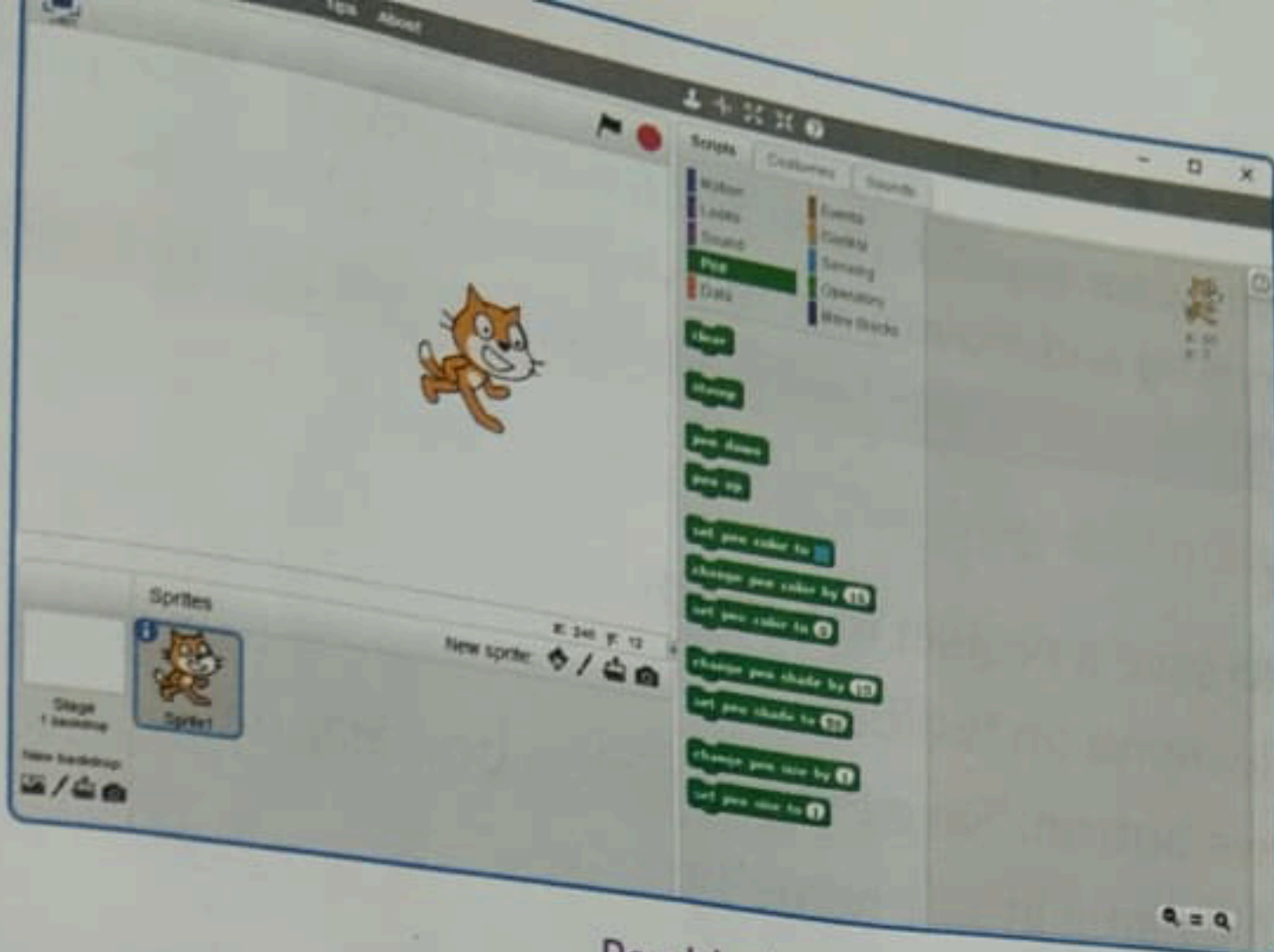
## Creating a New Scratch Project

Follow these steps to create a new project in Scratch.

1. Click on the **File** menu on the toolbar.
2. Click on the **New** option. A new project appears.

*Khushi*  
6/12/20





Pen block

## Analyse and Answer

Observe the figure alongside and answer the following questions.

1. Name the tab clicked to obtain the given window.
2. To which block do these options belong?

Scripts  
Motion block

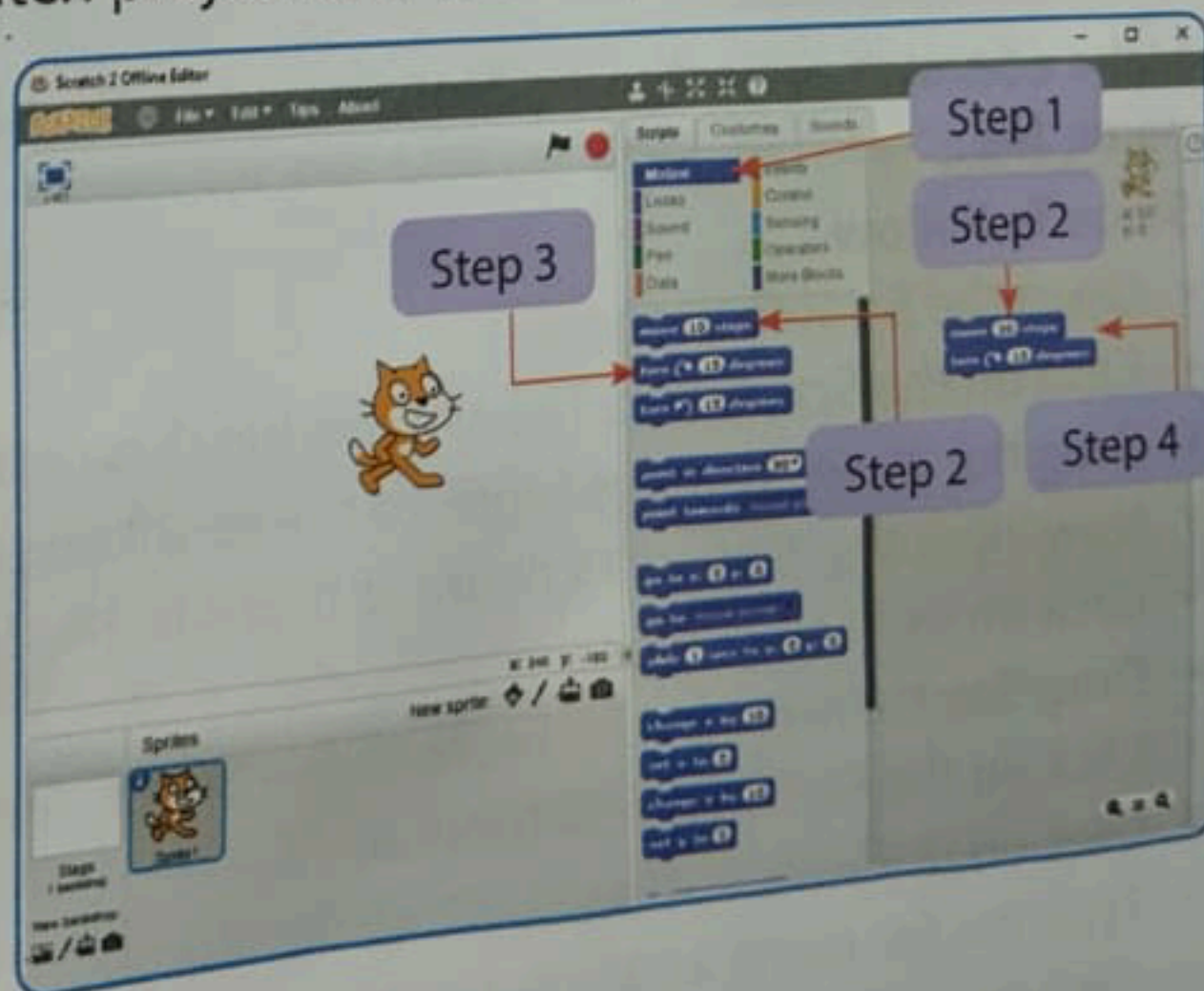


## Moving a Sprite

Motion block consists all the instructions to move the Sprite.  
Follow these steps to create a small Scratch project and move Sprite.

*Khush 6/12/22*

1. Open the **Scratch** window. **Motion block** palette appears on the left side of the **Scratch** window.
2. Click on **move 10 steps** and drag it to **Script Area**. Change the step number from 10 to 30 by typing in the number box. Click on the block. The sprite moves as per the specified number.





**Computer Inquiries**  
Do not use pointed objects to clean the desktop and keyboard.



### Tech Terms

**Stage:** Area where the Sprite moves

**Backdrop:** Background of the Stage

**Block Palette:** Area where related instructions are grouped together

### Quick Recap

- Scratch is a programming language used to program and create interactive media such as stories, games and animations.
- Motion block helps the Sprite to move.
- Sprite performs different functions controlled by scripts.

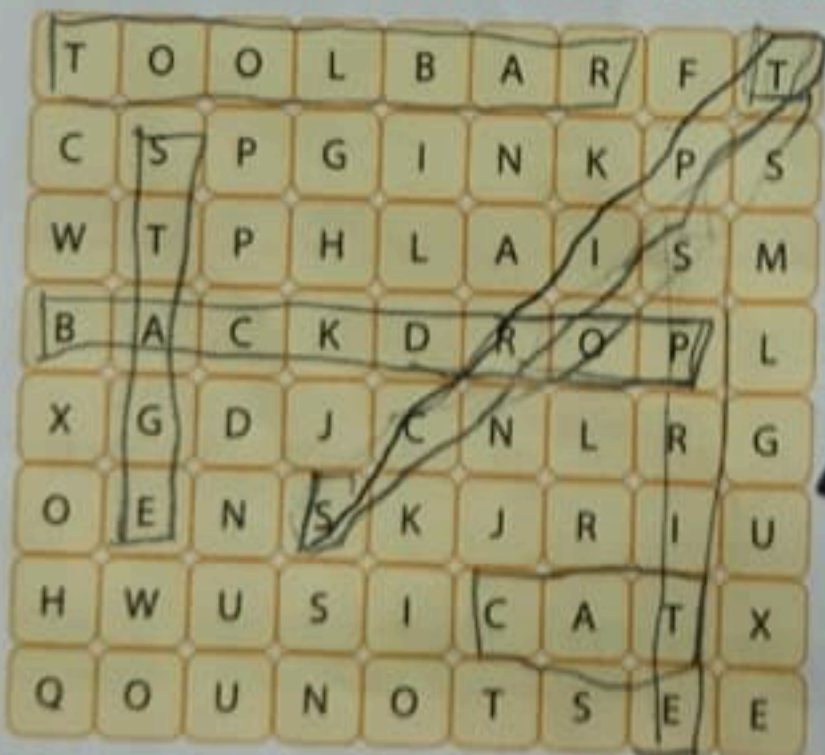


## TRAIN THE MIND

### QUICK CHECK

**Skills Covered:** Observation, Critical and logical thinking, Analytical thinking, Identification, Memorisation

**A. Word Search Puzzle:** Use the given hints to name the components of Scratch window. Then find them in the given word search puzzle.



1. A character used in Scratch
2. An area where character of Scratch moves
3. Background of Scratch
4. Default Sprite on Scratch
5. Topmost bar of the Scratch window
6. Stepwise instruction given to a Sprite

Sprite

Stage

Backdrop

Cat

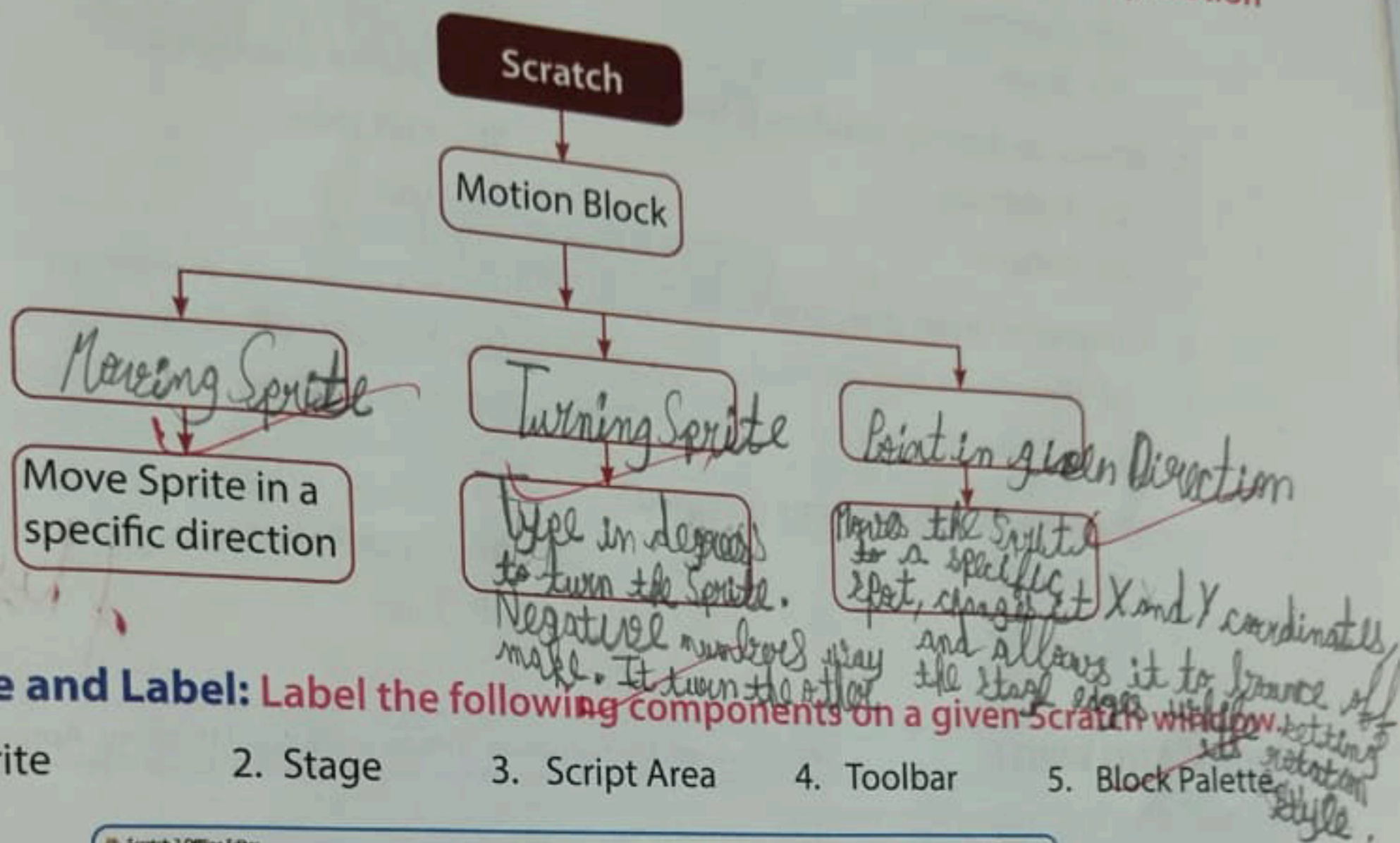
Toolbar

Script



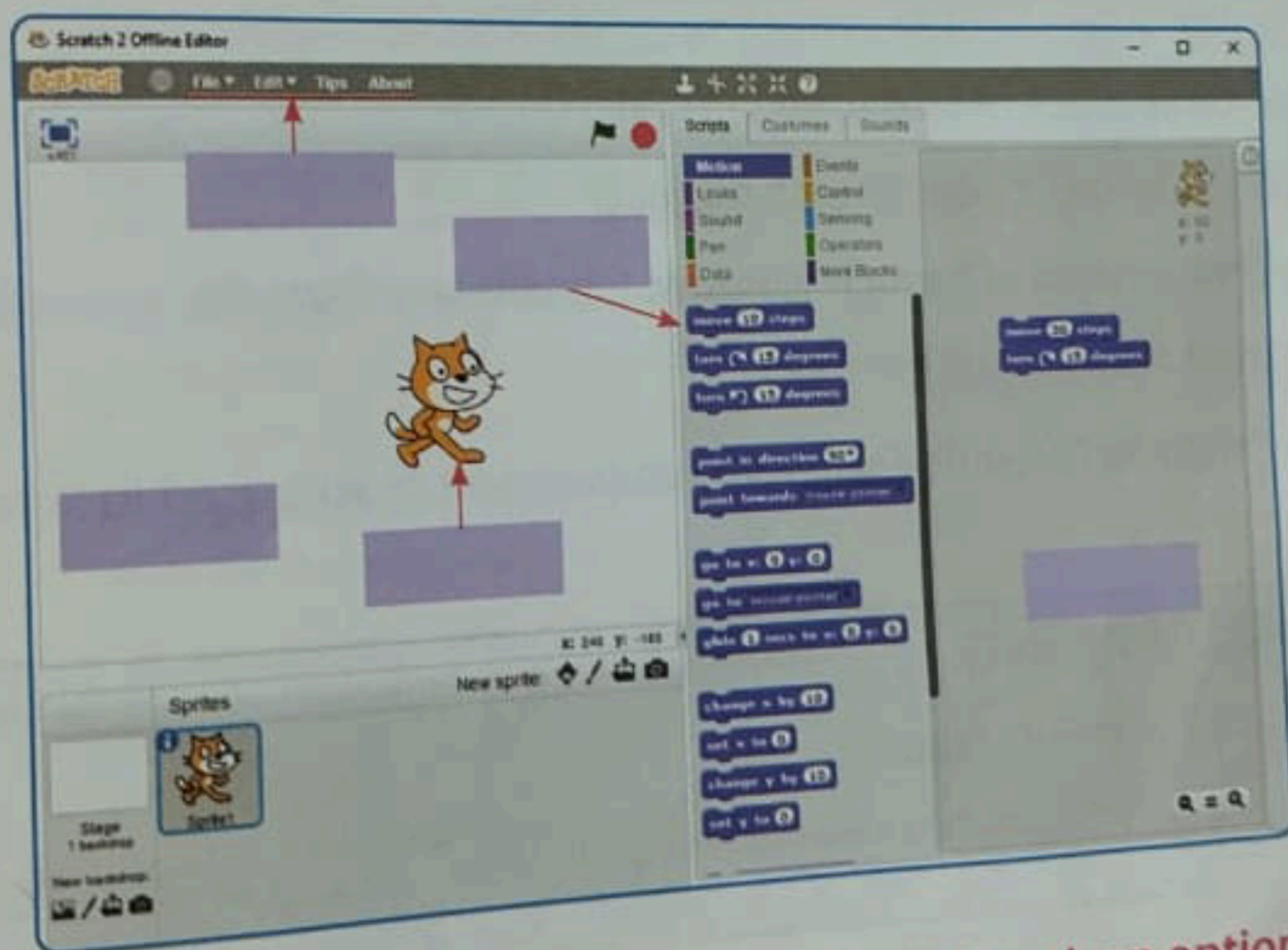
block in Scratch.

the flowchart to show different motions offered by Motion



**C. Observe and Label:** Label the following components on a given Scratch window.

1. Sprite
2. Stage
3. Script Area
4. Toolbar
5. Block Palette



**D. Correct Answer:** Choose the correct answer from the given options.

1. Which of the following is not a feature of Scratch?
  - (a) It is easy to install and understand.
  - (b) It provides graphical environment.
  - (c) It requires writing long text codes of program.
  - (d) It provides blocks.



2. What is a script also called?  
(a) Command  
(b) ☒ Program  
(c) Stage  
(d) ☒ Sprite
3. Where on Scratch window is the Motion block palette displayed?  
(a) Right side  
(b) ☒ Left side  
(c) Bottom  
(d) Top
4. Pointing in given direction helps Sprite change  
(a) direction  
(b) ☒ X, Y coordinates  
(c) Y, Z coordinates  
(d) X, Z coordinates
5. Where are the instructions grouped?  
(a) Backdrop  
(b) ☒ Block Palette  
(c) Toolbar  
(d) ☒ Tabs
- of hush 6/12/20*

### THINK AND WRITE

Skills Covered: Memorisation, Critical and logical thinking, Applicative thinking

Answer the following questions.

1. Describe three types of tabs used in Scratch.
2. How will you create a new Scratch project?
3. List the components of Scratch window. Explain any four.
4. Write a short note on Motion block.
5. What is Pen block? Describe different types of pen blocks used in Scratch.

### APPLY YOUR LEARNING

[HOTS]

How will Kartik draw a line in Scratch?

Skills Covered: Applicative thinking, Critical and logical thinking, Observation

### LINK AND LEARN

[Integrated Learning]

Create a conversation between two people about 'Summer Holidays' by displaying text and thoughts in Scratch.

Skills Covered: Applicative thinking, Creative thinking, Observation, Critical and logical thinking  
[ICT - Language]



6/12/24

6/12/24

21

## Did You Know This?

Unscramble the letters of the words given in brackets to get the correct answer.

1. A chameleon's ..... *Tongue* ..... is twice the length of its body.  
(UGOTNE)



2. A certain type of ..... *Salamander* ..... breathes through its skin.  
(DALSNAMARES)

PT-3

3. Every person sheds about 18 kilograms of ..... *skin* ..... in his or her lifetime. (NSKI)



4. ..... *scorpion* ..... venom is the most expensive liquid in the world. (POSNCORI)



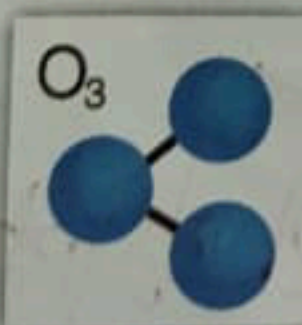
5. Pearls dissolve in ..... *vinegar* ..... (GIRNVAE)



6. The tusks of a ..... *walrus* ..... can be as long as one metre.  
(RWLUSA)

PT-3

7. ..... *apple* ..... seeds contain the dangerous poison cyanide.  
(PALEP)



8. Every time lightning strikes, some ..... *ozone* ..... gas is produced. (NZOEO)





# ACTIVITY 7: MANNERS ARE PRAISEWORTHY

C.W

Write what you would do in the given situations. The clues given below will help you.



1. when somebody gives you something

Thank the person



2. before eating food

wash my hands



3. when you are in a hospital

keep silence



4. when you cough or sneeze

Cover my mouth



5. when someone is going to appear in an examination

Wish him/her good luck



6. before entering somebody's room

Take permission

Good manners are like flowers,  
They have magical powers.  
They are praised by all,  
Whether big or small.

*Thank you*



## Clues for you

keep silence  
take permission

wash my hands  
thank the person

cover my mouth  
wish him/her good luck