

IX STD INTRODUCTION TO SCRATCH(THEORY)

1) Introduction to scratch

Sprite,Backdrop,Scripts,Costumes,Sound,Study the x-axis,Y-axis values

2)Sprite

Moving the sprite,Moving the sprite on flag, keypress, arrowkey, mouseclick, spriteclick, add sound to sprite motion,use effects, animate the sprite.

3)Backdrop

Import from library,paint the backdrop,upload from the file,upload from the camera

4)Costumes

Rename the costumes, Import from library, paint the costumes, upload from file, upload from camera, tools to edit the costumes.

5)Sound

Import from library,record the sound,upload from file, edit the sound.

6)Scripts

Introduce all the function

Motion ,looks, sound, pen, data, events, control, sensing, operators, more block, extension

(IMPLEMENT EACH FUNCTION WITH EXAMPLE)

LIST OF PRACTICAL IX STD

1. Make the sprite to move
2. Make the sprite to dance
3. Make the sprite to talk
4. Make the sprite to walk on sound
5. Make the sprite to fly
6. Make the sprite to walk front and back
7. Make the sprite to change direction
8. Make the sprite to draw geometric figure
9. Make the sprite to draw square cluster
10. Make the sprite to draw as it change the color
11. Change the color of the sprite as it fly or move
12. Change the size of the sprite as it fly or walk
13. Let the sprite select the random number
14. Concatenation of the sprite image
15. Change the shape of the sprite
16. Make the sprite to move upward and downward
17. Change the backdrop and move the sprite on it
18. Make the sprite to bounce as edges
19. Change the costumes at every 10 steps
20. Animation of the sprite/letter
21. Make the sprite to shrink/glow
22. Make the sprite to hide/show
23. Make the sprite to communicate (2 to 3 sprite)