

**Q1: What is a script?**

Ans: A set of instructions or commands written in a programming language that performs a specific task or function.

**Q2: What is a stage in Scratch?**

Ans: A stage in Scratch is the area where the sprite moves. It is basically the area where you can see your sprite in action.

**Q3: What is a Sprite?**

Ans: A sprite is a character in Scratch that can be programmed to move, respond to events, and interact with other sprites. The default Sprite in Scratch is a cat.

**Q4: What are coordinates? What are X and Y coordinates?**

Ans: Every position on the stage has a number value. The number values are called coordinates. Each coordinate point has two numbers.

- The position from left to right is the **X coordinate**
- The position from bottom to top is called **Y coordinate**

**Q5: What are coding blocks in Scratch?**

Ans: The coding blocks in Scratch are defined as lines or blocks of code that we can simply drag into our project in order to create a script. We simply drag and drop a collection of code blocks and interlock them with one another to carry out a particular action. There are 9 coding blocks in Scratch. Following are the coding blocks in Scratch:-

1. Motion blocks
2. Looks blocks
3. Sound blocks
4. Events blocks
5. Control blocks
6. Sensing blocks
7. Operators blocks
8. Variable blocks
9. My blocks