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Name : _____

Grade 3, Section 3: _____

# Revision worksheet

**Q1: Fill in the blanks.**

i. Keyboard and mouse are the examples of Input devices .

ii. Algorithm is a step-by-step way of solving a problem.

iii. Scratch is a computer program that helps you make games, stories and animations.

iv. The Stage is the place where you can see your project come to life.

v. A device used to take printout of a document is known as Printer.

vi. The characters or objects that we control in Scratch are called Sprite

vii. The Stage area is where you can see your project come to life and where the action happens.

viii. Clicking on the Green flag starts your program.

ix. A Hat Block starts a Scratch script when a certain event occurs.

x. To Debug means to find and fix errors in a program.

**Q2. Write T for True and F for False next to each statement.**

i. Scratch is a programming language. T

ii. A concise program uses as many unnecessary blocks as possible. F

iii. You can change how a sprite looks by switching costumes. T

iv. Wait blocks are used to pause the program for a short time and help control timings. T

v. It is very easy to debug a program that is messy and not clear. F

**Q3. Why is it important to make your programs clear and concise?**

Easy to read and understand: A clear program is easy for anyone to read and understand.
Bullet Simplicity and organization: Good programmers keep their code simple and organized.
Bullet Easier collaboration and editing: Clear code helps others understand and edit the code later.
Bullet Efficiency: A concise program uses the fewest blocks needed, avoids repeating the same blocks over and over, and makes the code neat and efficient.
Bullet Easier debugging: It is difficult to debug (find and fix errors) programs that are not clear and concise.
(Any two answers acceptable)

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**Q4. What block would you use if you want your sprite to talk or say something on the screen?**

- You can drag a block like "say [Hello!] for (2) seconds" into your script area.
- When the program runs, a speech bubble will appear above your sprite with the message you typed.
- You can also combine "say" blocks with wait blocks or use them during conversations between two different sprites.

(Explanation getting the concept across is sufficient)

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**Q5. Match the column A with Column B**

| Column A | Column B |
|---|---|
| Blocks palette | Where you build your code |
| Script area | Where code blocks are found |
| Looks block | Let you change a sprite's color, size or effect |
| Motion block | Used to movea sprite using commands like "move 10 steps" |