

Chapter 6



SCRATCH PROGRAMMING

CONTENTS

- ▶ **INTRODUCTION**
- ▶ **CHANGING SPRITES , IMAGES, SHAPES**
- ▶ **MULTIPLE SPRITES**
- ▶ **BLOCKS – LOOKS, MOTION, CONTROL, PEN AND SOUND**
- ▶ **USE OF FOREVER, IF**

A program is a set of instructions that performs a task. A program is written in a programming language. Scratch is a programming language for beginners.

Shown below is the starting screen of Scratch.

