



Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

- ✓ Know what Scratch is
- ✓ Find the stage and sprites
- ✓ Recognise the block palette
- ✓ Start a project with the green flag



Section A • Concept Check

• BEGINNER

4 × 1 = 4

- Scratch programs are built with:
☐ A. typed code ☐ B. colourful blocks
☐ C. spreadsheets ☐ D. photos
- The characters in Scratch are called:
☐ A. icons ☐ B. sprites ☐ C. stamps ☐ D. pets
- Which starts most projects?
☐ A. red stop sign ☐ B. green flag
☐ C. blue arrow ☐ D. space key
- The big area where sprites move is the:
☐ A. stage ☐ B. desk ☐ C. palette
☐ D. backpack



Section B • Problem Solving

• INTERMEDIATE

2 + 3 × 3 = 11

- Characters in Scratch are called _____
- Projects usually start when you click the green _____
- Where do you drag blocks to make them work?

- Name the block that starts a script with the flag.

- What is the background picture of the stage called?



Section C • Challenge

• CHALLENGE

5

- How do you add a new sprite?



Reflection — the most useful thing I learned: _____

A ___/4

B ___/11

C ___/5

Total ___/20

Teacher's Signature

Parent's Signature

ANSWER KEY — FOLD OR CUT BEFORE HANDING OUT

1-B 2-B 3-B 4-A | 5 sprites 6 flag 7 = Into the scripts/code area 8 = 'when green flag clicked' 9 = A backdrop | 10 = Click the 'Choose a Sprite' button (cat+ icon)