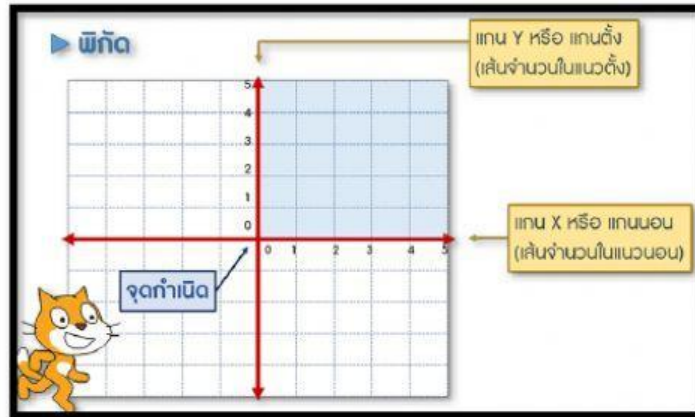




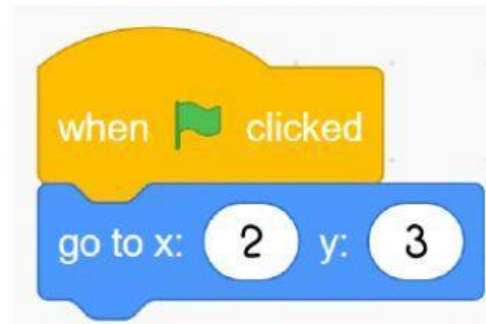
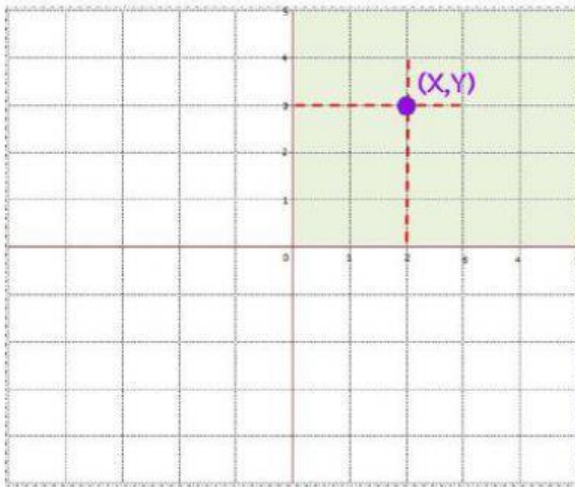
ใบงานเรื่อง พิกัดในโปรแกรม Scratch

คำชี้แจง ให้นักเรียนระบุพิกัด (X, Y) ตามรูปต่อไปนี้

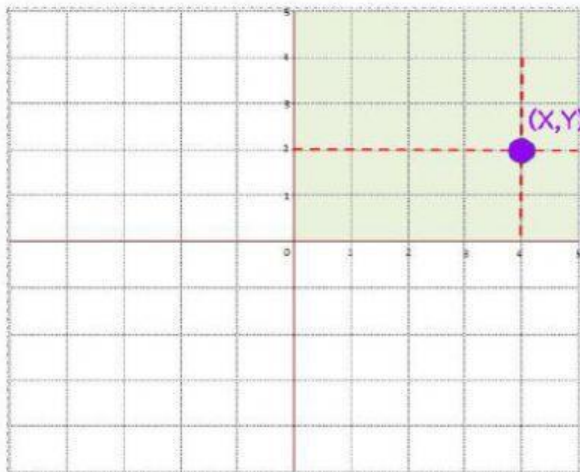
➤ พิกัดในโปรแกรม Scratch



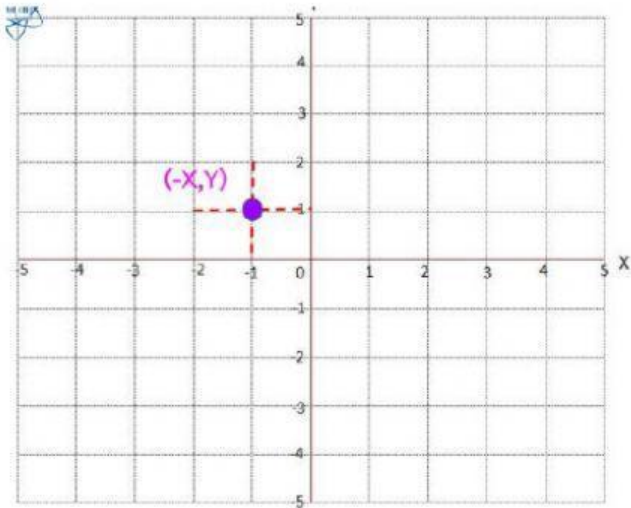
1.



2.

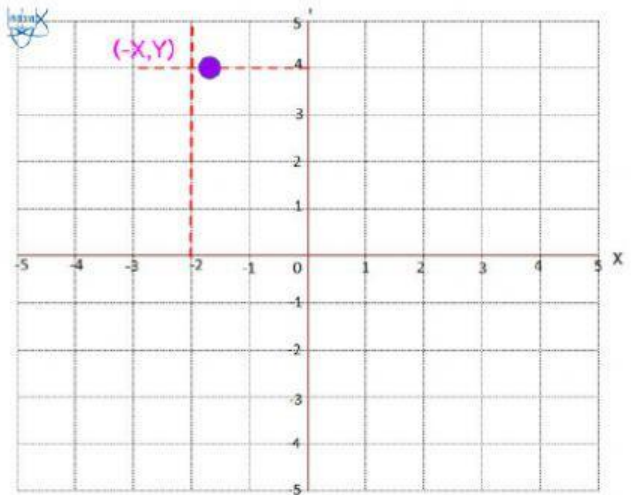


3.



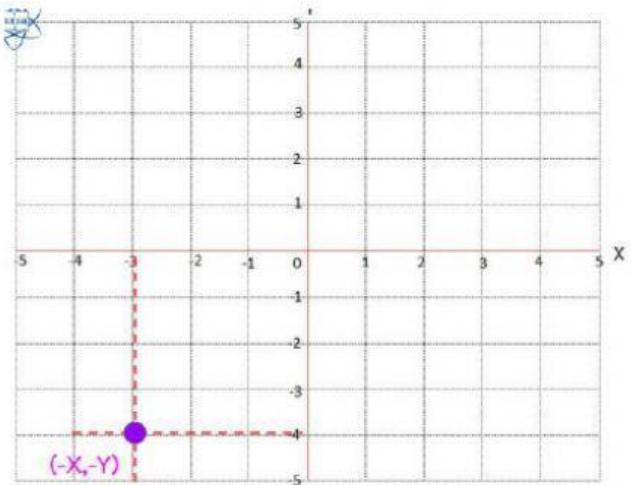
```
when green flag clicked
  go to x: [ ] y: [ ]
```

4.



```
when green flag clicked
  go to x: [ ] y: [ ]
```

5.



```
when green flag clicked
  go to x: [ ] y: [ ]
```



SCRATCH