



CLASS – 1
COMPUTING

Unit-3: Computational thinking: Catch the mouse

NAME: _____

DATE: _____

I. Write Missing Letters

1. Sc_____atch (e / r)
2. I_____put (n / s)
3. Bac_____drop (m / k)
4. Sta_____e (g / j)
5. Outpu_____ (d / t)
6. I_____ons (k / c)

II. Fill in the blanks

red button, sprite, stage, green-flag, programming

1. To start your main program, simply click on _____.
2. The characters in Scratch are called _____.
3. Scratch is _____ language for children.
4. To stop a Scratch program, click on _____.
5. The _____ is where you can see the sprites.

III. Which animal scratch logo contains?

☐☐☐☐

IV. Write the given computer device in the correct boxes.

Screen



Mouse



Keyboard

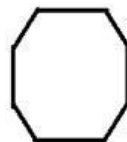
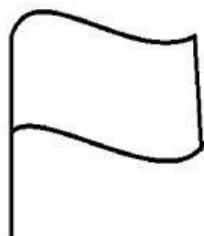


Speakers



INPUT	OUTPUT

V. Color the given pictures and write their names.



VI. Match the following.

1.



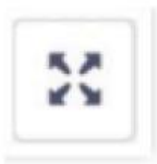
Make the stage big

2.



Backdrop

3.



Headphones

4.



Make the stage small

5.



Mouse pointer