



**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

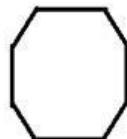
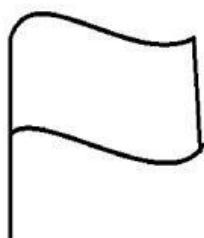


Speakers



| INPUT | OUTPUT |
|-------|--------|
| | |
| | |

V. Color the given pictures and write their names.



VI. Match the following.

1.



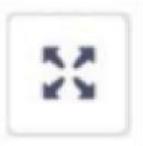
Make the stage big

2.



Backdrop

3.



Headphones

4.



Make the stage small

5.



Mouse pointer