INTERNATIONAL PIONEERS SCHOOL

LEADING THROUGH KNOWLEDGE

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.

LIVEWORKSHEETS

III. Which animal scratch logo contains?






☐ ☐ ☐ ☐

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

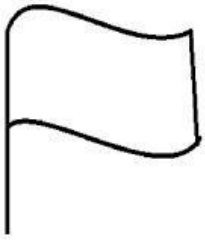
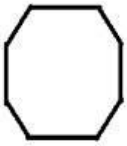
Screen Mouse Keyboard Speakers






INPUT	OUTPUT

V. Color the given pictures and write their names.

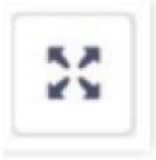
☐ ☐

LIVEWORKSHEETS

VI. Match the following.

1. 

2. 

3. 

4. 

5. 

Make the stage big
Backdrop
Headphones
Make the stage small
Mouse pointer

LIVEWORKSHEETS