WORLD'S KEY

Computer

LEVEL 3



WORLD'S KEY
COMPUTER - LEVEL 3



WORLD'S KEY

COMPUTER

LEVEL 3

2023



شركة البشرى للتربية والعلوم
المدارس الدولية

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General Director
A. Tarhini

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شركة البشرى للتربية والعلوم

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COMPUTER

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There are different groups of keys on the keyboard.

1- Function Keys

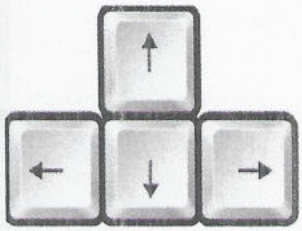


ESC	F1	F5
Escape	Help	Refresh

2- Special Keys

Caps lock	Backspace	Enter
Type in capital letters	Erase a letter	Enter a new paragraph

3- Navigation Keys (Arrows)



4- Alphanumeric Keys

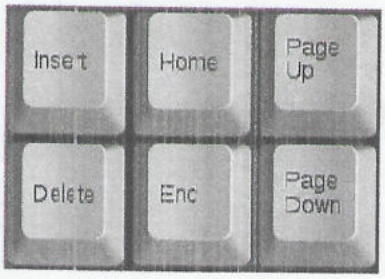


5- Control Keys

These keys are used in combination with other keys to perform specific functions.

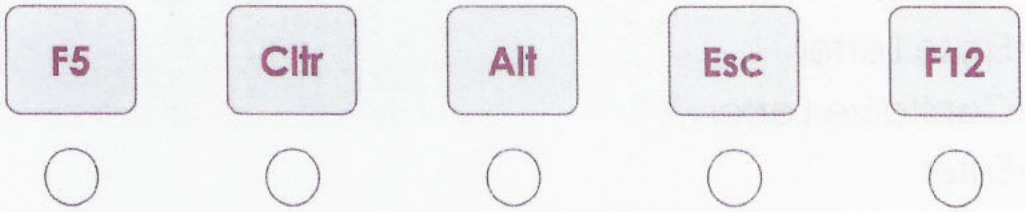
Ctrl + C	Copy
Ctrl + V	Paste
Alt + Shift	Change Language
Alt + F4	Close Program
Shift + letter	Capitalize Letter
Shift + number	Produce Symbol

6- Editing Keys



ACTIVITY

A. **Color** the circle of each key with the color of the title it matches.



Control Key

Function Key

B. **Fill in** the missing letters of the keys on the keyboard.



ACTIVITY

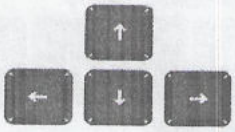
C. **Write** the function of each key under its picture using the following terms.

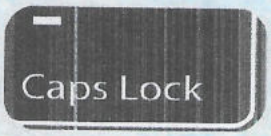
- Refresh
- Erase Letter
- Capitalize Letter
- Enter
- Navigation Keys
- Help











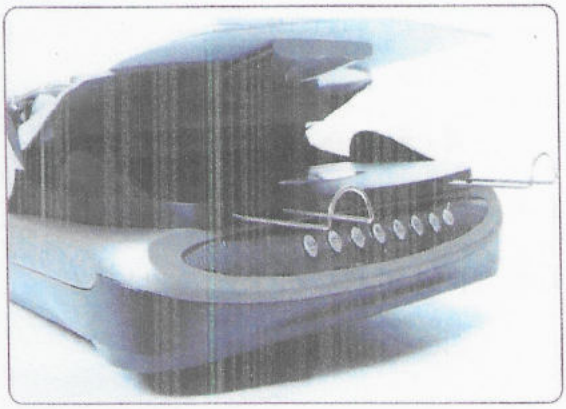


LESSON 2 SCANNER

A **scanner** is an input device used to scan data from paper and can convert printed documents, such as newspaper articles, to digital texts that can be edited in "Microsoft Word".

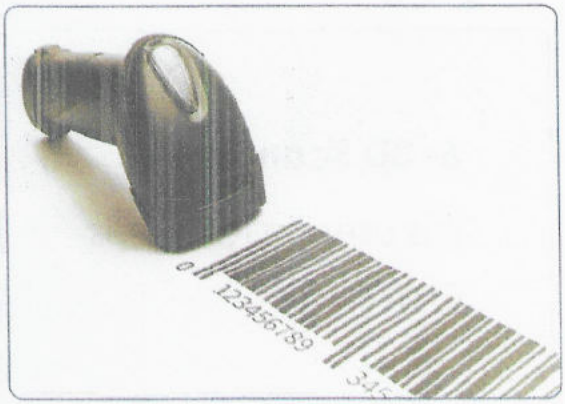
1- Flatbed Scanner

It is used in schools, homes, and offices.



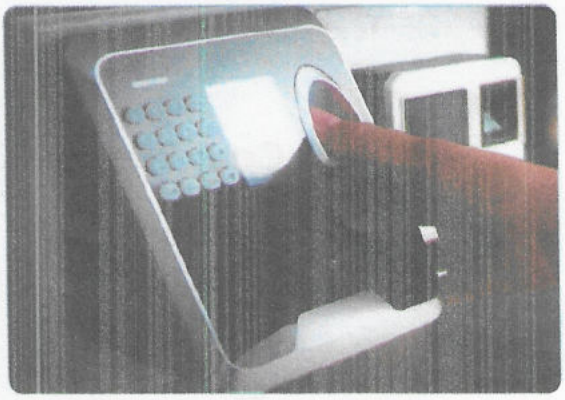
2- Barcode Reader

It is used in shops and supermarkets.



3- Fingerprint Reader

It is used in laptops, offices, and homes.



Some scanners are built into the device, such as the fingerprints found in smartphones. Other scanners are separate devices that are connected through a USB.

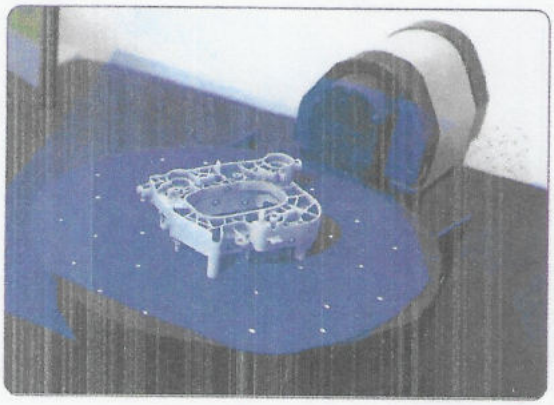
4- Face Recognition

It is used in phones, laptops, and security domains.



5- 3D Scanner

It is used in factories and labs.



6- Credit Card Reader

It is used in shops and markets.



ACTIVITY

A. **Match** each scanner with its name.



Credit Card Reader



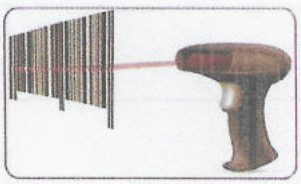
Fingerprint Reader



Flatbed Scanner



Barcode Reader



Face Recognition

ACTIVITY

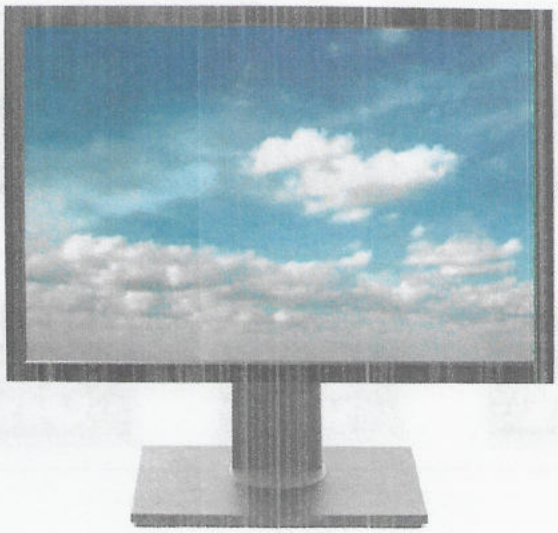
B. **Write** the name of the scanner that best matches each use.

1	used in supermarkets	4	used in ATM machines
2	used in homes	5	used in phones to read fingerprints
3	used in factories	6	used in security domains

1	
2	
3	
4	
5	
6	

Computer Monitor

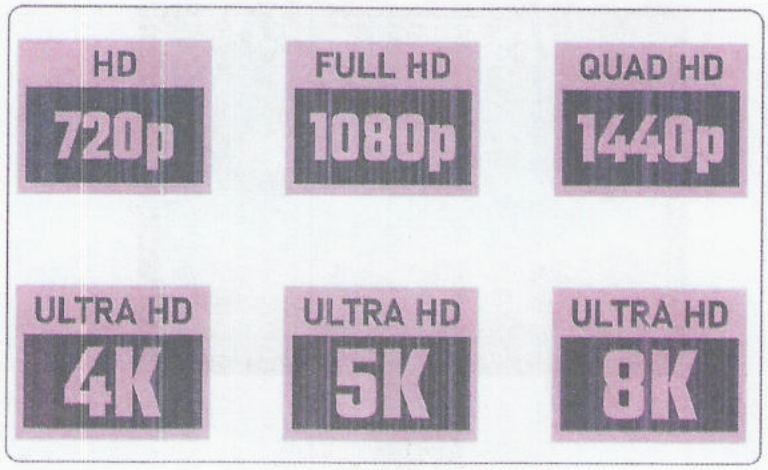
A **computer monitor** is an electronic output device, like a TV, but its resolution is much higher than a TV.
It is used to display pictures, movies, texts, games, and apps, which are typically presented in a digital way (binary).



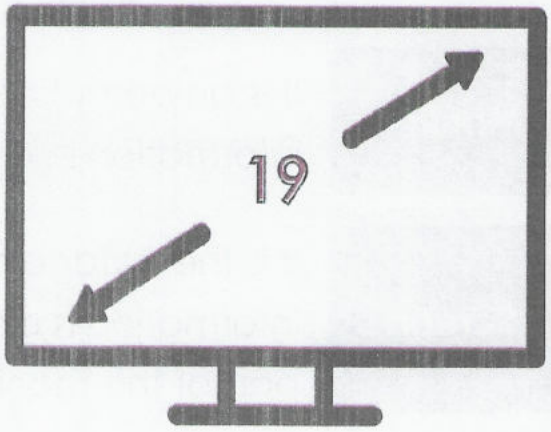
Monitor	It is an output device that displays information in a pictorial or text form.
Screen	It is the surface onto which the visual information is displayed (the panel that is part of the monitor).

Screen Resolution

A **resolution** expresses the number of pixels horizontally and vertically, such as 1920 x1080, commonly referred to as 1080p or full HD, and 3840 x 2160, commonly referred to as 4K resolution.



The **monitor size** is measured in inches by the length of its diagonal.



ACTIVITY

A. **Choose** the right answer.

1. The main function of a computer monitor is _____.

(a) to input data into a computer
(b) to display visual information
(c) to store files and documents

2. The surface where you can look at pictures and words on a computer is called a _____ .

(a) monitor
(b) screen
(c) mouse

3. A screen resolution is measured in _____.

(a) inches
(b) pixels
(c) frames per second

4. The unit used to measure the size of a computer monitor is _____.

(a) pixels
(b) megabytes
(c) inches

ACTIVITY

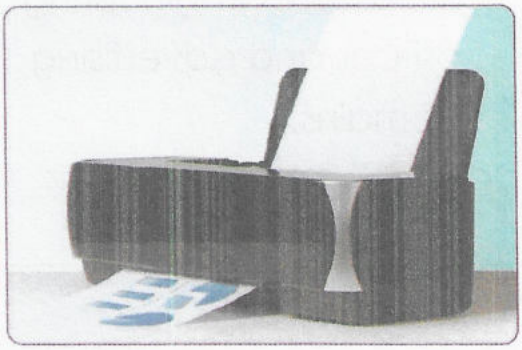
B. Match the following resolutions with their common names by writing the corresponding number.

4 K	____	1	Full HD
1440 K	____	2	HD
1080 p	____	3	ULTRA HD
720 p	____	4	QUAD HD
8 K	____	5	ULTRA HD

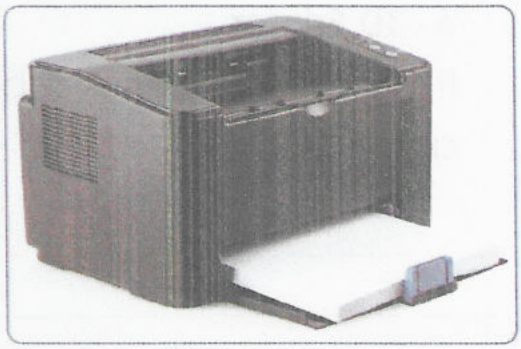
LESSON 4 PRINTER

A **printer** is an output device used to print out data onto paper by producing a hard copy of digital information.

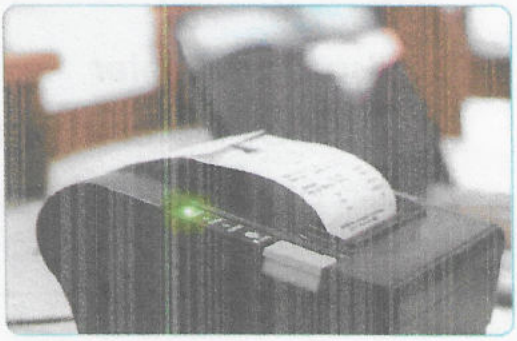
1- Inkjet Printer
It is used in offices, homes, and schools.



2- Laser Printer
It is used in offices, homes, and schools.



3- Receipt Printer
It is used in restaurants, stores, and supermarkets.

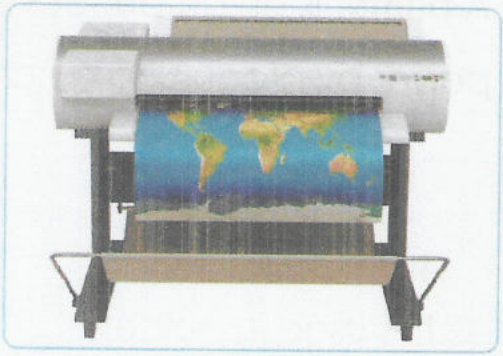


4- Barcode Printer (Label Printer)
It is used in stores, hospitals, and supermarkets.



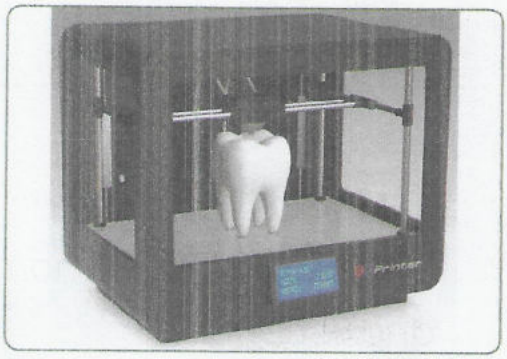
5- Plotter Printer

It is used in engineering offices and advertising domains.



6- 3D Printer

It is used in factories, labs, and homes.



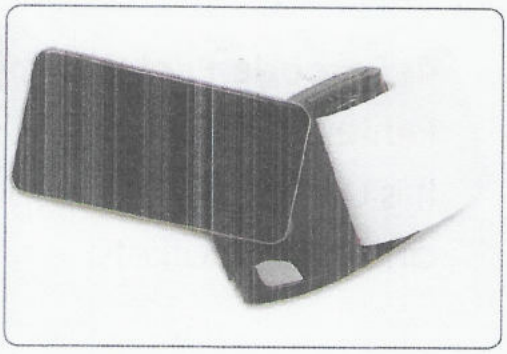
7- Visa Card Printer

It is used by governments and in offices and banks.



8- Mobile Printer

It is a portable printer connected to mobiles via Bluetooth and is used by salesmen.



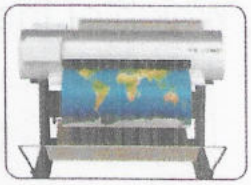
ACTIVITY

A. **Write** the function of each printer type.

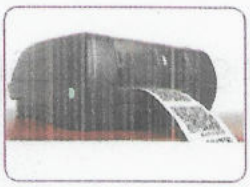
1	used to print a label	4	used in homes
2	used by salesmen	5	used in advertisements
3	used in factories	6	used in supermarkets

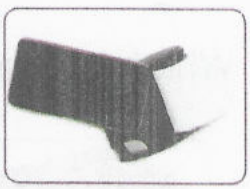






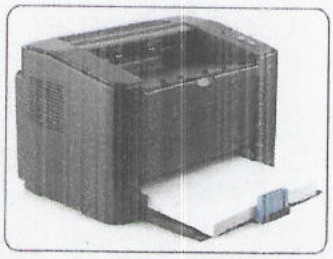


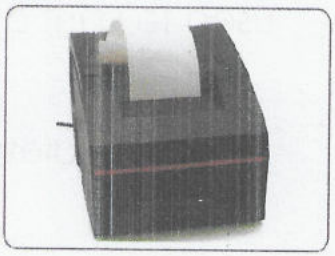




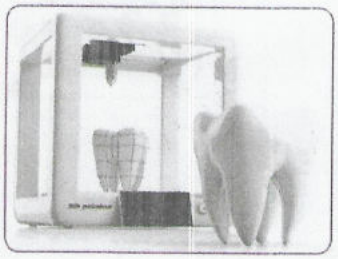
ACTIVITY

B. Which of the following printers uses roll paper?



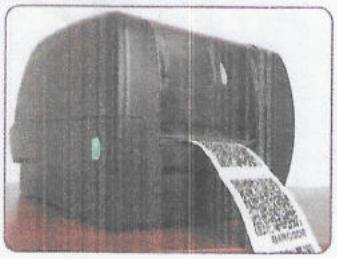


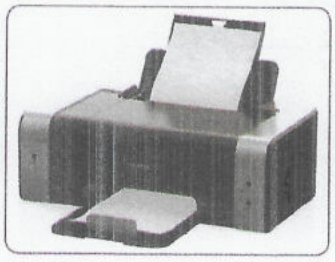
C. Which of the following printers uses ink?





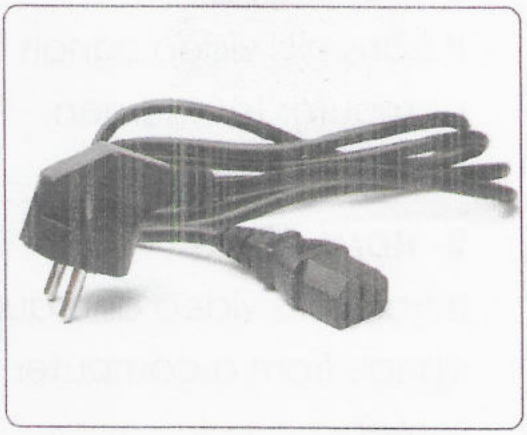
D. Which of the following printers uses A4 paper?



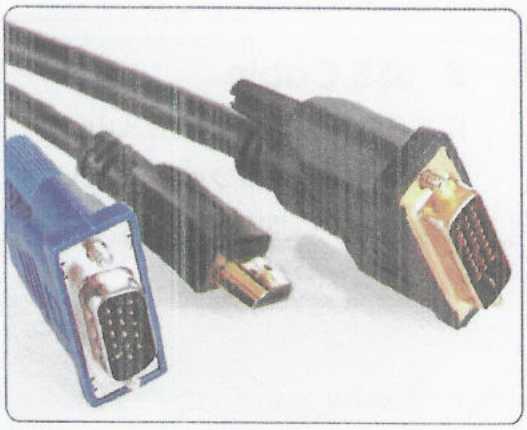


A **computer cable** is used to connect a monitor, keyboard, printer, hard drive, and other peripherals to a computer. Consider the following cable classification.

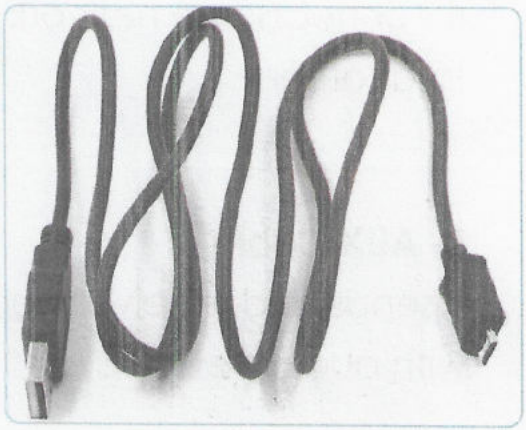
Power Cables (Power Cords)
These cables provide power to a device.



Data Cables (VGA, HDMI Cable, etc.)
These cables transmit videos, audio, and data signals between two devices.



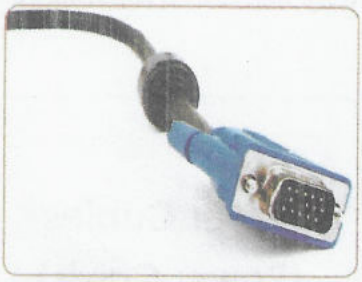
Power and Data Cables (USB, Network Cable)
These cables are used to power, charge devices, and transmit data.



Here are the most common types of cables.

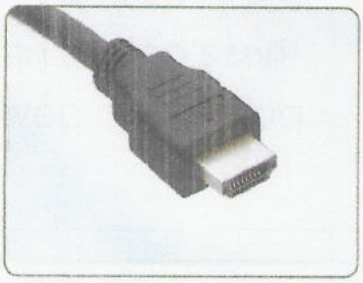
1- VGA Cable

It transmits video signals from a computer to a screen.



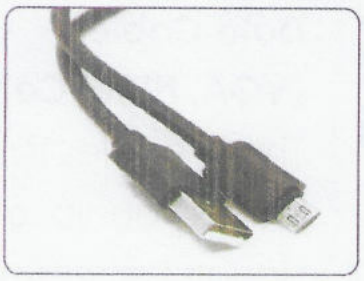
2- HDMI Cable

It transmits video and audio signals from a computer to a screen.



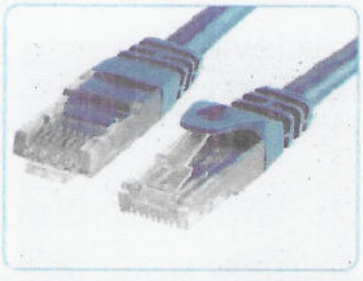
3- USB Cable

It connects computers to peripheral devices, such as a mouse, a camera, a printer, and a scanner.



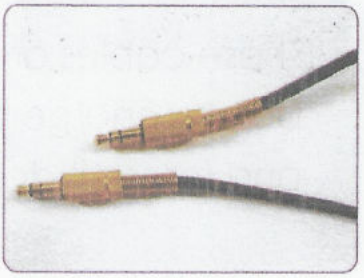
4- Network Cable

It connects one network device to another.



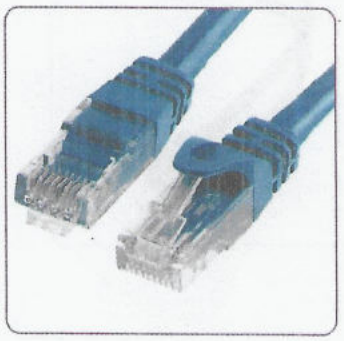
5- AUX Cable

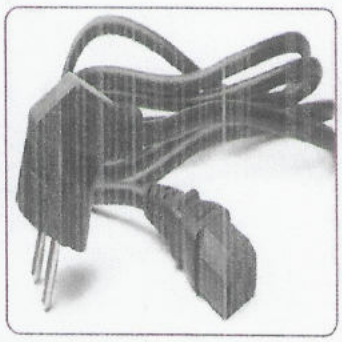
It sends and receives audio signals with audio devices.

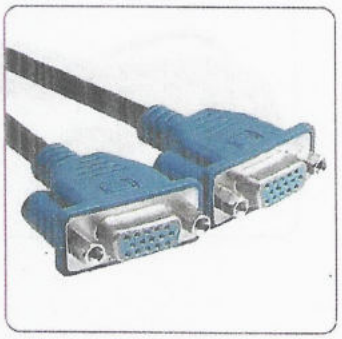


ACTIVITY

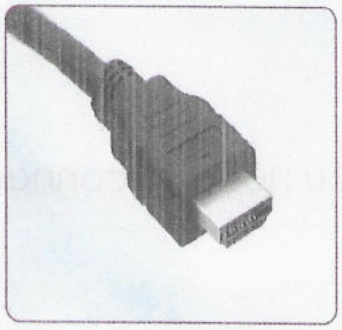
A. **Write** the classification of each cable below.

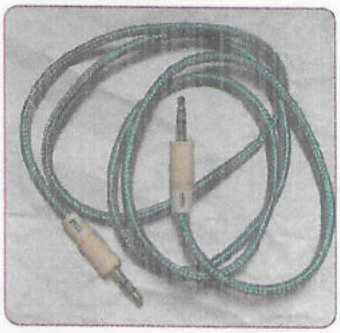






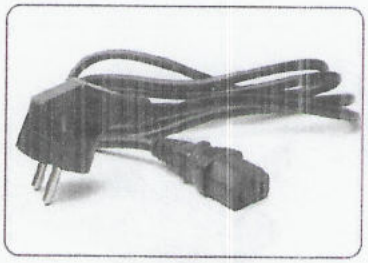


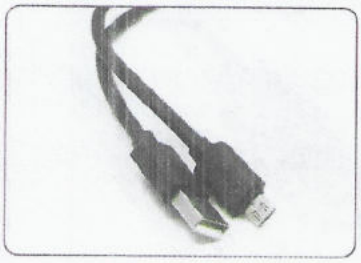




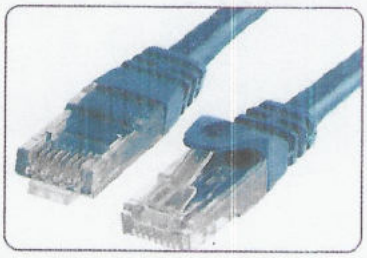
ACTIVITY

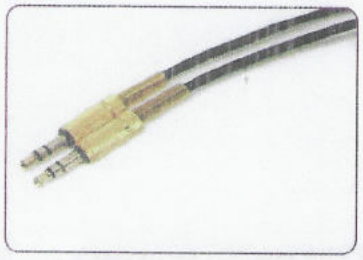
B. Which cable do you need to connect a printer to a PC?



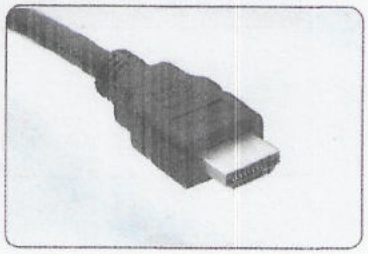


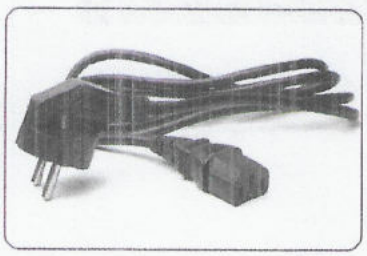
C. Which cable do you need to connect two computers to each other?





D. Which cable do you need to connect a PC to a monitor?





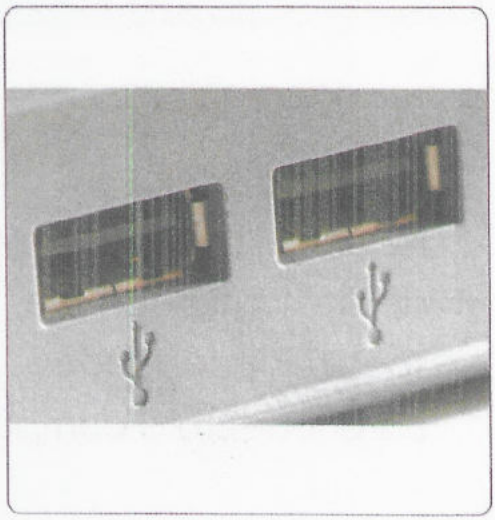
What is a **computer port** (connector)?

A **computer port** is an interface used to allow exchanges between computers.

There are common types of computer ports used to connect peripherals to computers.

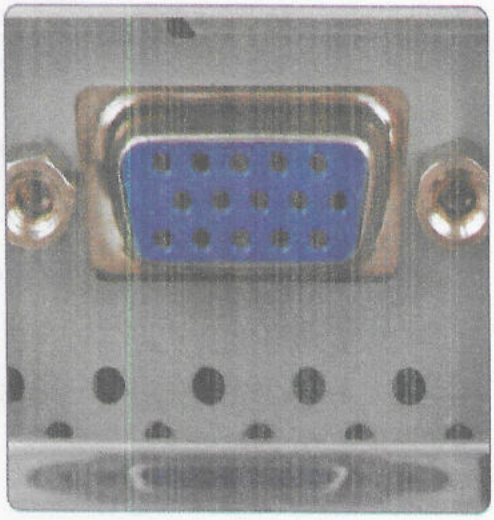
1- USB Port

It connects peripheral devices (mouse, keyboard, flash memory, printer) to a computer.



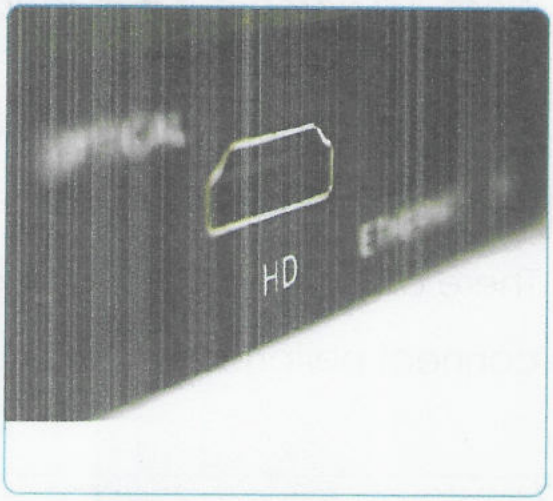
2- VGA Port

It connects a monitor or a projector device to a computer.



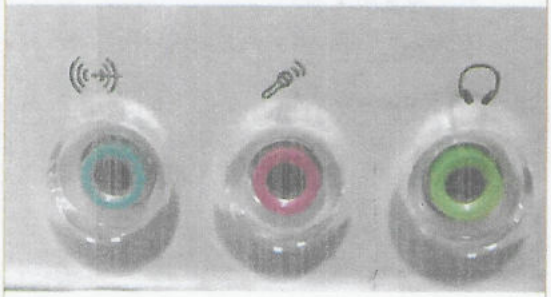
3- HDMI Port

It connects a monitor or a projector device to a computer.



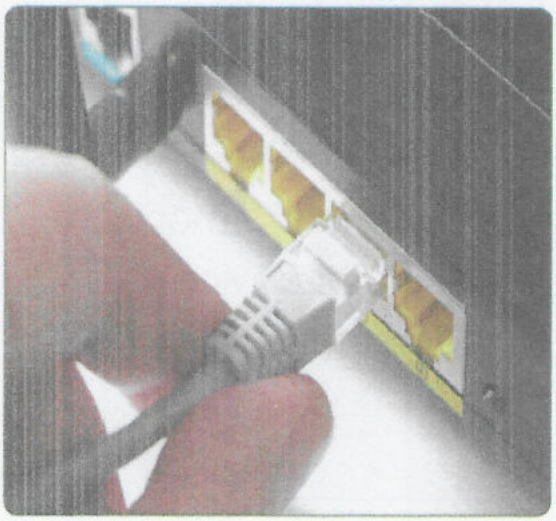
4- Audio Jack Port

It connects audio devices (microphone, speaker, headphone, earphone) to a computer.



5- Network Port (Ethernet)

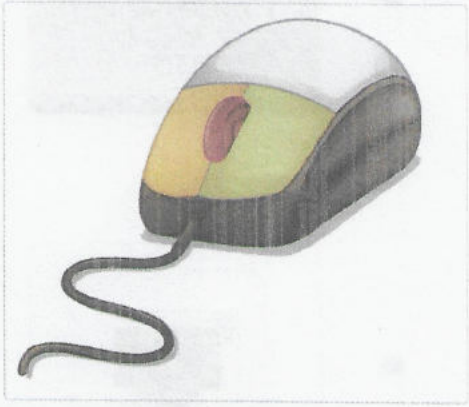
It allows a computer to connect to a network or the internet. It is found in routers and computers.



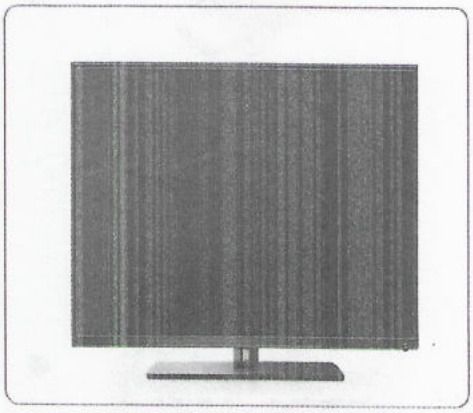
ACTIVITY

A. **Write** the name of the port used to connect each of the following devices.

Network Port, Audio Jacks, VGA, USB



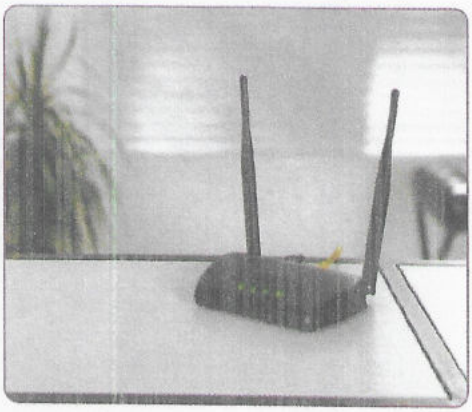
_____



_____



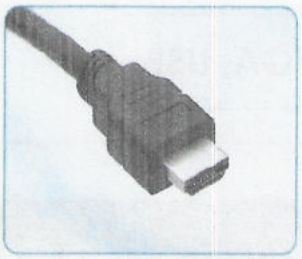
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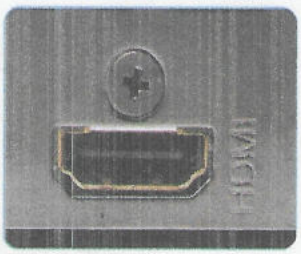


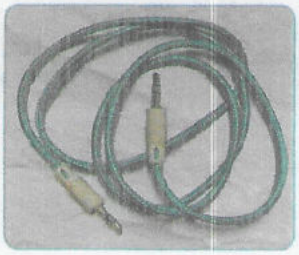
_____

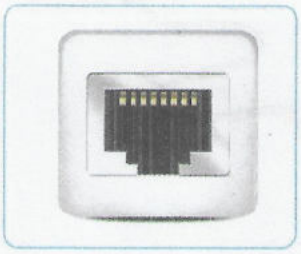
ACTIVITY

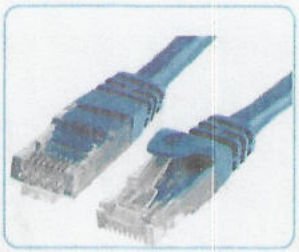
B. **Match** each cable with its corresponding port.

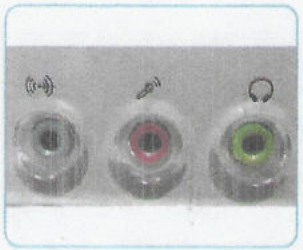




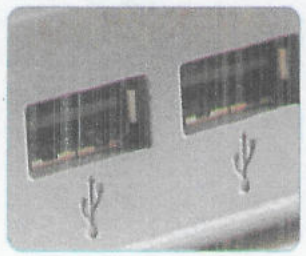












Internet

The **internet** is the global network that connects millions of computers and other devices worldwide via cables, telephone wires, and wireless media of communication.



How do you stay safe when using the internet?

a. Never share personal information (name, address, phone number, or password).

b. Use a strong and unique password.

c. Be cautious with what you post. Think before you share photos and videos online.

d. Do not click on links or open attachments in e-mails or messages from unknown resources.

e. Do not talk to strangers online. Avoid chatting or engaging in conversations with people you do not know in real life.

ACTIVITY

A. **Choose** the right answer.

1. Which of the following is personal information?

(a) your favorite color
(b) your full name and address
(c) your favorite animal
(d) your favorite movie

2. Which of the following is a strong and unique password?

(a) password123
(b) ilovecats
(c) P@ssw0rd!
(d) 12345678

3. Avoid clicking on _____ or opening attachments from unknown resources.

(a) passwords
(b) links

4. _____ is the global network that connects millions of computers and devices.

(a) The internet
(b) The message

ACTIVITY

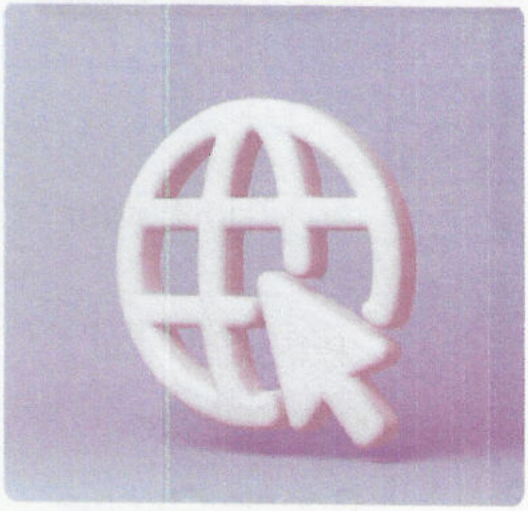
B. **Match** the following terms with their meanings.

a	Password	c	Stranger
b	Personal information	d	Chatting online

1	Someone unknown in real life	____
2	Conversations that happen through the internet	____
3	A secret word or phrase used to access something	____
4	Data that we cannot share with others	____

Website

A **website** is a collection of related pages that provides information.



How do you open or visit a website?



- Open the browser (Google Chrome, Edge, Firefox, Safari, etc.).

- Type the web address (URL) in the address bar.
Example: http://www.google.com

Types of Browsers

Safari in iPhone



Google Chrome



Firefox



Internet Explorer



Microsoft Edge



ACTIVITY

A. **Match** the following terms with their definitions.

website	•	• an application used to access and view websites
browser	•	• a collection of related pages that provides information

B. **Fill in** the blanks with the following words.

Safari, browser

1. To visit a website, you need to open a _____ and type the web address (URL) in the address bar.

2. _____ is a type of browser commonly used in iPhones.

ACTIVITY

C. **Fill in** with the missing letters to form the names of the browsers below.



__o__ __ __e __h__o__ __



__ __t__ __ __e__ __x__l__ __e__



M__ __r__s__ __t __d__ __

D. **Choose** the right answer.

What is the purpose of a search engine?

(a) to send and receive e-mails

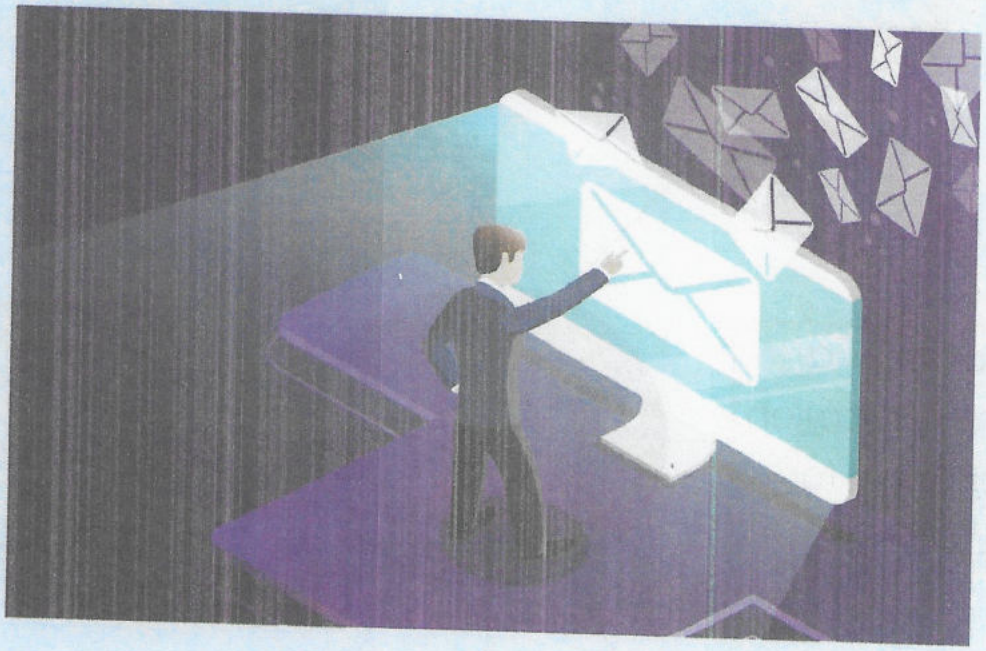
(b) to download files

(c) to store data and files

(d) to find information on the internet

E-mail

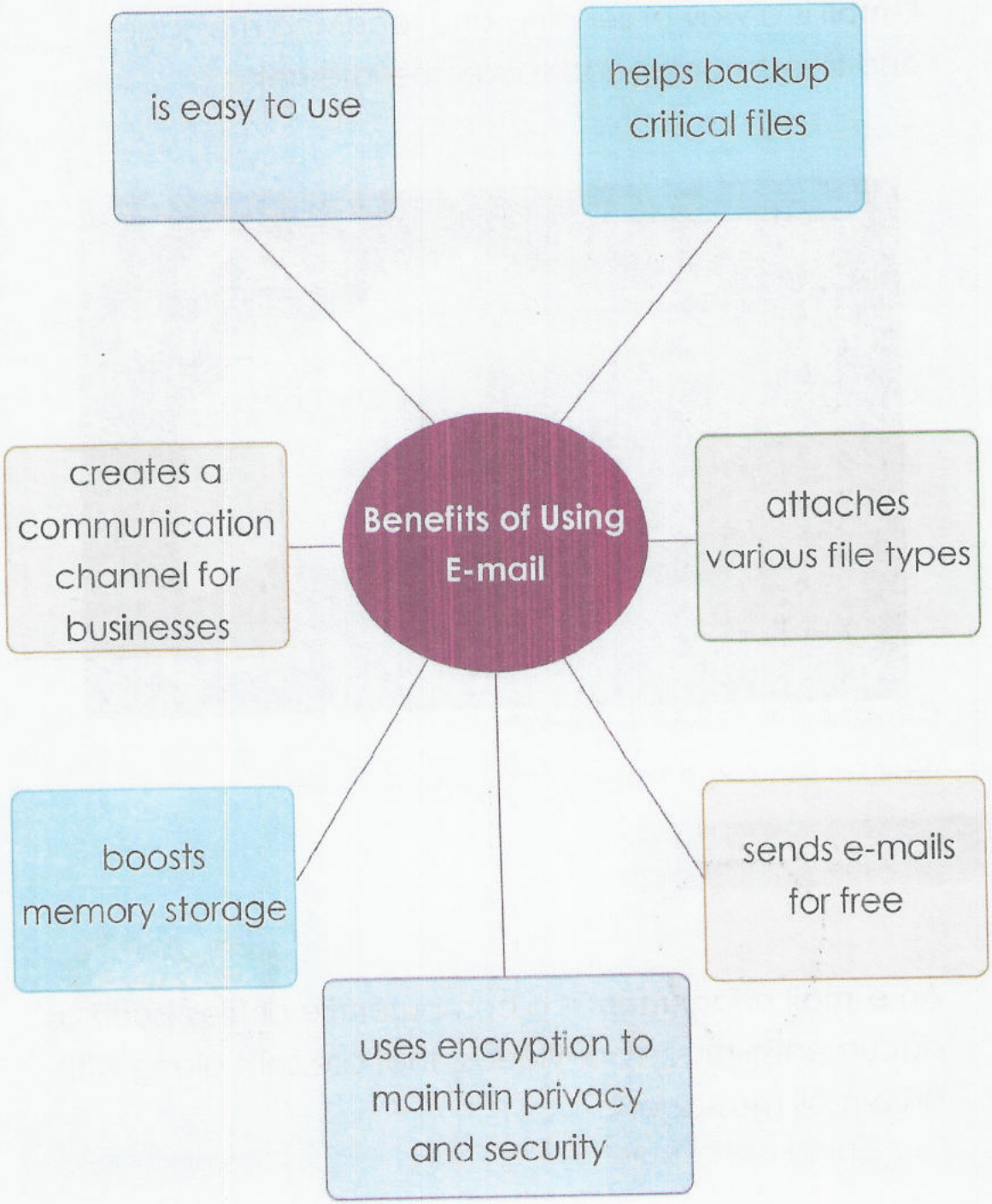
E-mail is a way of sending and receiving messages and files among people over the internet.



E-mail Attachment

An **e-mail attachment** is a computer file or files (such as documents, images, or videos) that are sent along with an e-mail message.

Benefits of Using E-mail



ACTIVITY

A. **Answer** with true (✔) or false (✖).

1. E-mail is a method of sending and receiving messages over the internet. ☐
2. An e-mail attachment can only include documents. ☐
3. Encryption ensures the privacy and security of e-mail messages. ☐
4. Sending e-mails always requires cost. ☐

B. **Choose** the correct answer.

1. What is the main benefit of using e-mail?



☐ being not secure



☐ being free

ACTIVITY

2. What is the main benefit of using e-mail?



using memory storage



receiving anonymous messages

3. What does the term **attachment files** mean?



sending files



blocking sent files

4. Does e-mail have some disadvantages?

Yes, it has.

No, it does not have.

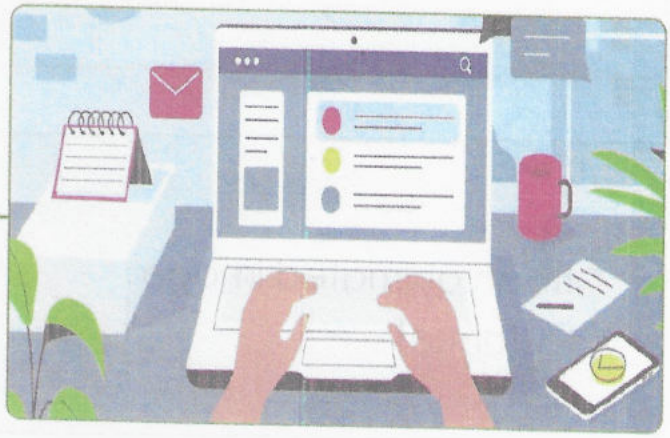
Digital Image

A **digital image** is a picture that is stored on a computer or digital device. It is made up of small dots called pixels. Each pixel has a specific color, and it can be as photos and illustrations.

Photos



Illustrations

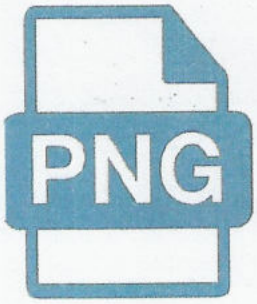


Types of Digital Images

JPEG: a compressed file format that is widely used



PNG: an image with a transparent background



BMP: a high-quality image format



GIF: an animated image format

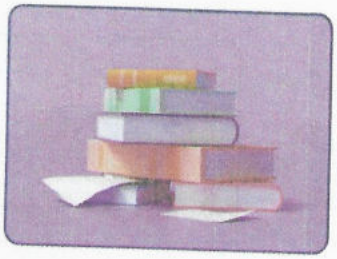


ACTIVITY

A. Tick (✔) the right answer(s).

1- Where can you save a digital image?

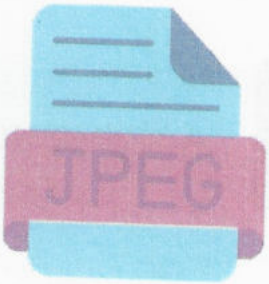




2- Which of the following is not a type of image format?







ACTIVITY

B. **Match** the following digital images with their definitions.

a	GIF	c	BMP
b	PNG	d	JPEG

1	An image with a transparent background	____
2	An animated image	____
3	A high-quality resolution image	____
4	A compressed file format that is widely used	____

Working With Digital Images

Software is needed to open and edit digital images. Some common software options are:



Adobe Photoshop



Microsoft Paint



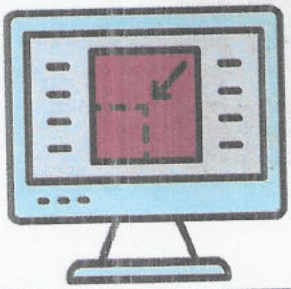
3D Paint

Basic Image Editing Techniques

Cropping: removing unwanted parts from an image



Resizing: changing the size of an image



Adjusting: brightening and contrasting an image



Adding text: placing a text over an image



ACTIVITY

A. **Tick** (✔) the right answer.

Which software option can be used to edit digital images?



☐



☐



☐

B. **Fill in** the blanks with the following words.

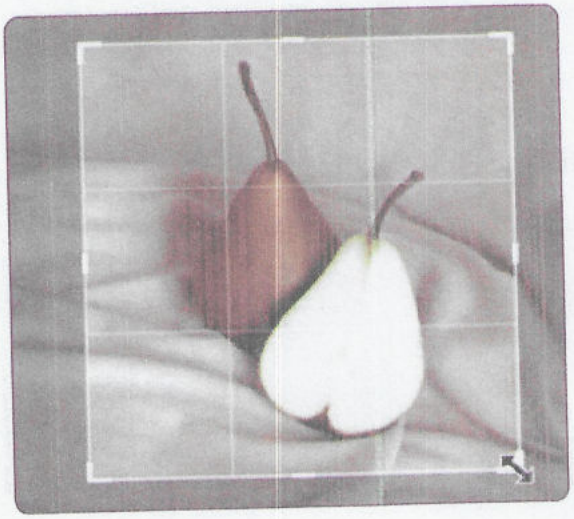
cropping, resizing

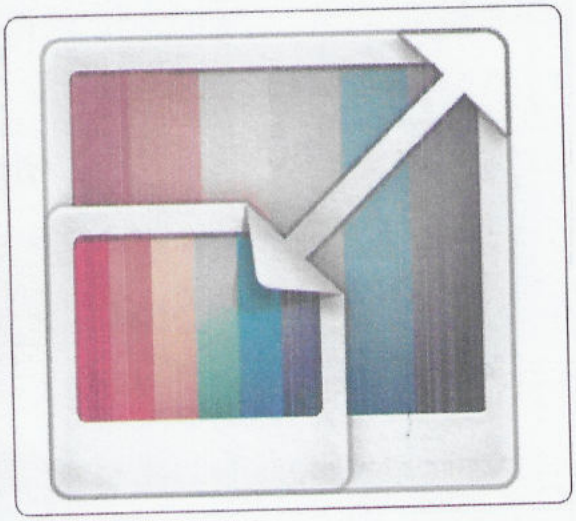
1 ..... is the process of removing unwanted parts from an image.

2 ..... is the process of changing the size of an image.

ACTIVITY

C. **Write** the name of the editing technique for each image below.



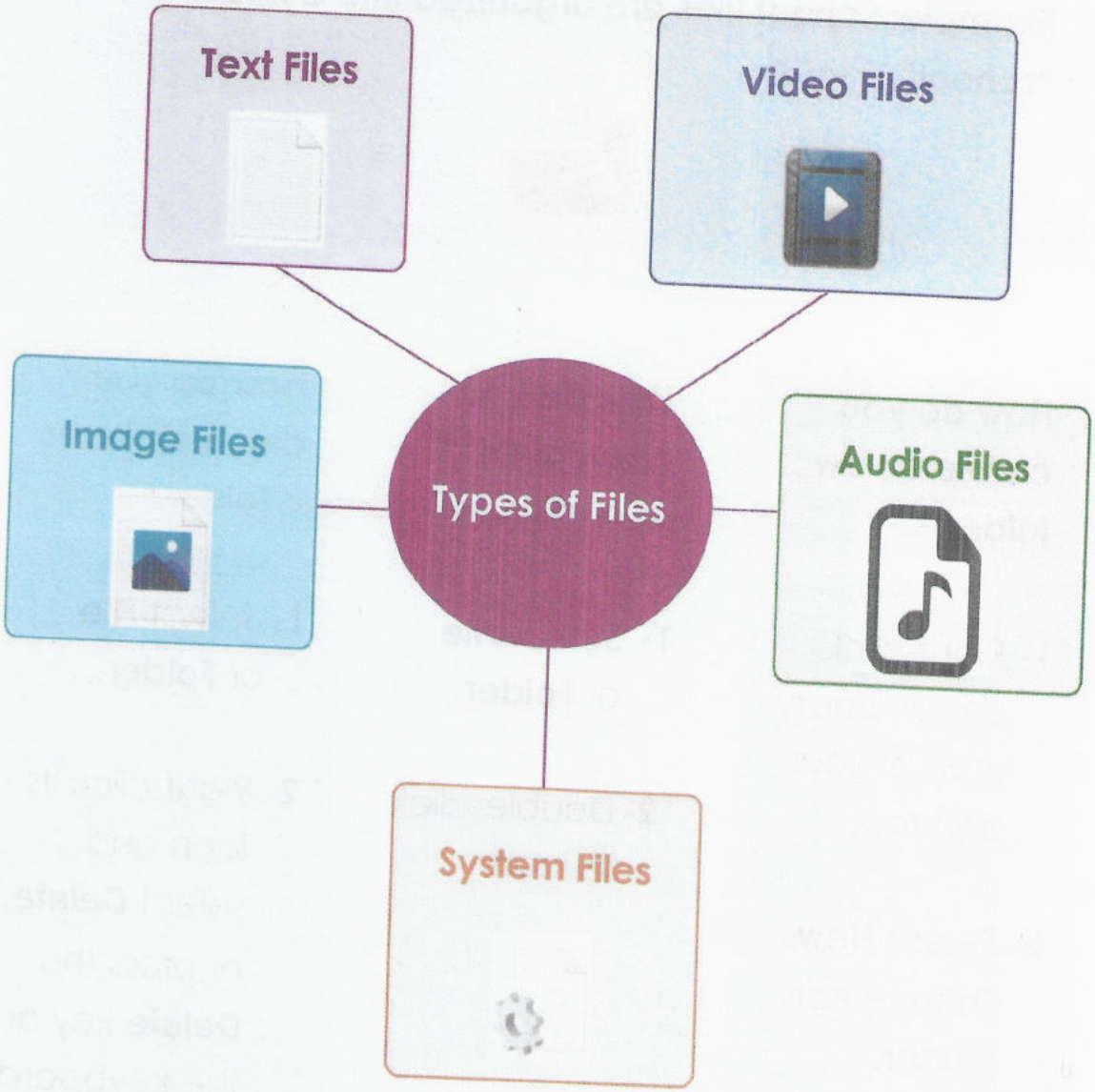


_____

_____

File

A **file** is a collection of data. There are various types of files available on a computer.



Folder

A **folder** is a container for files and other folders. A folder helps you organize and group related files together. Folders typically have a yellow icon.

Example: School files are organized into a folder named "school".



How do you create a new folder?

1- Right-click on an empty area of your desktop.

2- Select **New.** Then select **Folder.**

How do you open a file or a folder?

1- Select **File** or **Folder.**

2- Double-click its icon.

How do you delete a file or a folder?

1- Select **File** or **Folder.**

2- Right-click its icon and select **Delete,** or press the **Delete** key on the keyboard.

ACTIVITY

A. Match the following.

File	•	• A container for files and folders
Folder	•	• A file containing sound
Text File	•	• A collection of data
Image File	•	• An image representing a file or a folder
Video File	•	• A file containing a text
Audio File	•	• A file containing a video
Icon	•	• A file containing an image

ACTIVITY

B. **Name** each of the following pictures.



_____ _____

C. **Match** each picture to its name.









Image File

Audio File

System File

Video File

Customizing a desktop means the following.

1. Choosing a Wallpaper
2. Organizing the Desktop Icons
3. Showing/Hiding the Desktop Icons
4. Adding a Screen Saver

Choosing a Wallpaper

1. Right-click on an empty area of your desktop.
2. Click on **Personalize** or **Properties**.
3. Click on the **Background** tab.
4. Choose an image or click on **Browse**, and then choose the **Fill** button to locate the image on your computer.

Organizing the Desktop Icons

1. Moving the icon: Drag and drop the icon to a different spot on the desktop.
2. Removing the icon: Right-click on the icon, and then select **Delete**.
3. Sorting the icon: Right-click on an empty area of your desktop. Then click on **Sort by** to choose one of these options: Name, Size, Item type, or Date modified.

Showing/Hiding the Desktop Icons

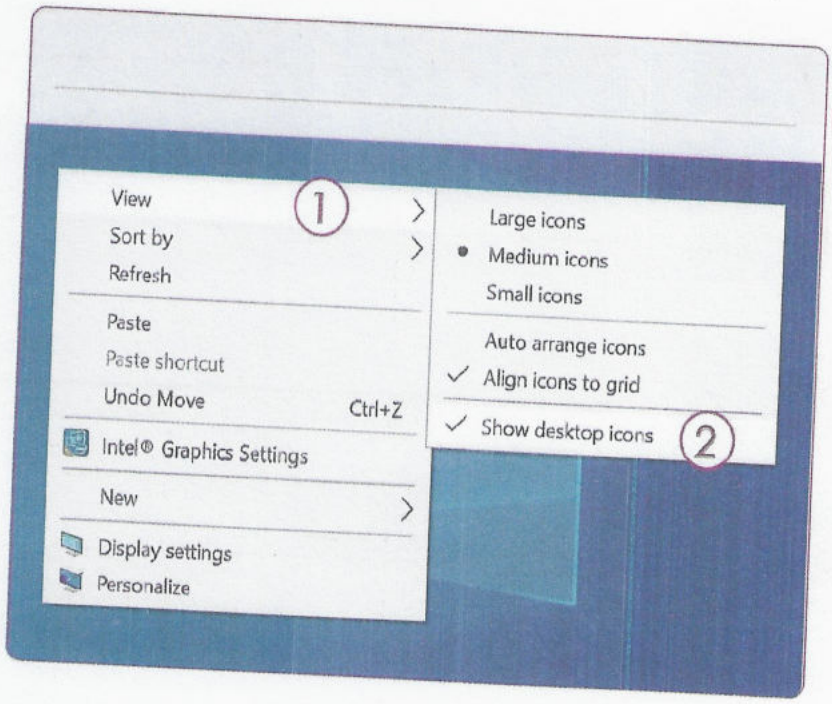
1. Right-click on an empty area of your desktop.
2. Click on **View**.
3. Check or uncheck the **Show Desktop** icons option.

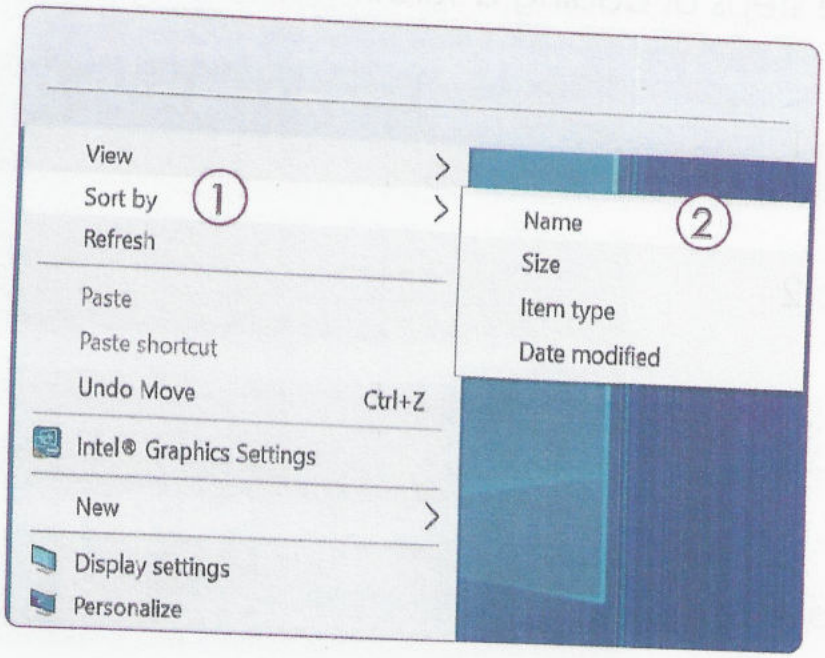
Adding a Screen Saver

1. Right-click on an empty area of your desktop.
2. Click on **Personalize** or **Properties**.
3. Click on the **Lock screen** tab.
4. Click on the **Screen saver settings** to choose the time needed to save your screen from powering.

ACTIVITY

A. **Write** the function of the following corresponding steps above each picture.





ACTIVITY

B. List the steps of changing the desktop wallpaper.

Step 1 _____

Step 2 _____

Step 3 _____

Step 4 _____

C. List the steps of adding a screen saver.

Step 1 _____

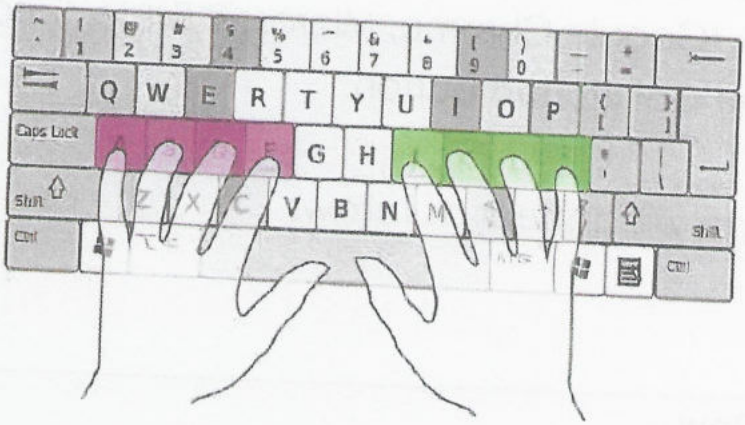
Step 2 _____

Step 3 _____

Step 4 _____

Home Row Keys Position

The **home row keys** are the row of the keys on a computer keyboard, where you naturally place your fingers when you are not typing.



The QWERTY Keyboard Layout

Left hand: The keys are "**ASDF**" with the left-hand index finger resting on the **F** key.

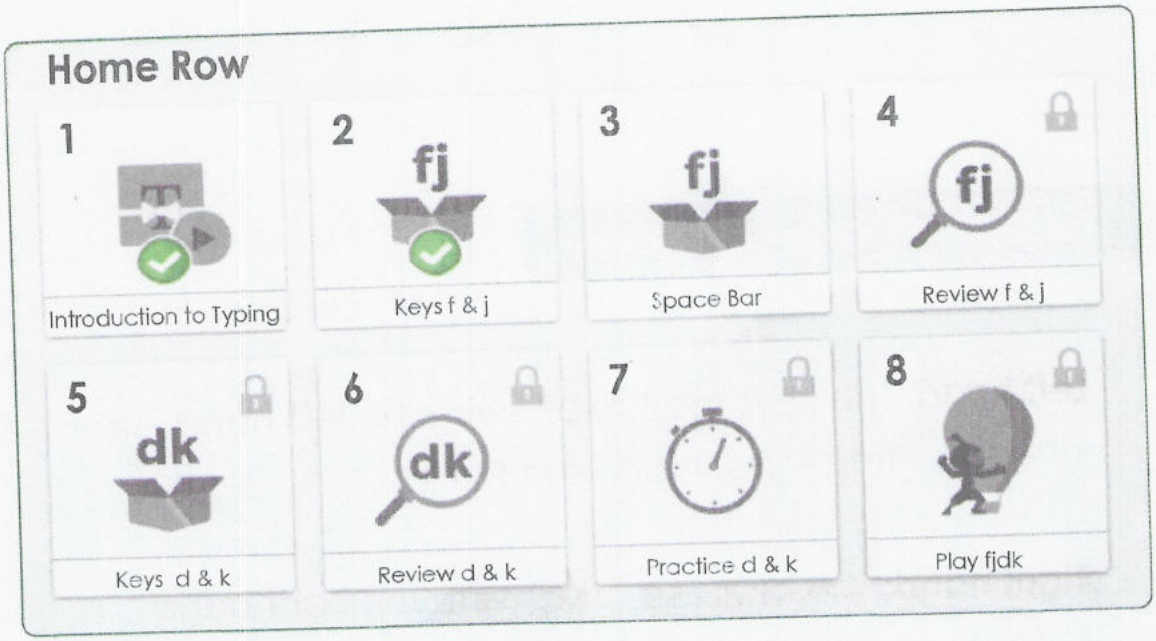
Right hand: The keys are "**JKL;**" with the right-hand index finger resting on the **J** key.

Here is the link to the online educational typing software.

www.typingclub.com

After typing the URL link in the address bar of your browser (Google Chrome, Microsoft Edge, Safari, etc.), press the **Get Started** button.

This page will appear as follows.



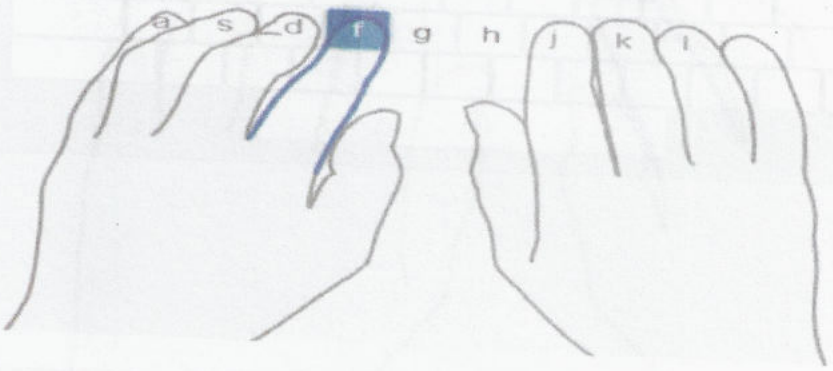
Note: Watch the video in lesson 1 (Introduction to Typing).

ACTIVITY

A. **Follow** the steps below.

1. **Open** your internet browser.
2. **Go** to this website (www.typingclub.com).
3. **Go** to lesson 2 (Keys f & j).

1- **Type** the **f** key using your left index finger.



2- **Type** the **j** key using your right index finger.

3- **Click** on "continue" to go directly to the practice exercise.

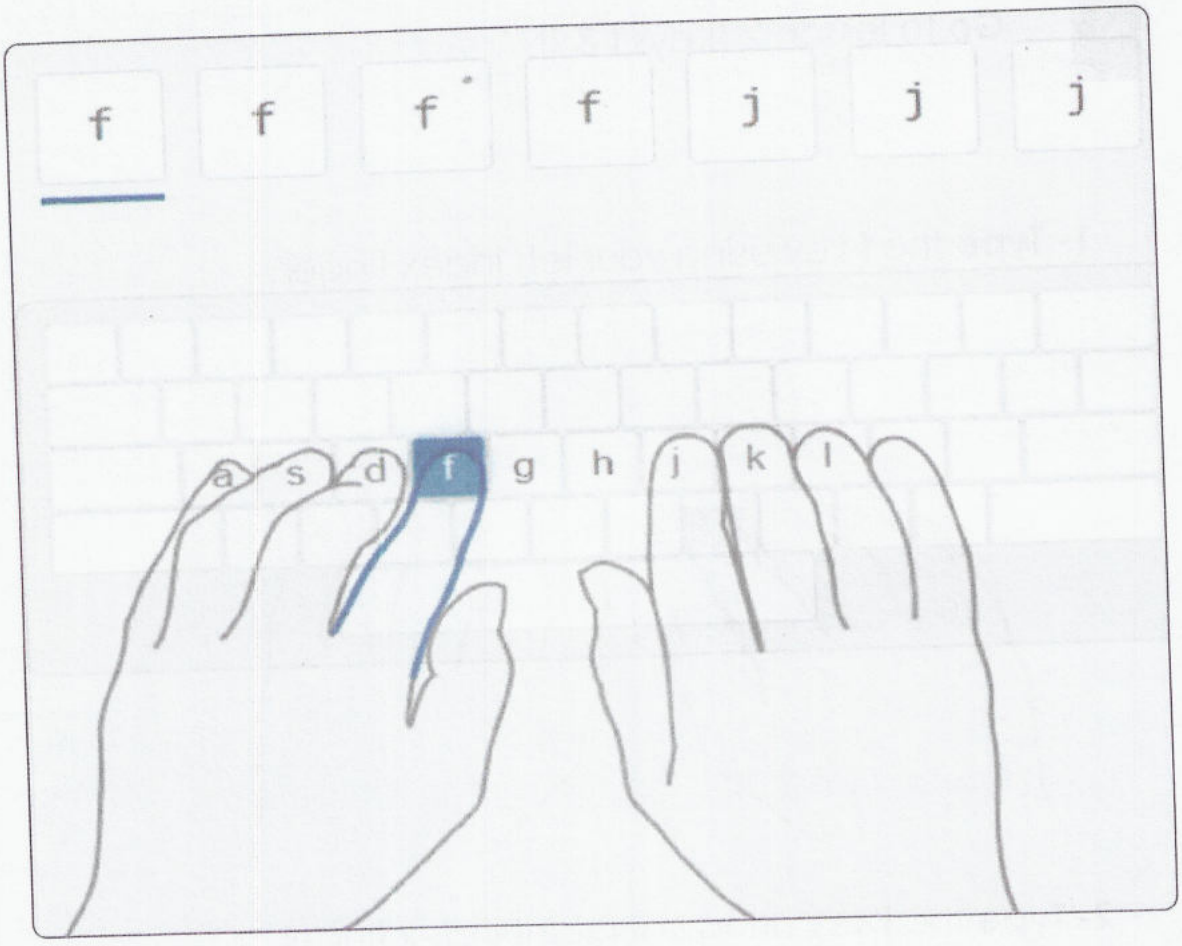
ACTIVITY

B. **Type** the designated character using the blue font color.

Make sure to avoid any mistakes.

Remember to maintain a fast typing speed to achieve a high score.

f f f f j j j



Canva

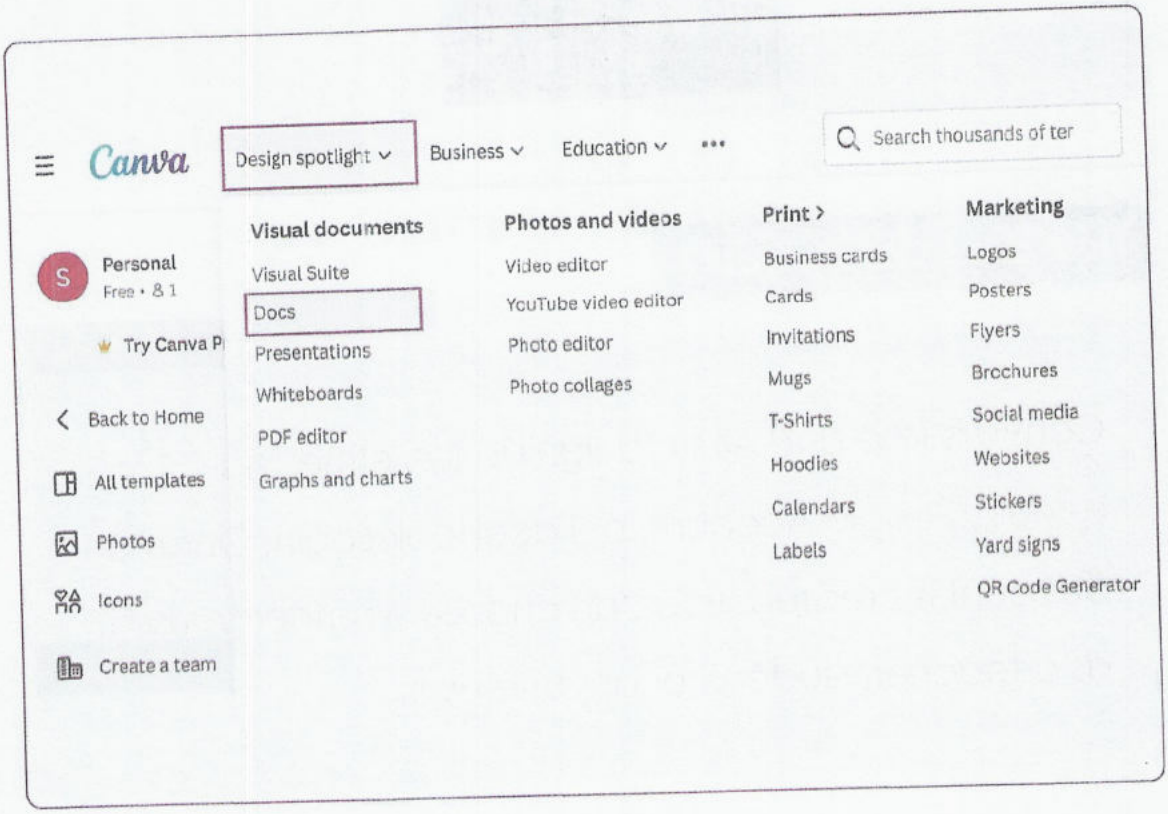
Canva is an online platform that provides an array of functions and templates to create presentations, graphics, logos, documents, and other visual tasks. Users can access an extensive collection of images, fonts, and illustrations to enrich their creative projects.

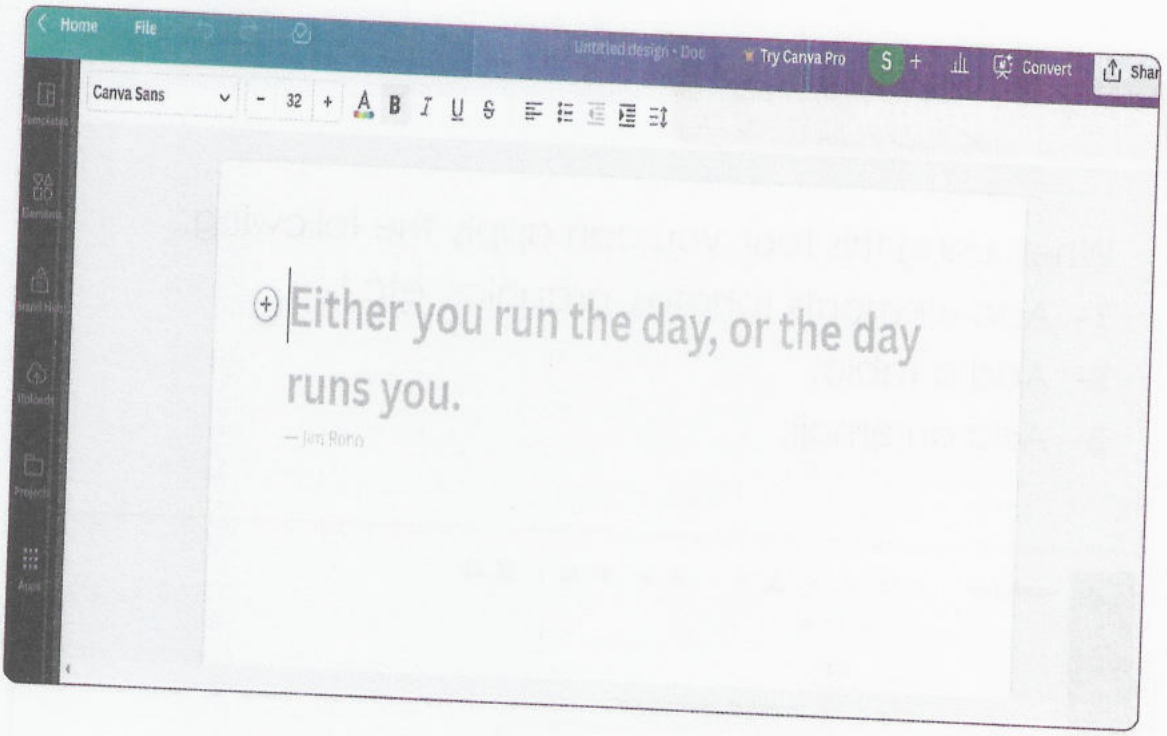
How does Canva work?

Canva is free and easy to sign up for, either via e-mail, Google Account, or Facebook Login. Once an account is created, you can choose whether to use it as a teacher, student, or anyone else.

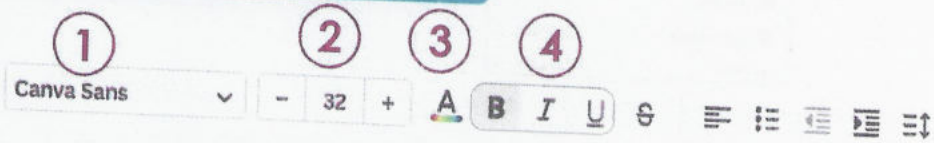
How can you create a document?

1. Visit the **Canva website** (www.canva.com), and then sign in to your account.
2. Choose **Docs** from the **Design spotlight** tab.
3. Press the button **Create a Doc.**
4. Add text, change fonts, adjust colors, and add your own images, or choose from Canva's library of photos and illustrations to customize the document.





Toolbar



Note: Before choosing the tool, select the text you want to edit.

1- Font type
2- Font size
3- Font color
4- Bold, Italic, and Underline

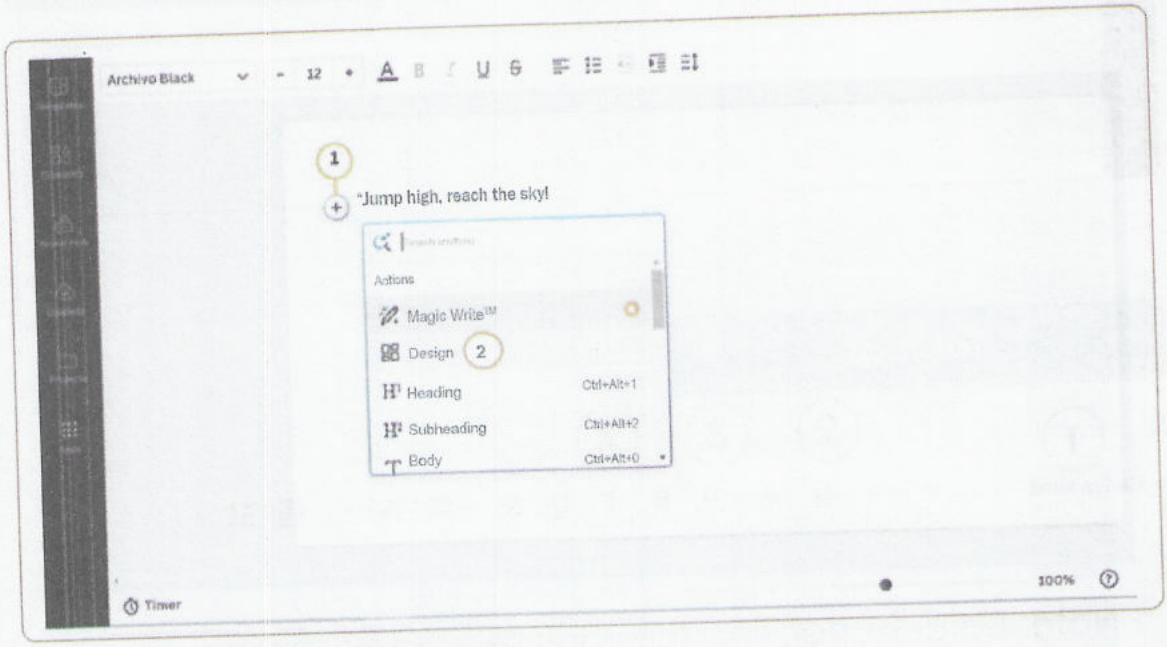
Toolbar

When using this tool, you can apply the following.

1- Add elements (photos, graphics, etc.).

2- Add a table.

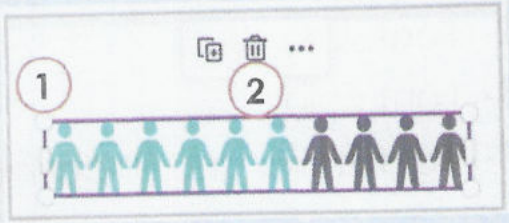
3- Add an emoji.



Delete Element

1- Select the element.

2- Press Delete.



ACTIVITY

A. **Create** a new document, and then **type** the following text.

"Jump high, reach the sky!

Learn, explore, and fly!"

1. **Change** the font type to "Archivo Black".
2. **Change** the font size of the text to 22 pts.
3. The text is **bold-typed**.
4. **Color** the word **sky** orange.
5. **Color** the word **fly** red.
6. **Add** the following element.

ACTIVITY

The document must look like the following.

"Jump high, reach the sky!

Learn, explore, and fly!"

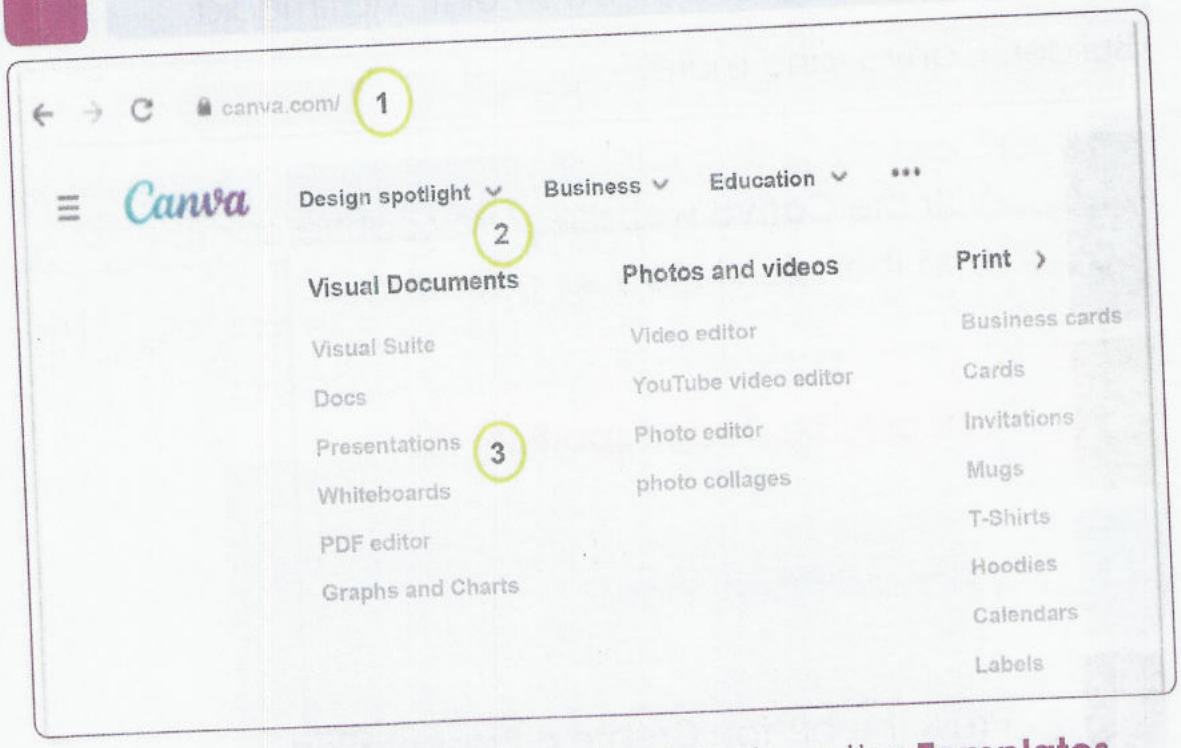


LESSON 16 CANVA - PRESENTATION

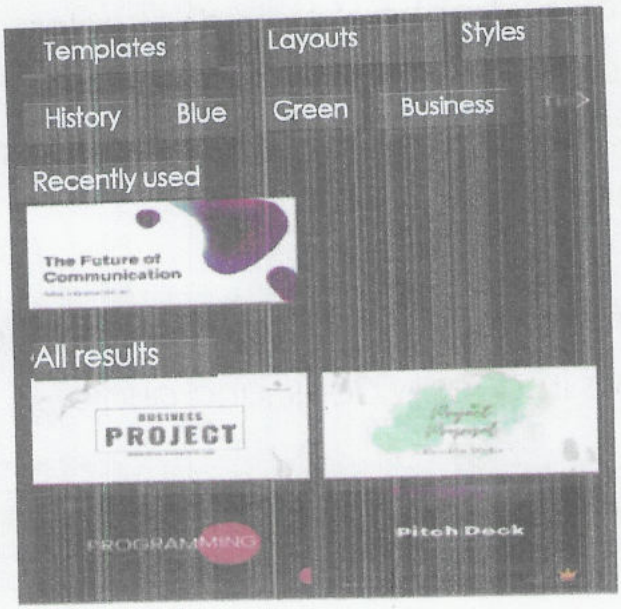
We can use various software applications to create presentations, such as MS PowerPoint, Multimedia Builder, Canva, and more.

1. Visit the **Canva website** (www.canva.com), and then sign in to your account.
2. Choose the **Design spotlight tab**.
3. Choose **Presentations**.
4. Press the button **Create a Presentation**.
5. Edit texts, change fonts, adjust colors, and add your own image, or choose photos and illustrations from Canva's library to customize the template.
6. Add multimedia and interactive elements, such as images, videos, and audio.
7. Apply transitions and animations (optional).

8 Preview and finalize your presentation.

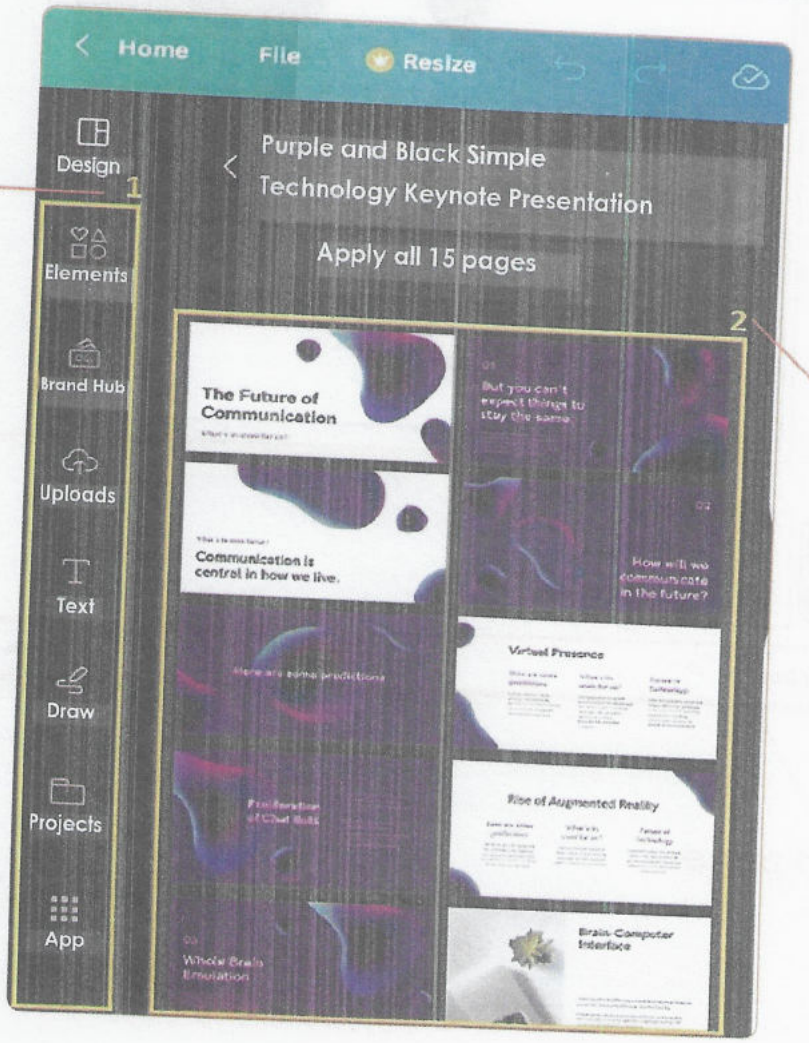


You can select a designed template from the **Templates** gallery.



ACTIVITY

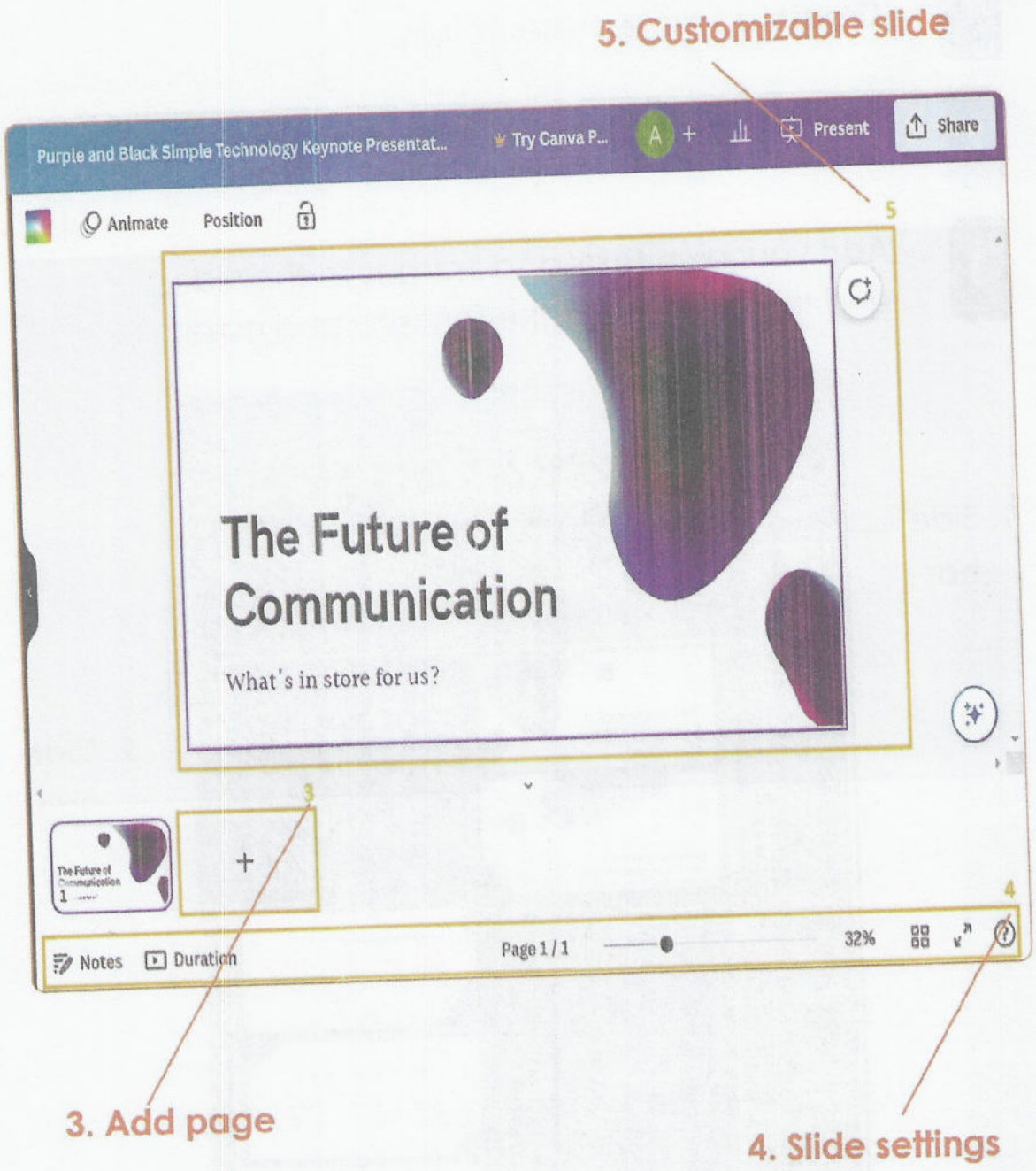
1. **Create** a simple presentation.
2. **Browse** through the available templates to choose one.
3. **Add** your own texts and images to the slide, and then **customize** the font size and color.



1. Side bar

2. Slide panel

ACTIVITY

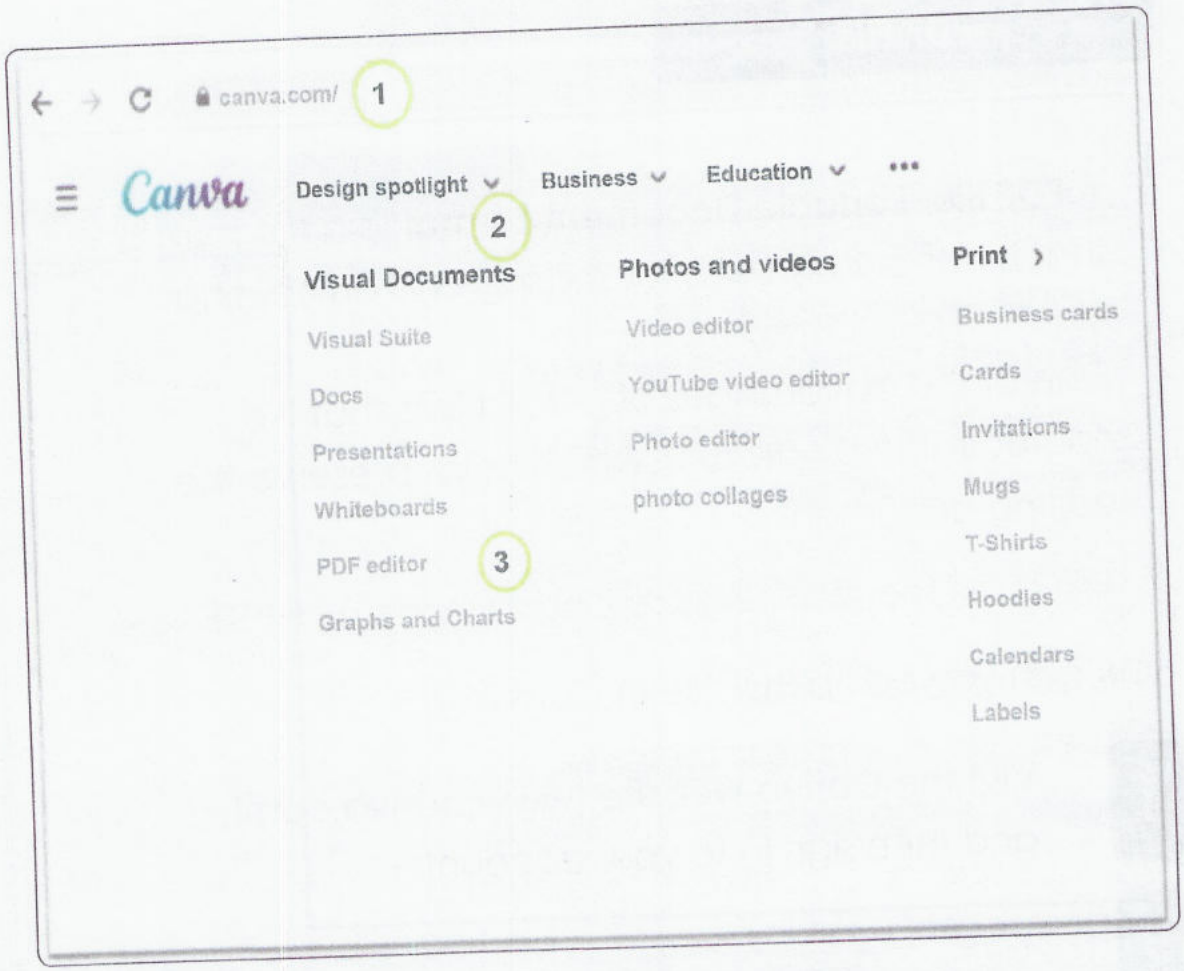

5. Customizable slide
Purple and Black Simple Technology Keynote Presentat...
Try Canva P...
Present
Share
Animate
Position
5
The Future of Communication
What's in store for us?
3
4
Notes
Duration
Page 1 / 1
32%
3. Add page
4. Slide settings

PDF File

A **PDF file**, **Portable Document Format**, is a file format that is commonly used for sharing and distributing electronic documents.
One of the advantages of a PDF file is that it is non-editable by default, which helps preserve the editing document.

How can you edit a PDF file in Canva?

1. Visit the **Canva website** (www.canva.com), and then sign in to your account.
2. Click on **Design spotlight**.
3. Choose **PDF editor**.
4. Press the button **Upload your PDF**.
5. Edit the text, and change the font color to customize the file.
6. Download the edited file after you finish.



You can select any part of a file, delete it, change its color or size, or edit the text.

ACTIVITY

A. Choose the right answer.

1. What does the shortcut PDF stand for?

(a) Portable Document File
(b) Printable Document Format
(c) Portable Document Format
(d) Personal Data File

2. Which of the following is an advantage of a PDF file?

(a) is editable by default
(b) preserves document integrity
(c) supports animations and videos
(d) requires special software for viewing

3. Can a PDF file be easily edited?

(a) yes
(b) no

4. What is the purpose of uploading a PDF file in Canva?

(a) to convert it into a different file format
(b) to edit the text and change font colors
(c) to compress the file size
(d) to create a digital signature

ACTIVITY

B. Match the following functions with their descriptions.

a	Delete	c	Edit text
b	Resize	d	Change color

1	Modifying the text content	____
2	Changing the dimensions of an element	____
3	Removing a selected part of the file	____
4	Changing the color of an object	____

Introduction to Scratch

Scratch is a block-based visual programming language for creating stories, games, animations, and interactive projects. It uses colorful blocks to represent code commands.

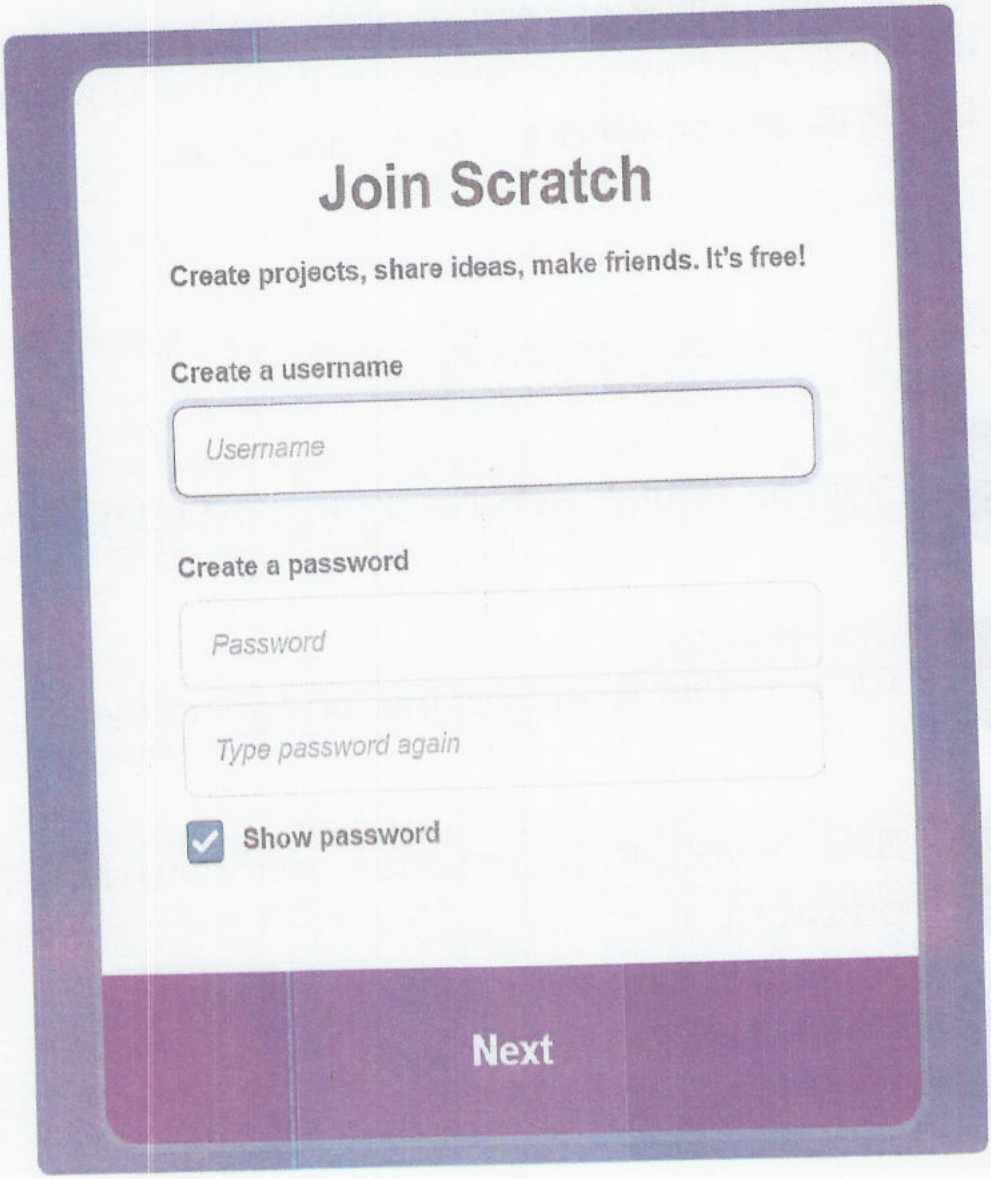
Online and Offline Access: Scratch can be accessed via the Scratch website (scratch.mit.edu) or downloaded for offline use on Windows, Mac, and Linux.

To create a Scratch account:

1. Visit the **Scratch website** (scratch.mit.edu).
2. Click on **Join Scratch** at the top right corner.
3. Fill in the required information, username and password.
4. Select your country, and then type your date of birth.

5 Type your e-mail for account recovery and notifications.

6 Click on **Join Scratch** to create your account.



ACTIVITY

A. **Choose** the right answer.

1. Scratch is a programming language used for creating _____.

(a) stories and games
(b) music and movies
(c) paintings and sculptures

2. Scratch uses colorful blocks to represent _____.

(a) numbers
(b) letters
(c) code commands

3. Scratch can be accessed online via the website_____.

(a) scratch.org
(b) scratch.mit.edu
(c) scratch.com

ACTIVITY

B . **Fill in** the blanks with the following.

a	block-based	c	username and password
b	languages	d	creativity and collaboration

1. The Scratch website is available in multiple _____. ____
2. Scratch is a platform that encourages _____. ____
3. Scratch is a _____ programming language. ____
4. To create a Scratch account, you need to provide a _____. ____

C. **Arrange** the steps in the correct order to create a new Scratch online account.

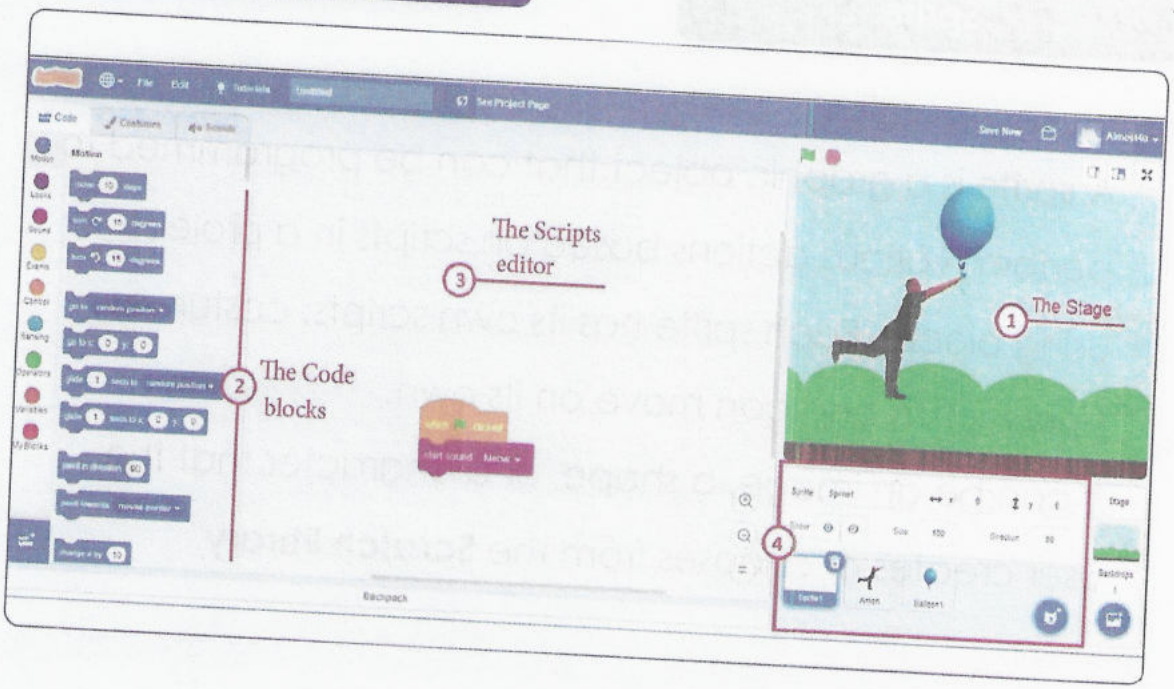
a. Fill in the required information, including a username and password.

b. Visit the **Scratch website** (scratch.mit.edu).

c. Click on the **Join Scratch** button located in the upper right corner of the website.

1 ☐ 2 ☐ 3 ☐

Scratch Interface



The Scratch editor has four main parts.

1. **The Stage**: This is where your animations, games, and interactive stories come to life.
2. **The Code blocks**: This is where all needed blocks are found to create your projects.
3. **The Scripts editor**: This is where you drag and drop blocks to create your code.
4. **The Sprite control**: This contains all Sprite instructions.

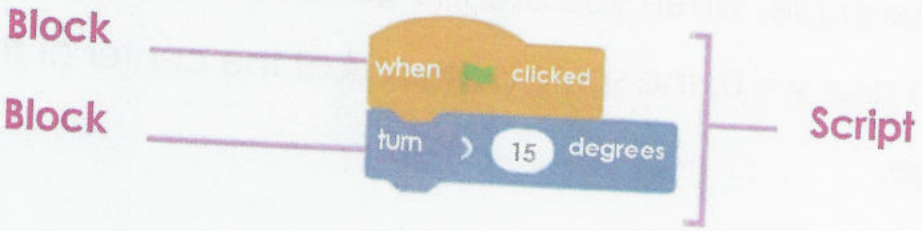
Sprite

A **sprite** is a graphic object that can be programmed to perform various actions based on scripts in a project using blocks. Each sprite has its own scripts, costumes, and sounds and can move on its own.
It can be an image, a shape, or a character that the user creates or chooses from the **Scratch library**.



cat

A **sprite** can move, change appearances, play sounds, respond to the user's input, and interact with other sprites by following special instructions called **Script.**



Block

It is a puzzle-like piece that contains a specific command or action for a sprite to perform.

Script

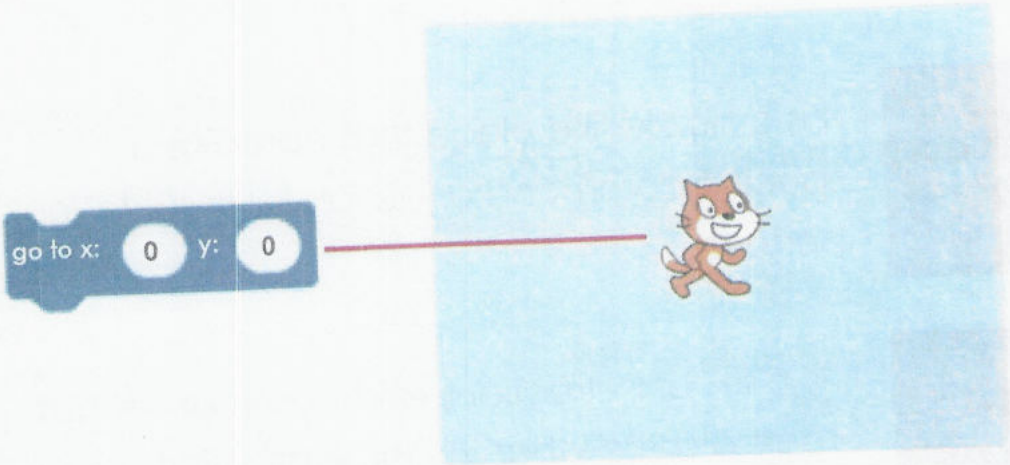
It is a set of instructions and commands that orders a sprite what to do by creating combining blocks.

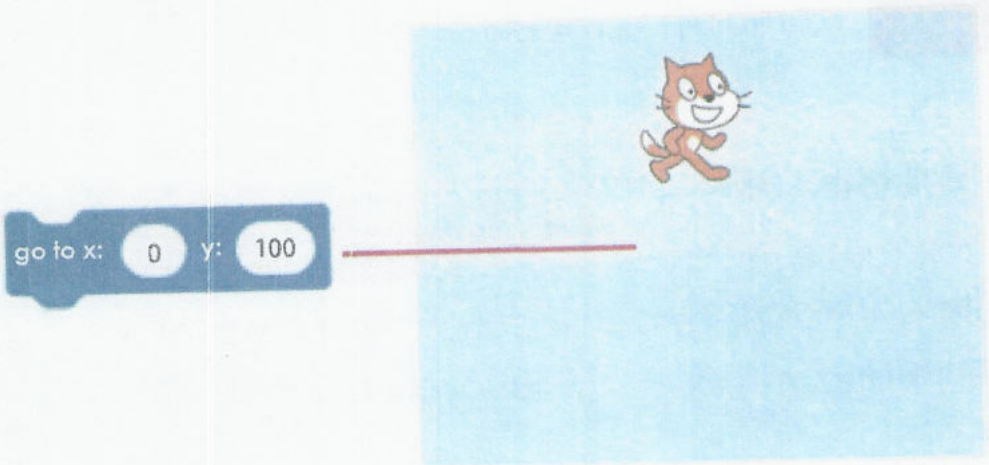
We can move the sprite on the stage by dragging and dropping it into a specific location, which will let the sprite's **x** and **y** coordinates change accordingly.

The **x** and **y** coordinates position the sprites on the stage.

- The **x** coordinate represents the horizontal position.
- The **y** coordinate represents the vertical position.

For example, when you use the **go to** block with **x** = 0 and **y** = 0, the sprite is placed at the center of the stage.





ACTIVITY

A. **Choose** the right answer.

1. Which part of Scratch displays animations and interactive stories?

(a) Scripts editor
(b) Stage
(c) Sprite control

2. What does a sprite do in Scratch?

(a) changes appearances
(b) responds to the user's input
(c) all of the above

3. What is a block in Scratch?

(a) a sprite's appearance
(b) a stage area
(c) an action

ACTIVITY

B. Match the following terms with their corresponding definitions.

Scripts editor	•	• A graphic object that can be programmed
Sprite	•	• All needed blocks to create projects
Code blocks	•	• An area to drag and drop blocks for coding

C. Fill in the blanks with the following words.

horizontal, stage, vertical

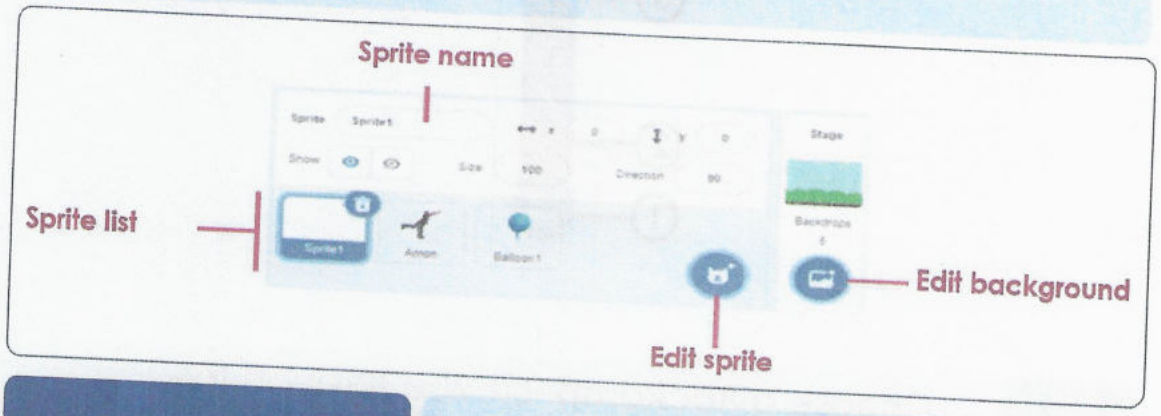
a. The **x** and **y** coordinates are used to position the sprites on the _____.

b. The **x** coordinate represents the _____ position.

c. The **y** coordinate represents the _____ position.

Sprite Control

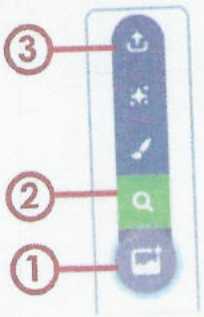
Sprite control enables users to create and customize sprites by drawing or importing images. It offers editing tools, like drawing, erasing, and filling, to allow modifications of size, rotation, and transparency.



Sprite name	identifies a sprite uniquely
x and y coordinates	locate the position of a sprite
Show	shows or hides a sprite
Size	adjusts the scale of a sprite
Sprite list	refers to a collection of sprites
Edit sprite	modifies the appearance of a sprite

Backdrop Editor

Backdrop editor in Scratch is the background image or visual scene that can be used to enhance the appearance.



1
2 **Choose a Backdrop**: Browse through the available backdrops, and then select the one that suits your project or upload your own custom backdrop.

3 **Upload Backdrop**: Upload your own custom backdrop by selecting an image file from your computer library.

Remember to save your project after selecting or uploading a backdrop to ensure that the changes are saved.

ACTIVITY

A. Choose the right answer.

1. What is the main purpose of Sprite control in Scratch?

(a) manages backdrops
(b) creates and customizes sprites
(c) edits sounds

2. What should you do to preserve the changes made to a backdrop?

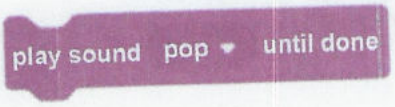
(a) save the project
(b) undo the changes
(c) close Scratch editor

3. What can you do with the "Upload Backdrop" option?

(a) add sound effects to the backdrop
(b) change the size of the backdrop
(c) upload a custom backdrop image

ACTIVITY

B. Match the following.







Sprite

Block

Backdrop blocks for coding

C. Fill in the blanks with the following words.

background, backdrop, collection

a. The **Sprite list** refers to a _____ of sprites.

b. The **Backdrop editor** allows users to customize a _____ image or a visual scene.

c. The **Choose a** _____ option allows users to select a suitable backdrop for their projects.

Block

A **block** in Scratch is a small piece of code that can be used to control the performance of a sprite.

Events Blocks

They are yellow in color and have a hat shape. The hat shape indicates that the block is the start of a script.



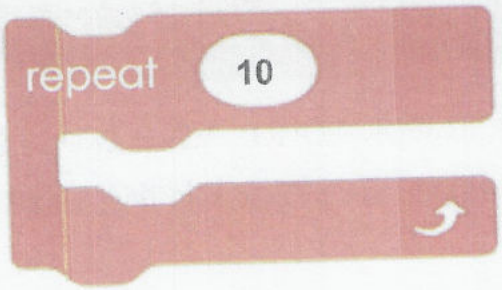
Example:
when the green flag is clicked



Example:
when the space key is clicked

Control Blocks

They control the flow of a script. They tell Scratch what to do next, depending on the conditions that are met.



Example:
repeat <number> times



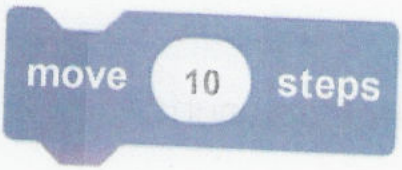
Example:
if <condition> then <action>

Script

A **script** is a series of blocks that tells a sprite what to do (move across the stage, change costumes, and play a sound).

Motion Blocks

These blocks move a sprite around the stage.



Example:

move <number> steps

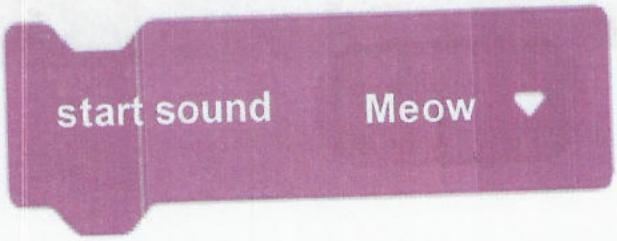


Example:

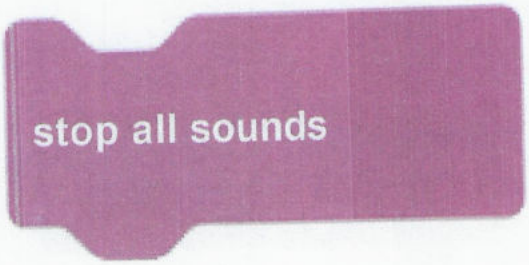
turn <number> degrees

Sound Blocks

They control the sounds of sprites or backdrops.



Example:
start sound <a specified sound>



Example:
stop all sounds

ACTIVITY

A. Choose the right answer.

1. Which of the following is a type of block in Scratch?

(a) motion block
(b) sound block
(c) all of the above

2. What does the "when the green flag is clicked" block do?

(a) starts the script
(b) stops the script
(c) plays a sound

3. What does the "repeat <number> times" block do?

(a) repeats the action a number of times
(b) repeats something indefinitely
(c) none of the above

ACTIVITY

B. What is the function of the following script of blocks? **Choose** a, b, or c.

- **Block 1**: When the space key is pressed
- **Block 2**: Say "You pressed the space key!"



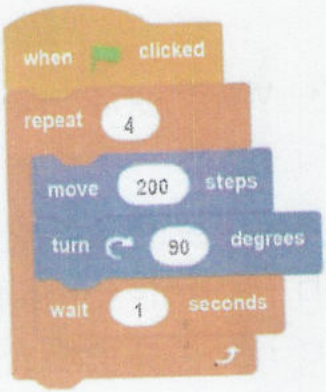
a. It says,"You pressed the space key!" (if the spacebar is pressed)

b. It says, "You pressed the space key!" (if any key is pressed)

c. It says, "You pressed the space key!" (if the left arrow key is pressed)

C. Write the function of the following script of blocks.

- **Block 1**: When the green flag key is clicked
- **Block 2**: Repeat 4 times
- **Block 3**: Move 200 steps
- **Block 4**: Rotate 90 degrees
- **Block 5**: Wait 1 second



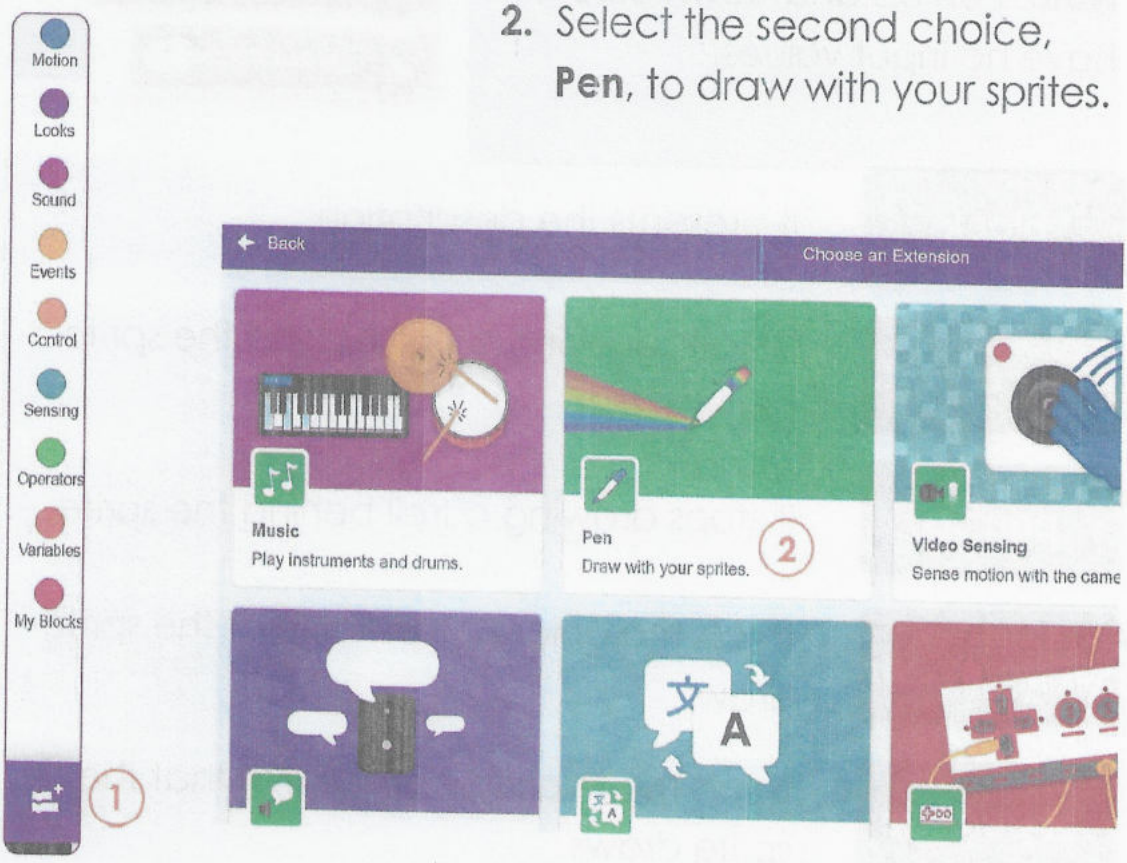
Pen

Pen is a tool that can be used to draw and create artwork on the Scratch stage. When you convert a sprite to a pen, it starts drawing a line as it moves.

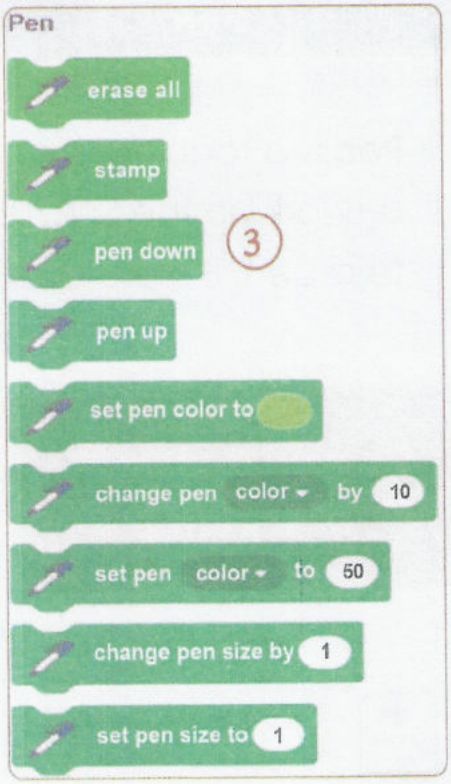
Convert a sprite to a pen

1. Click on the **Add Extension** from the bottom-left corner.

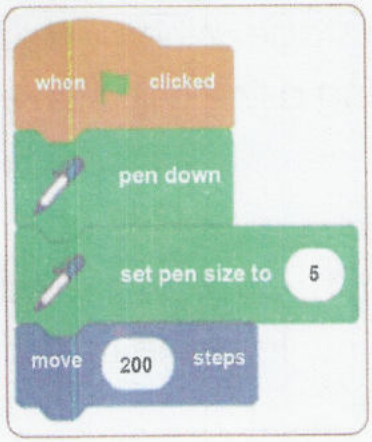
2. Select the second choice, **Pen**, to draw with your sprites.



3. Drag the **pen down block** to the script area.



Example:

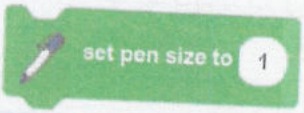


Note: Pen up and down blocks have no input values.

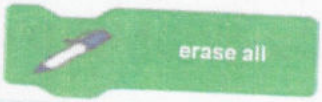
block	It presents the description.
pen down	It starts drawing a trail behind the sprite as it moves.
pen up	It stops drawing a trail behind the sprite.
set pen color	It sets the color of the trail that the sprite draws.
set pen size	It sets the thickness of the trail that the sprite draws.

ACTIVITY

A. **Write** a, b, c, and d in the blanks.

a 

set pen size to

c 

erase all

b 

pen up

d 

set pen color to

1 The block used to erase drawings on the stage ____

2 The thickness of the lines drawn by the pen ____

3 The color of the lines drawn by the pen ____

4 The block used to raise up the pen ____