

Worksheet – SCRATCH

Module: Stracht

Duration: 90 minutes

Level: Beginner

Target group: Deaf youth learning visual design and teamwork

Part 1 — Warm-up (Understanding the Basics)

Circle the correct answer:

1. Scratch is used for:
 - a) Writing essays
 - b) Programming with blocks
 - c) Drawing on paper

2. Scratch programs are made by:
 - a) Writing long code
 - b) Connecting blocks like puzzle pieces
 - c) Using a calculator

Part 2 — Scratch Interface

3. Match the Scratch parts with their purpose:

A. Stage

B. Sprite

C. Blocks

D. Script Area

1. ____ Where you see what the program does
2. ____ A character that moves and performs commands
3. ____ Commands used for programming
4. ____ Area where blocks are connected

4. Write the correct block category:

1. when green flag clicked → _____
2. move 10 steps → _____
3. say Hello! for 2 seconds → _____
4. repeat 10 → _____

(Hint: Events, Motion, Looks, Control)

Part 3 — Quick Quiz – Beginner Level

Instruction: Circle the correct answer.

1. Which part of Scratch shows what your program is doing?

- a) Script Area
- b) Stage
- c) Block Palette

2. Which block category is used to make a sprite talk?

- a) Motion
- b) Control
- c) Looks

3. What happens when you click the green flag?

- a) The program starts
- b) The sprite disappears
- c) Scratch closes

4. Which block helps a sprite repeat actions?

- a) repeat 10
- b) say Hello
- c) change color effect

5. What can you change to make your sprite look different?

- a) The costume
- b) The stage size
- c) The computer keyboard

Part 4 — Practical Task

Imagine you are creating a simple animation.

Task:

- The sprite moves 20 steps
- Then says "Hello!"
- Everything starts when the green flag is clicked

Draw or write the order of blocks:

Part 5 — Reflection

Think and Answer

1. What do you like most about Scratch?

2. Write one game or animation you would like to create:

Teacher's Note:

*This worksheet helps participants understand **basic concepts** using SCRATCH.*

Encourage learners to:

- *point or sign to describe what they see,*

Answer Key

PART 1 – What is Scratch?

1. b) Programming with blocks
2. b) Connecting blocks like puzzle pieces

PART 2 – Scratch Interface

3. . Match the Scratch parts with their purpose

1. A – Stage
2. B – Sprite
3. C – Blocks
4. D – Script Area

4. – Write the correct block category:

1. when green flag clicked → Events
2. move 10 steps → Motion
3. say Hello! for 2 seconds → Looks
4. repeat 10 → Control

PART 3 – Quick Quiz

1. Which part of Scratch shows what your program is doing?

Correct answer: b)

2. Which block category is used to make a sprite talk?

Correct answer: c)

3. What happens when you click the green flag?

Correct answer: a)

4. Which block helps a sprite repeat actions?

Correct answer: a)

5. What can you change to make your sprite look different?

Correct answer: a)

PART 4 – Practical Task (Example Solution)

- when green flag clicked
- move 20 steps
- say "Zdravo!" for 2 seconds