

## Class IV

### IT

#### Introduction to Scratch

- A programming language has a set of instructions.
  - SCRATCH is a programming language.
  - SPRITE is the main character in SCRATCH.
  - Sequence of instructions given to the computer is called a PROGRAM or a SCRIPT.
  - In SCRATCH, a program is saved as a project.
  - SCRIPT is the stepwise set of instructions given to the computer.
  - SCRIPT is also known as PROGRAM.
  - STAGE- It is the place where we come to see our stories, animations come to life.
  - SCRIPT AREA- The place where we write the script for the Sprite.
10. Each instruction is also called a command.
11. Motion Block: It has all the instructions to add motion to the Sprite.
12. Pen Block: It has instructions to change the pen colour, pen size and draw using the Sprite.
13. Looks Block: It has instructions to change the appearance of the Sprite.
14. Sound Block: It has instructions to make the sprite speak or add music.

15. A computer carries out the instructions of a program one by one in the given sequence.

## **COMPUTER VOCABULARY**

1. Desktop: The first screen that appears on the monitor once windows start on the computer.
2. Icons: The small pictures on the desktop are called icons.
3. Status bar/Task bar: It is the bar at the bottom of the screen that has the start button, displays date and time and all the running applications.
4. Screen saver: It is a moving picture or a pattern that appears on the screen when the mouse or keyboard is not used for a specified period of time.
5. Input: Data or instructions entered into a computer is called Input.
6. Processing: When the computer works on the input, it is called processing.
7. Output: Information given out by a computer after processing the input is called Output.
8. Input Device: An input device is a device that is used to give information to the computer
9. Output device: An output device is a device through which computer gives us the information or result.
10. Storage devices: Devices which are used to store information in a computer. Some examples are CD, DVD, Pen drive etc.

11. Pen drive: Pen drive is faster, holds more data and is very small, removable and light weight.

12. CD- ROM: It is a storage media that has a huge storage capacity and is most commonly used.

13. Hard disk: It is the main storage medium for computers. It is fixed inside the CPU box and contains all the software and data.

14. Motherboard: It is the most important part of CPU. All main components of computer are present on the motherboard.

15. RAM: Random Access Memory. It stores the information.

16. ROM: Read Only Memory holds the information that is needed for starting a computer. Data in ROM can only be read and not modified.

17. Recycle bin: It contains all the deleted files.

18. Scanner: It is an input device. It is used to make an exact copy of a picture or a photograph.

19. Hardware: All the physical components of the computer which we can see or touch.

20. Software: A set of programs or computer applications.

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