

CLASSROOM STUDY NOTES & WORKBOOK

Unit 1.5: Object Interaction (Scratch & Algorithm Design)

Grade 5

Learning Objectives

By the end of this unit, learners will be able to:

- **Identify Objects & Behaviors:** Distinguish individual objects (sprites, stage, real-world items) and analyze their unique properties, costumes, and behaviors.
- **Analyze Interactivity:** Evaluate how changes in one object (e.g., passing a ball, dodging an asteroid) directly impact the state or behavior of another object.

Question and Answers

Q1: What is a script in scratch?

Ans: A script is a set of joined blocks of code that make one complete section of Scratch program.

Q2: What is a trigger?

Ans: Triggers tell different sprites when to run.

Q3: What is a sub-routine?

Ans: A sub-routine is a set of instructions that describes how to perform a particular task.

Q4: What are objects in scratch?

Ans: In Scratch the objects are specific sprites and stages. The sprites have different shapes and can change the way they look using costumes.

Q5: What is object interaction?

Ans: In programming an interaction is when two or more objects communicate or work together.