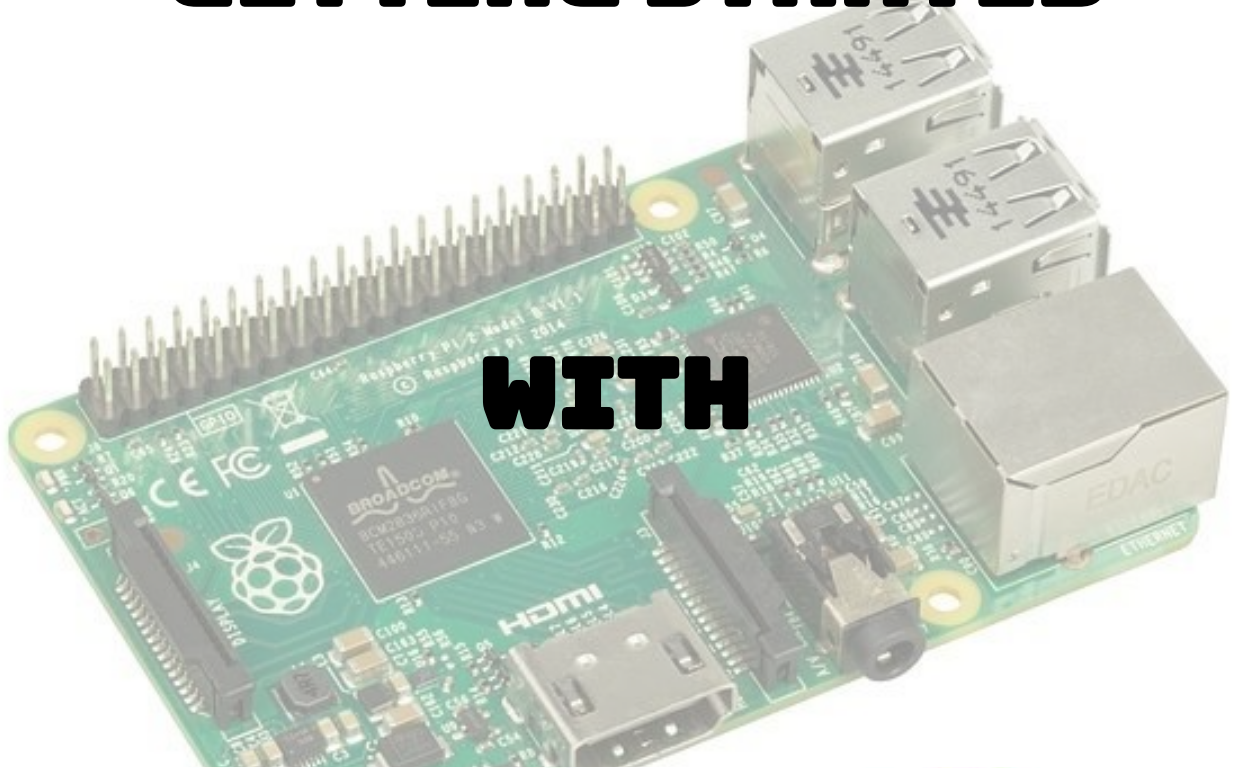


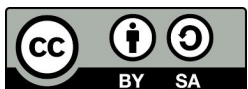
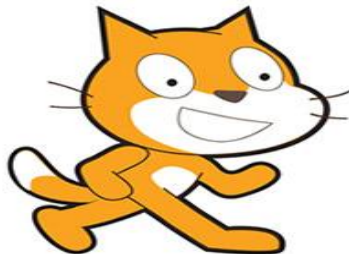


Speakers or
Headphones
Required

GETTING STARTED



SCRATCH 1.4



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GETTING STARTED



PAGE 2

OBJECTIVE

Scratch is an interactive programming language that lets you create animations, games, sounds, graphics and animated stories.

GETTING STARTED

Open Scratch by clicking on menu -> programming -> Scratch.



GETTING STARTED



PAGE 3

MAKING FELIX MOVE

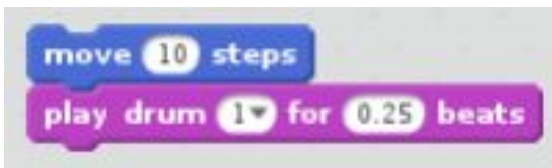
Now Scratch is open we are ready to create some code! We can drag blocks from the menus on the left-hand side of the screen. The blue blocks are located in the motion menu.



Click on the move 10 steps block to make Felix the cat move. Yay! You have just completed your first bit of code.

ADDING SOUND

We are now going to add some sound to our code. You can find the play drum block in the sound menu.



Click on the blocks and listen.

You can experiment by clicking on the drop-down arrow and picking a different drum sound.



GETTING STARTED



PAGE 4

MAKE FELIX DANCE

We now want to add another move 10 steps block to our code. Remember this can be found in the motion menu.

We want Felix to move back 10 steps to do this click in the white box where it says 10 and put a minus (-) sign in front of the 10.

Now click on the block to see what your code does.

move 10 steps
play drum 1 for 0.25 beats
move -10 steps

Go back to the sounds menu to add another play drum block to your code.

Choose a different drum sound for this block.

Now click on the code and see Felix dance!

move 10 steps
play drum 1 for 0.25 beats
move -10 steps
play drum 1 for 0.25 beats



GETTING STARTED



PAGE 5

REPEATING CODE

To find the repeat block go to the control menu.

A screenshot of Scratch code. It features a yellow 'repeat' block with the number '10' in a white circle. Inside the repeat block are four stacked blocks: a blue 'move 10 steps' block, a purple 'play drum 1' block with a dropdown arrow and '0.25' in a white circle, a blue 'move -10 steps' block, and another purple 'play drum 1' block with a dropdown arrow and '0.25' in a white circle. A small arrow icon is at the bottom right of the repeat block.

Make sure your code looks like this.

Now click on it and see what happens.

MAKE FELIX TALK

To find the say hello block. Click on the looks menu.

A screenshot of Scratch code. It features the same yellow 'repeat' block with '10' as in the previous image, containing the same four stacked blocks. Below the repeat block is a purple 'say Hello! for 2 secs' block.

Click on the block of code to see what happens.

Now move the "say" block to the top of the code.



GETTING STARTED



PAGE 6

USING THE GREEN FLAG

To find the when clicked block go back to the control menu.



Now to run your code click on the green flag above Felix



GETTING STARTED



PAGE 7

CHANGE COLOUR EFFECT

To find the change effect block go back to the looks menu.



Click the change colour block to see what happens



GETTING STARTED



PAGE 8

USING THE KEYBOARD

Go back to the control menu to locate the when key pressed block.



Now press the space key to see Felix change colour.



GETTING STARTED



PAGE 9

ADDING A BACKGROUND

We are now going to learn how to make a background for the stage.

The stage is the area where Felix is standing.

1. Click on the stage icon below Felix.
2. Click on the backgrounds tab. This is located above your code area.
3. Next click on import. This will bring up folders. For this example click on the indoors folder.
4. Pick a background you like and click on OK.



GETTING STARTED



PAGE 10

ADDING A NEW SPRITE

We are now going to learn how to make a new sprite.

Every object that is on the stage is referred to a sprite.

There are 3 ways to create a new sprite. For this example click on the random icon.



Create
your own



Choose
from
file.



Creates a
random
sprite



GETTING STARTED



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FINAL WORDS

Well done you have created your first program using Scratch.

You also have a new sprite that you can go and play with using some of the skill you have learned through this tutorial.

Go and explore and make something cool.