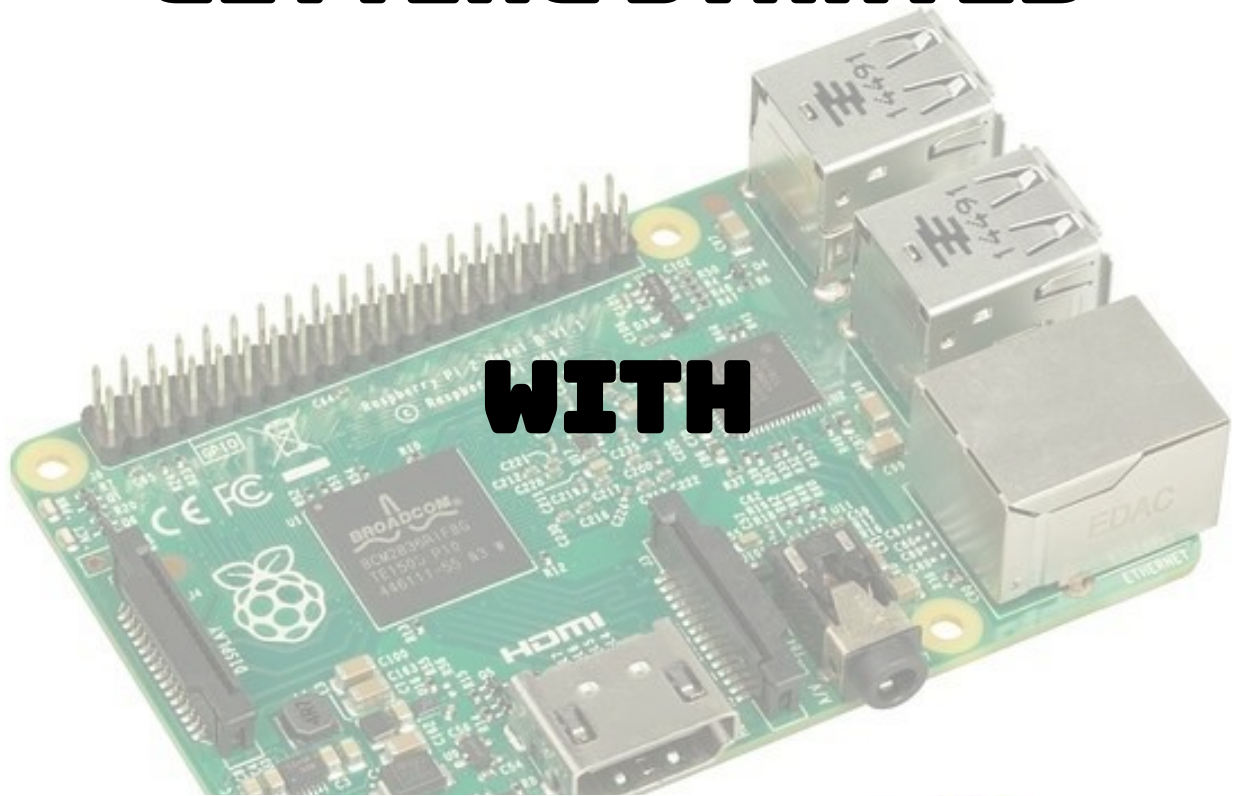




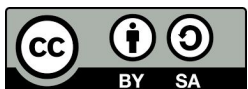
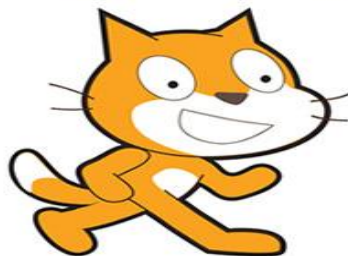
Speakers or  
Headphones  
Required

# GETTING STARTED



WITH

# SCRATCH 2.0



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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 2



# GETTING STARTED



PAGE 3

## MAKING FELIX MOVE

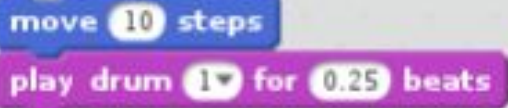
Now Scratch is open we are ready to create some code! We can drag blocks from the menus on the left-hand side of the screen. The move 10 steps block is located in the motion menu.



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



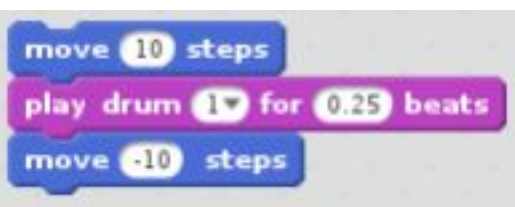
## PAGE 4

### 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.

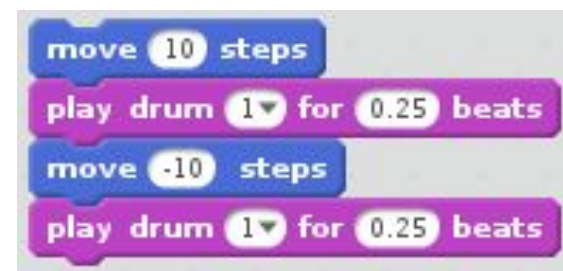
Now click on the block to see what your code does.



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!





# 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 at the bottom right of the repeat block indicates it is active.

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, similar to the previous one. It has the same yellow 'repeat' block with '10' and four stacked blocks: 'move 10 steps', 'play drum 1' (0.25), 'move -10 steps', and 'play drum 1' (0.25). 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 events 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 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 events 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

1. We are now going to learn how to make a background for the stage.
2. The stage is the area where Felix is standing.
3. Click on the backdrops tab above the code blocks.
4. You can either pick a backdrop from the library, paint your own or upload one from your computer. For this example, we will pick one from the library.
5. Pick an image you like and click 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.

Click on the cat 1 icon. You get the menu as you did to create a backdrop.

Again choose a new sprite from the library and click OK.

Well done you now have a new sprite to play and code.



# GETTING STARTED



**PAGE 11**

## 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.