SCRATCHjr

SCRATCHjr

Cat

Barn

Chicken

1 2 3 4 5 6 7 8 9 10

16 15 14 13 12 11

1

4 2

1 1 4

Interface Guide

1 **Save**
Save the current project and exit to the Home page.

2 **Stage**
This is where the action takes place in the project. To delete a character, press and hold it.

3 **Presentation Mode**
Expand the stage to the full screen.

4 **Grid**
Toggle on (and off) the x-y coordinate grid.

5 **Change Background**
Select or create a background image for the stage.

6 **Add Text**
Write titles and labels on the stage.

7 **Reset Characters**
Reset all characters to their starting positions on the stage. (Drag characters to set up new starting positions.)

8 **Green Flag**
Start all programming scripts that begin with a "Start on Green Flag" block by tapping here.

9 **Pages**
Select among the pages in your project -- or tap the plus sign to add a new page. Each page has its own set of characters and a background. To delete a page, press and hold it. To reorder pages, drag them to new positions.

10 **Project Information**
Change the title of the project and see when the project was created.

11 **Undo and Redo**
If you make a mistake, tap Undo to go back in time, reversing the last action. Tap Redo to reverse the last Undo.

12 **Programming Script**
Snap blocks together to make a programming script, telling the character what to do. Tap anywhere on a script to make it run. To delete a block or script, drag it outside the programming area. To copy a block or script from one character to another, drag it onto the character's thumbnail.

(13) **Programming Area**
This is where you connect programming blocks to create scripts

(14) **Blocks Palette**
This is the menu of programming blocks. Drag a block into the programming area, then tap on it to see what it does.

(15) **Block Categories**
This is where you can select a category of programming blocks:
Triggering Blocks (Yellow), Motion (Blue), Looks (Purple), Sounds (Green), Control (Orange), End Blocks (Red).

(16) **Characters**
Select among the characters in your project -- or tap the plus sign to add a new one. Once a character is selected, you can edit its scripts, tap its name to rename it, or tap the paintbrush to edit its image. To delete a character, press and hold it. To copy a character to another page, drag it to the page thumbnail.