Introduction to

SCRATCH

About SCRATCH

- What is **SCRATCH** ?

  – Scratch is a programming language.
  – We can use it to create our own interactive stories, animations, games, music, and art.

About SCRATCH

- What can we learn from SCRATCH ?

  – We can learn important computational ideas.
  – We can learn to think creatively.
  – We can learn to reason systematically.

What is programming?

- **Programming** is the **art** of making a computer do what you want it to do.
- A computer program is simply **a set of instructions** to **tell a computer how to perform a task**.
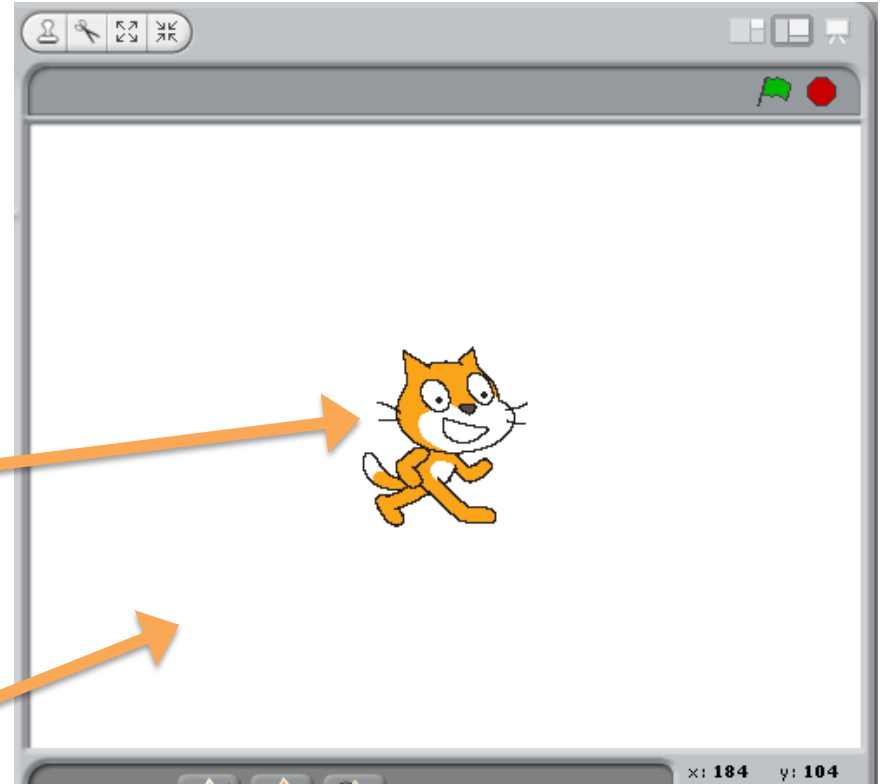- It is like a recipe: a set of instructions to tell a cook how to make a dish.

Basic Ingredients of a Scratch project

- Scratch projects are made up of a stage and objects called sprites.

Stage and sprites

- The stage is where you see your stories, games and animations come to life.

- Sprites move and interact with one another on the stage.

Stage

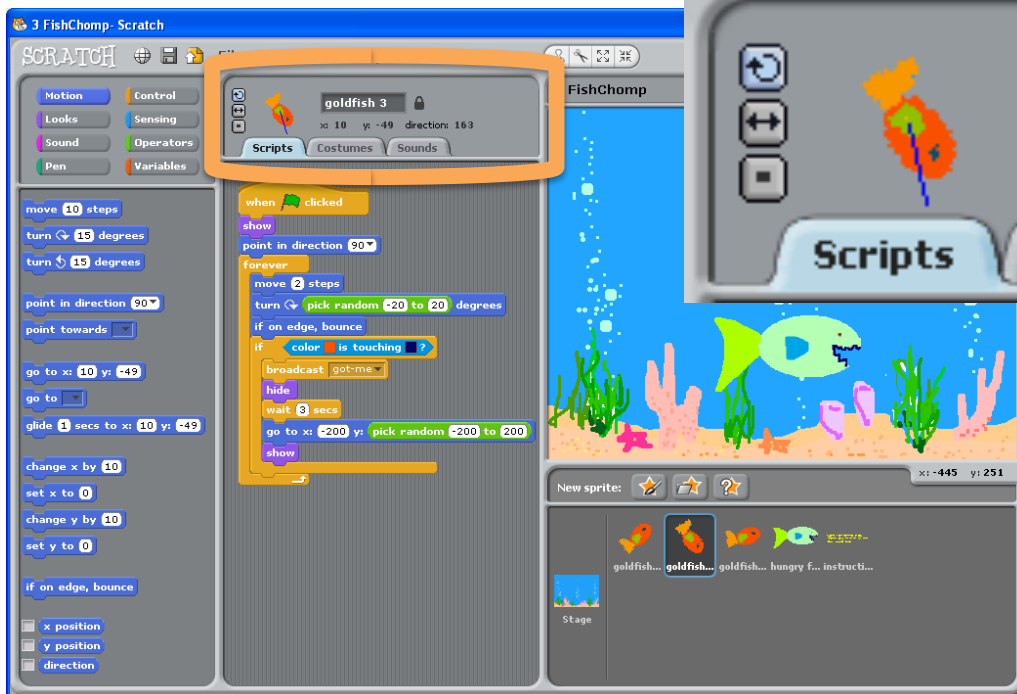- You can choose either View Mode (Small stage or large stage) or Presentation Mode to display the stage

Sprites

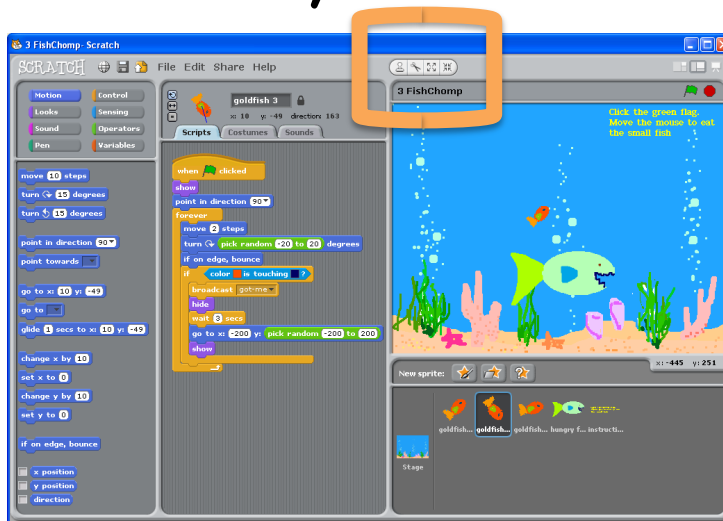- You can create New sprites and find the sprites from the Sprite List

Current Sprite Info

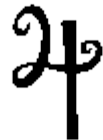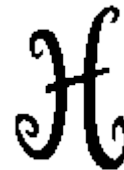- You can find the sprite's name, position, direction, lock state, pen color and rotation style

Toolbar

- On using the Toolbar, you can make sprites larger or smaller

- You can also duplicate or delete sprites, costumes, sounds or scripts

Costume

- You can change how a sprite looks by giving it different costumes.
- You can make a sprite look like a person, a train, a butterfly or anything else.
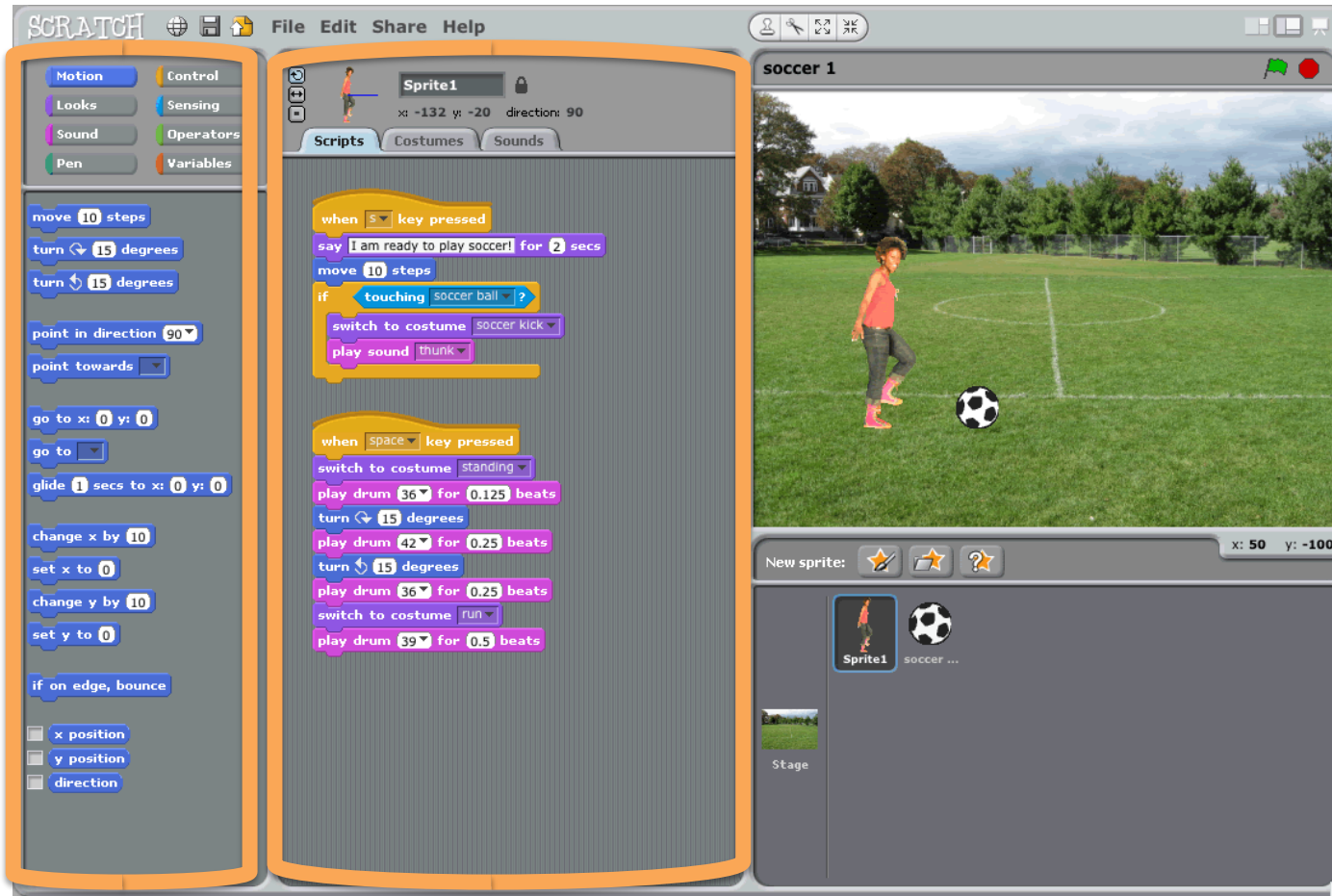- You can use any image as a costume.

Costumes

- To see different costumes of a sprite, choose the Costumes tab page
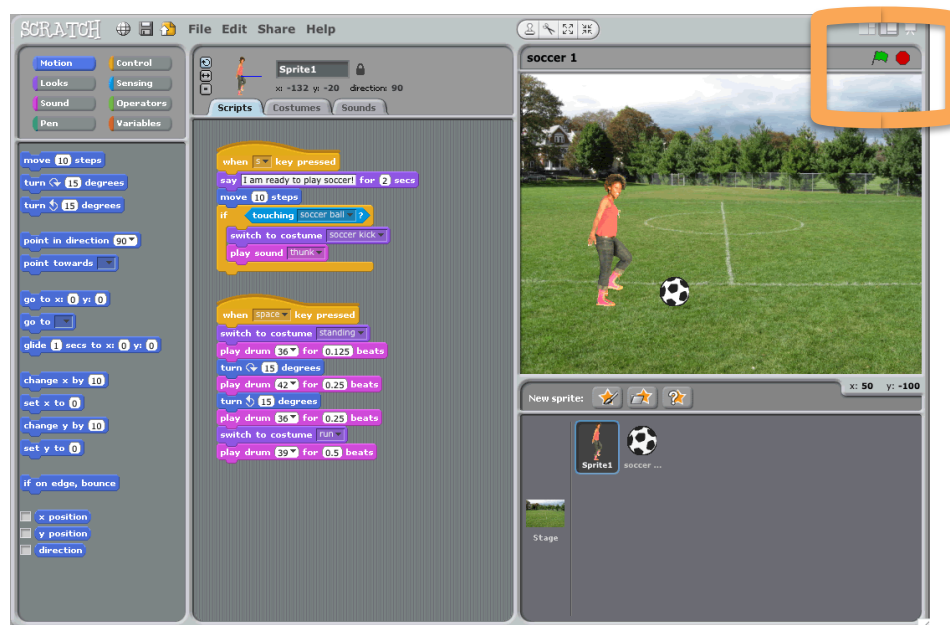
Blocks Palette and Scripts Area

Start and Stop Your Program

- Click the Green Flag to start all scripts that have **when clicked** at the top.

- Red Stop Sign stops all scripts

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Scratch web

- What can we get from Scratch web

    – We can download Scratch installer, view tutorial videos, get support from the forums, share our projects ……

Try Your First Project!