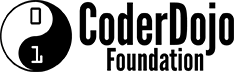
Scratch Sheet 1 Ninja: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  DL

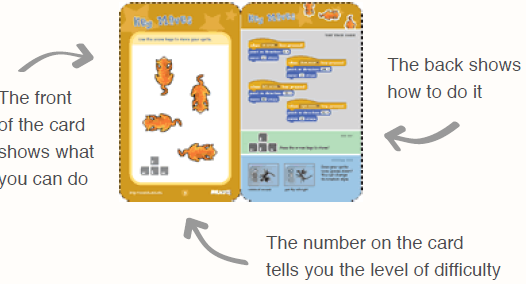
Scratch Online Login / Username: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Password: \_\_\_\_\_\_\_\_\_\_(optional)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Card No | Scratch Card title | Tick when done √ | Name of Mentor/Guardian | Date |
| 1 | Change Colour |  |  |  |
| 2 | Move to a Beat |  |  |  |
| 3 | Key Moves |  |  |  |
| 4 | Say Something |  |  |  |
| 5 | Glide |  |  |  |
| 6 | Follow the Mouse |  |  |  |
| 7 | Dance Twist |  |  |  |
| 8 | Interactive Whirl |  |  |  |
| 9 | Animate It |  |  |  |
| 10 | Moving Animation |  |  |  |
| 11 | Surprise Button |  |  |  |
| 12 | Keep Score |  |  |  |

The date you presented one of your projects at the ‘Show and Tell’ at end of class \_ / \_

Using the Scratch Cards - The 12 Scratch cards provide a quick way to learn new Scratch code.

These cards and more free resources can be found on <https://scratch.mit.edu/help>.



Using this Scratch Sheet

1. Write your name top and Scratch login details at the top
2. Pick any Scratch card to do (*hint - the lower the number the easier it is)*
3. When you are finished a Scratch card, ask a mentor or guardian to sign off the new skill on this Scratch sheet
4. At the end of class, hand this Scratch sheet in at the reception desk, to be continued next class
5. When you have done all the 12 cards, hand in this completed Scratch sheet at the reception desk.
6. You will get a *Certificate of Achievement* at the end of the course.