Scratch User Guide

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Chapter 1. What is Scratch

Scratch is a free visual programming language with code blocks to create animations, digital stories etc.

Scratch was designed to provide free coding platform for young children. However, it is used by people of all age group. It is available in more than 70 languages. Learning is fun with Scratch.

Some of the benefits using Scratch are:

- Develop problem solving skills
- Promotes computational skills
- Creative thinking
- Self expression and collaboration

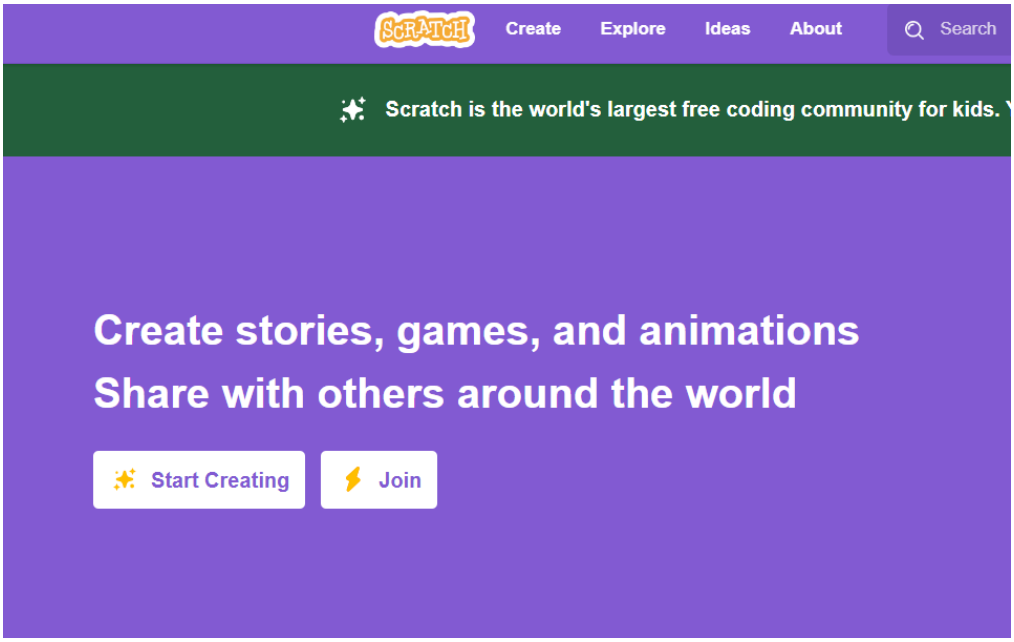
Chapter 2. Get started with Scratch

Scratch opens directly on your web browser.

You need a Laptop or a Desktop.

Steps to help you start Scratch.

1. Open your web browser. Example: Chrome
2. Type **scratch.mit.edu** and press Enter.



   The home page of Scratch application opens.
3. Select **Start Creating**
   The Scratch Environment opens.

Chapter 3. Sections in Scratch Environment

Scratch Environment consists of three major sections:

- Block Pallete
- Coding Area
- Stage Area

Chapter 4. How to start coding in Scratch

Easy steps to guide you in building your scratch project.

Open the Scratch interface.

Get started with Scratch *(on page 4)*

Learn to build your first Scratch project using the code blocks.

1. Select **Events** to view the list of code blocks.
2. Drag and drop **when**  **clicked** in the middle section.
3. Select **Looks** to view the list of code blocks.
4. Drag and drop **say Hello! for 2 seconds** below the previous block.
5. Drag and drop other blocks.
6. Select the **Go** flag on the top right section.

You have created your first program.