Level 1

Felix and Herbert

{CODE CLUB}

Getting started with Scratch

Guidance for volunteers

The purpose of this first session is to familiarise the children with the Scratch environment and interface, so that they're in a position to tackle the Code Club projects fairly independently. They need to understand what all the major parts of the Scratch interface do and what they're called. They also need to know how to perform some fundamental tasks, such as creating a sprite and clicking together blocks into a script.

It might be a good idea to find out how many of your children have used Scratch before. If the majority have then you'll be able to whizz through this tour session pretty quickly.
It should take about 15-20 minutes then they can move on to the first game project 'Felix and Herbert'.

Workflow

This first session is heavily volunteer led. (After this session, children follow worksheets independently and you're there to help out if they get stuck and to explain code concepts.) Ideally, you'll have the display of your PC projected on a whiteboard or similar so that all the children can see it. Children should be at their own PCs, following along.
As you go through this session, the workflow should be:

1. You perform a step so that all the children can see it.
2. You explain (briefly) what you did.
3. All the children do the same step.
4. You check that everyone has successfully performed that step.
5. If any child has a problem, go to that child and assist them in completing the step.
6. Do not proceed to the next step until every child has successfully performed the last one.
7. Once every child has successfully performed the step, move on to the next one.

You will notice that each of these steps is very small. This is deliberate, to ensure that all children successfully complete all the steps. If the steps are larger, there is a greater chance that some children will become lost. With steps this small, the problems become immediately apparent.

This process can be time consuming but it is essential that you take the necessary time to familiarise the children with Scratch as it'll save a lot of time in the future. If children are sharing PCs, whether by choice or necessity, try and make sure that every child has equal time in the driving seat.

Conduct
This session is where children form their first impression of Code Club. Therefore, it is even more important that you provide a welcoming and supportive environment for the children. Do not rush and try not to become exasperated with a lack of progress or understanding. Read the document **Creating a positive learning environment** for more guidance.

We recommend that you try the following exercise yourself to make sure you're familiar with it and feel confident talking it through with your group

Steps
Go through these steps one at a time. Ensure that every child has completed the current step before moving on to the next one.
• Open Scratch.
• Change Sprite1's name to Felix.

Single blocks
• Double-click on the move (10) steps block in the Move palette. Highlight that Felix has moved.
• Right-click on the block to show the help.
• Drag the move (10) steps block to the scripts area.
• Double-click on the block in the scripts area. Again, highlight that Felix has moved.
• Double-click the block a few times to move Felix.
• Show how to bring up the Sounds palette.
• Drag the play drum block to the scripts area.
• Double-click the play drum block in the scripts area to show it makes a sound
• Change the drum to number 62, played for 0.3 beats.
• Double-click the play drum block again to show it's changed
• Point out that the two blocks are independent.

Scripts

- Join the two blocks in the scripts area.
- Double-click the two-block script. Highlight that Felix moves and plays a sound.
- Wrap the script in a forever loop.
- Double-click the script and watch Felix march to the edge of the Stage.
- Click and drag Felix back to the centre of the Stage.

Costumes

- Comment that we want to make Felix look like he's walking.
- Open the Costumes tab.
- Note that Felix has two costumes.
- Open the Scripts tab.
- Add the next costume block into the loop.
- Double click on the script. Note that now Felix walks to the edge of the screen.

You should have created a script that looks like this:

Save and share the project

- Click on the File menu.
- Click on save.
- Give the file a name.
- Click on OK. Highlight the file-save feedback animation.
- Click on the Share menu.
- Click on Share this Project Online.
- Enter the details for this class.
- Share the project.
- Use a web browser to see the game on the Scratch website.
- Play the game on the website.

Conclusion

- Point out the Felix and Herbert project sheet. Say that children can continue with this project by following the sheet. Highlight that the children have already done most of the first step.
- Direct the children to the handout with the annotated diagram of the Scratch interface. Do this at the end, so they are not distracted by the handout during the session.
- Explain Project resource folders within Scratch and Scratch Cards.
- Explain how they can save their work onto the Scratch website at the end of each session. This will be different for each school.