

Planning a Scratchjr project.

We are going to programme St Monica's Jig on the iPads using Scratchjr.

When you open a project in Scratchjr it looks like this:



We can add dancers to the screen and give them names:

Then we need to program each person's movements by selecting them then adding blocks to the white box at the bottom of the screen.



In Scratchjr the bar between the stage and the white programming area holds blocks of code.

This project uses

- triggering blocks (yellow)
- motion blocks (blue)
- end blocks (red)



Start when
flag
clicked



Move in the
direction of the
arrow



Start when
message
arrives



Return to
starting
position



Send
message



end

When you are planning on paper you can use block stickers to draw individual paths on each character's worksheet.

