



Programming with

SCRATCH

What is Scratch?

Scratch is a programming language that helps to create:

- Stories
- Cartoons
- Games
- Music
- Simulations
- Etc.

In summary:

It is a program to make programs.

What is a program?

A program is a sequence of **instructions**, commands, and computer data that causes certain actions to be performed.

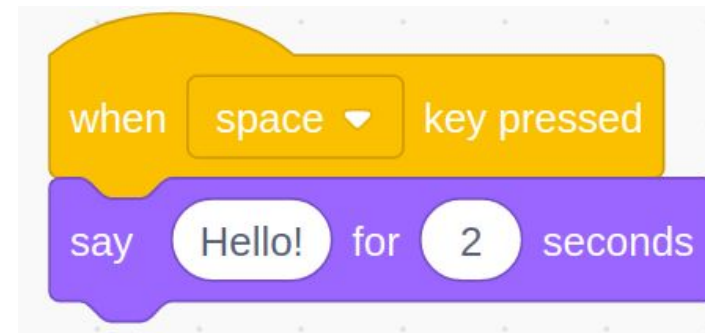
For that we have to "talk" to the computer in the same language

Summary

Human language

When I press the **space bar**,
then the cat will say "**Hello!**"
for **two seconds**

Scratch language



How are we doing this?

The screen and the sprites

Scratch is a **visual programming language**

That is, we use **graphics (sprites)** controlled and structured in a place called the **screen**

What does Scratch look like?

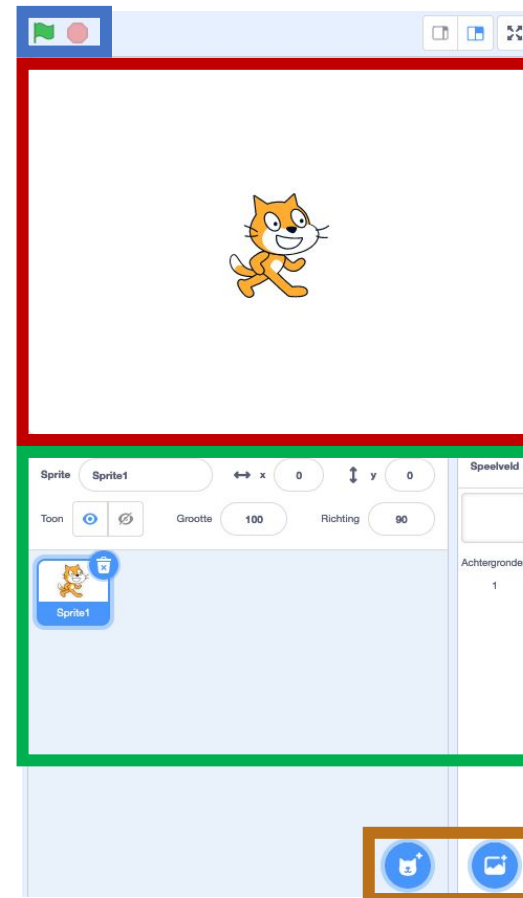
The layout:

Start & Stop: where you can control the action

The screen: where the story, the game and the program take place

The library: where all the sprites are

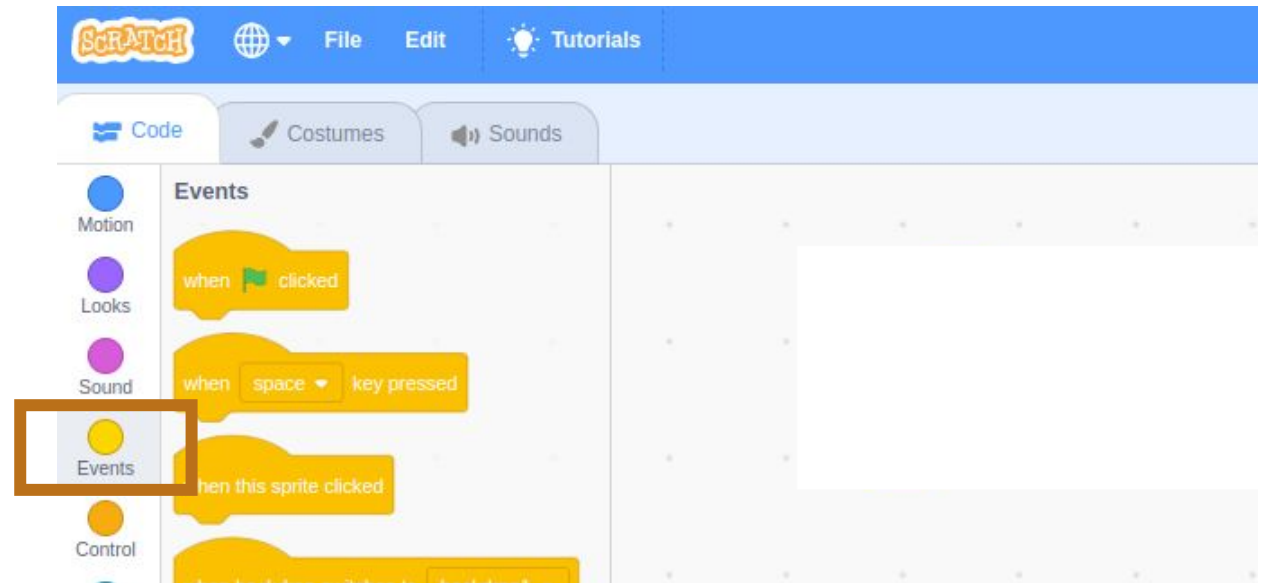
Sprite shop: where you can find new sprites to use



What does Scratch look like?

Always the first step:

On the left, choose **Events**

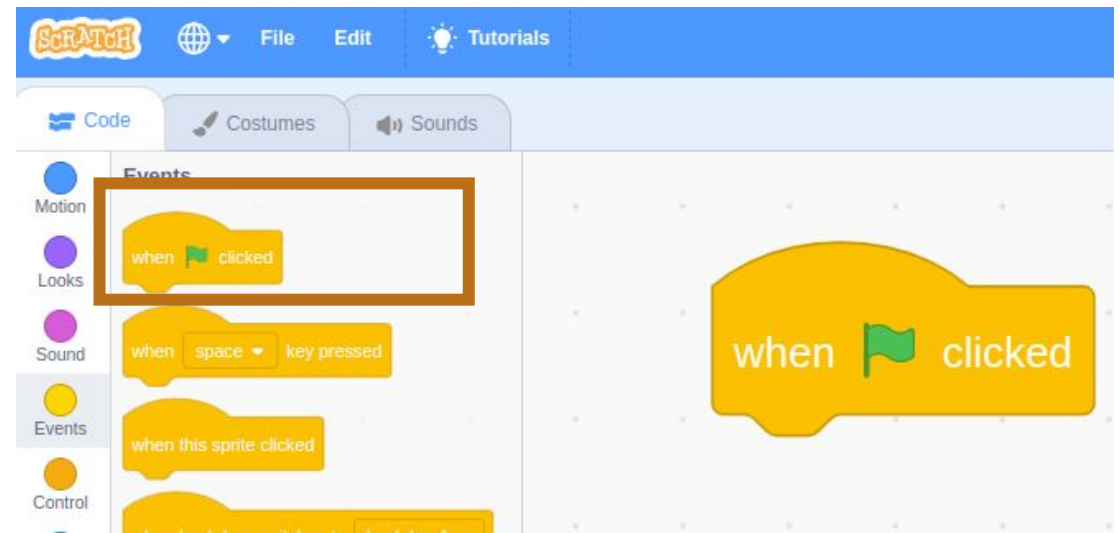


What does Scratch look like?

Always the first step:

On the left, choose **Events**

Drag the first option
"when the flag clicked"
to the workspace in the middle

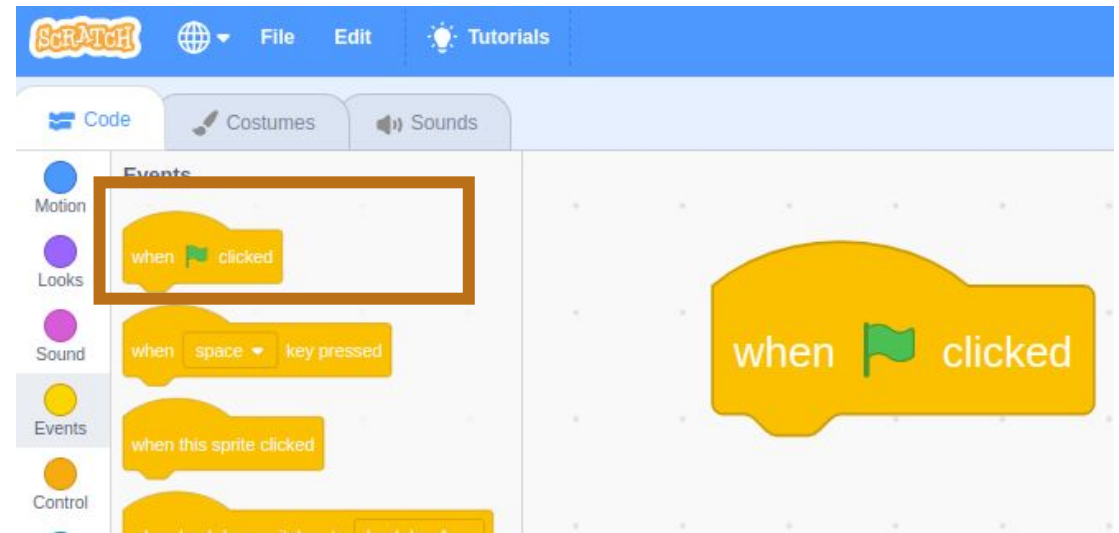


What does Scratch look like?

Always the first step:

On the left, choose **Events**

Drag the first option
"when the flag clicked"
to the workspace in the middle



*This **event** is the starting point for your Scratch program and are instructions with your sprites!*

Let's get started!

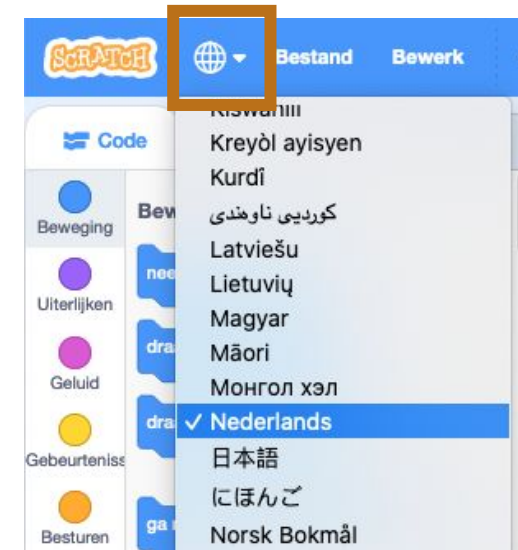
If you have questions or something is not working,
ask a volunteer for help

Steps to get going

1. Open a web browser
2. Go to <https://scratch.mit.edu/>
3. Click on 'Create'
4. Click on the globe and choose your language
5. Follow the instructions from Scratch

Now you can start building!

Remember: It is important to read the instructions carefully!





This is the end of the introduction.