

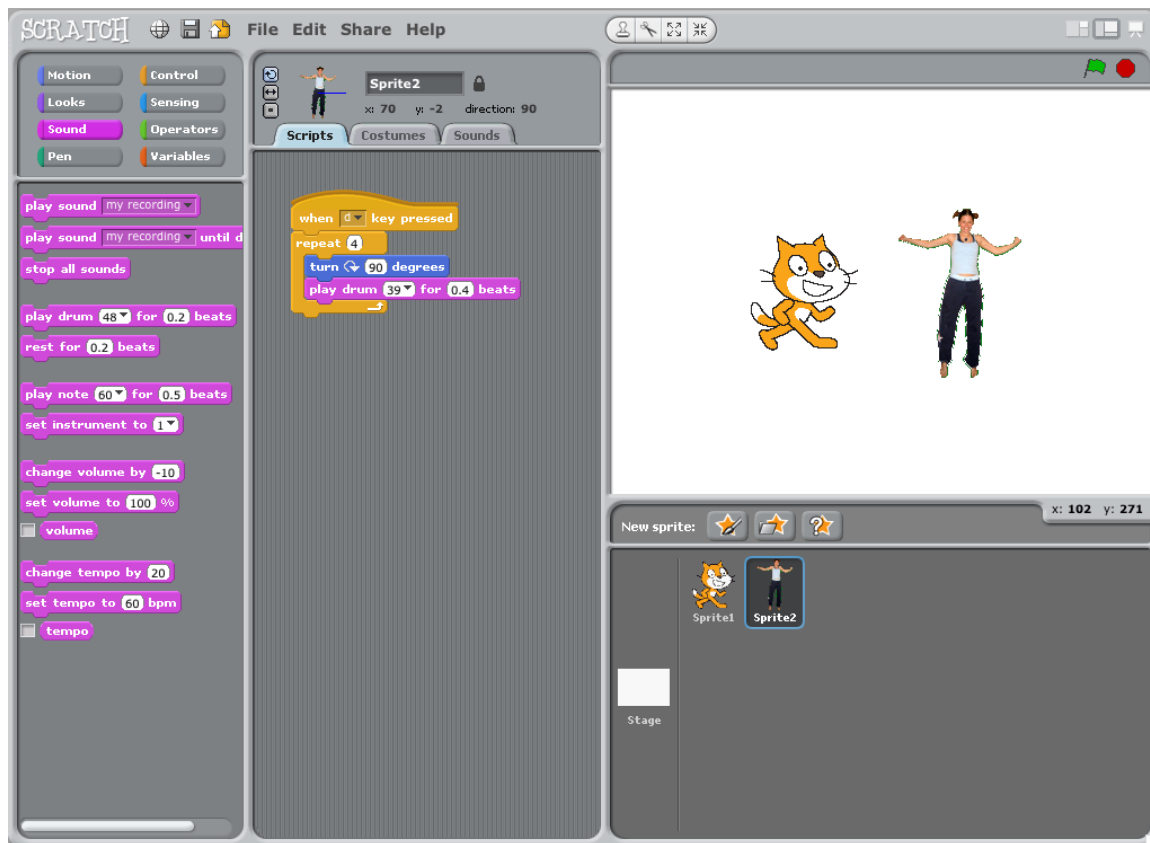


Getting Started with
SCRATCH
version 1.4



<http://scratch.mit.edu>

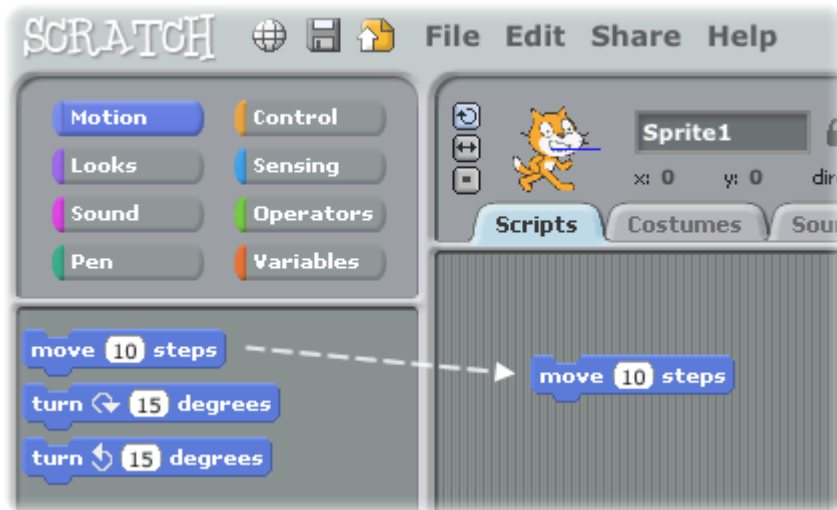
Getting Started



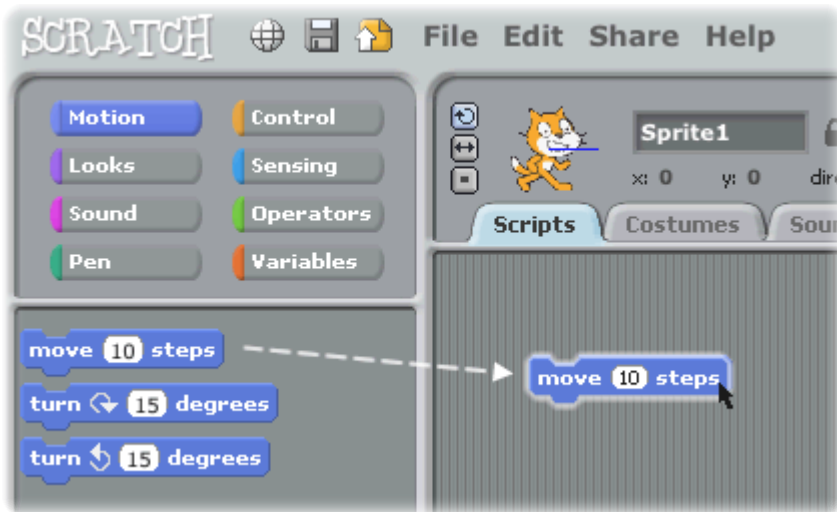
SCRATCH is a new programming language that lets you create your own interactive stories, animations, games, music, and art.

1

Start Moving



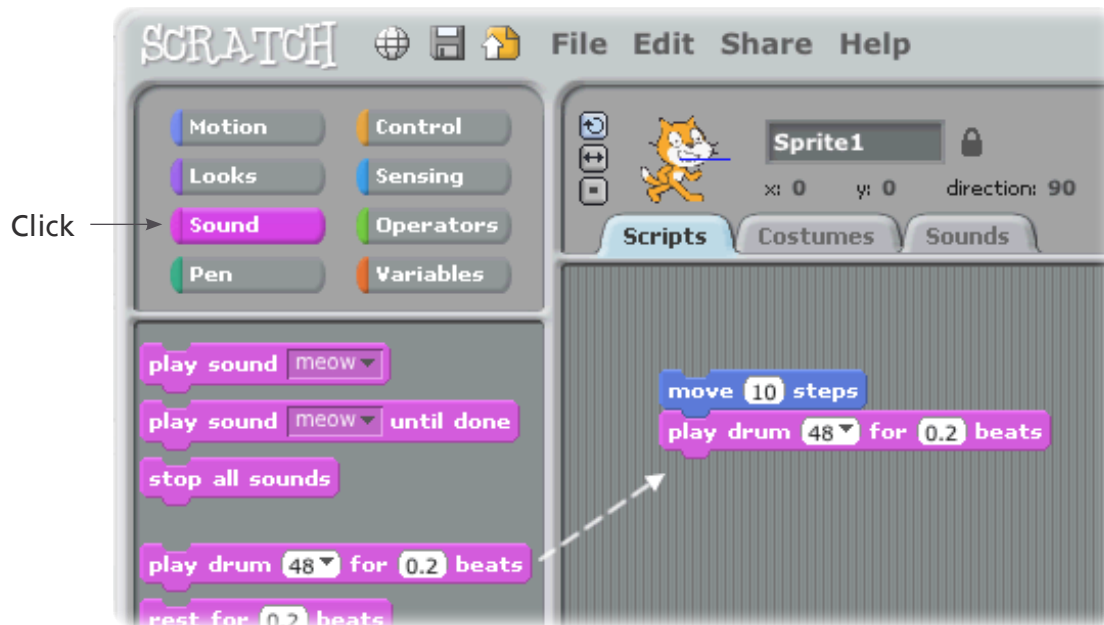
Drag a **MOVE** block into the Scripts area.



Click on the block to make the cat move.

2

Add a Sound



Drag out a **PLAY DRUM** and snap it onto the **MOVE** block.



Click and listen.

If you can't hear it, check that the sound on your computer is on.



You can choose different drums from the pull-down menu.

3

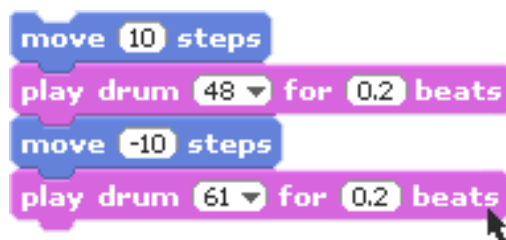
Start a Dance



Add another **MOVE** block. Click inside the block and type in a minus sign.

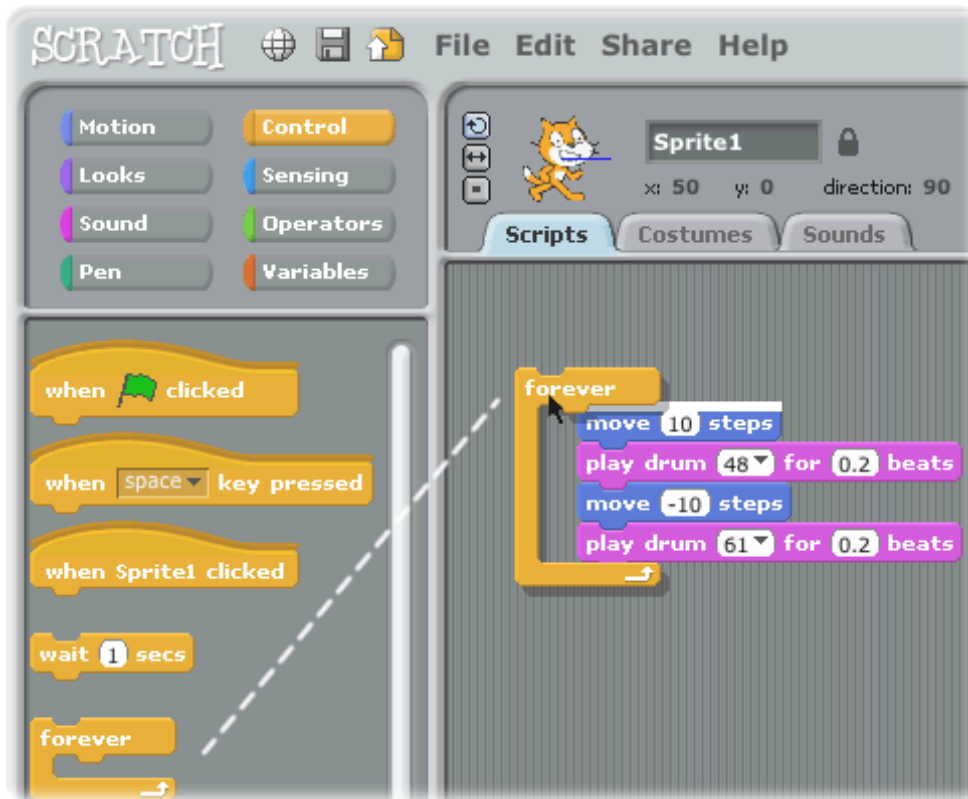


Click on any of the blocks to run the stack.



Add another **PLAY DRUM** block, then choose a drum from the menu. Click to run.

4 Again and Again



Drag out a **FOREVER** block and drop it on top of the stack.
You want the mouth of the **FOREVER** to wrap around the other blocks.

To drag a stack, pick it up from the top block.



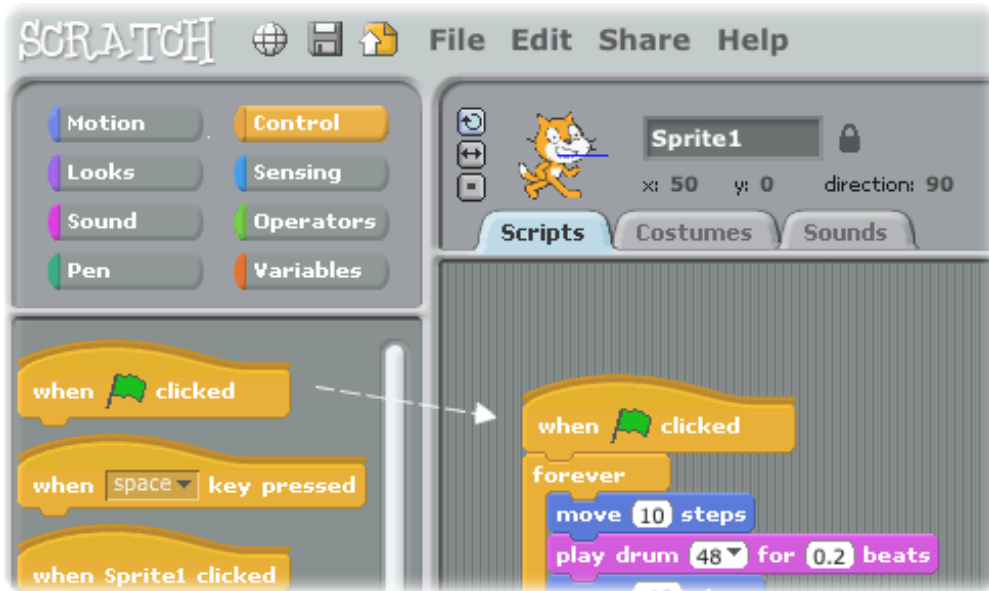
Click to run.

*You can click on any block
to run a stack.*

To stop, click the stop button
at the top of the screen.



S Green Flag



Drag out a  block and snap it on top.



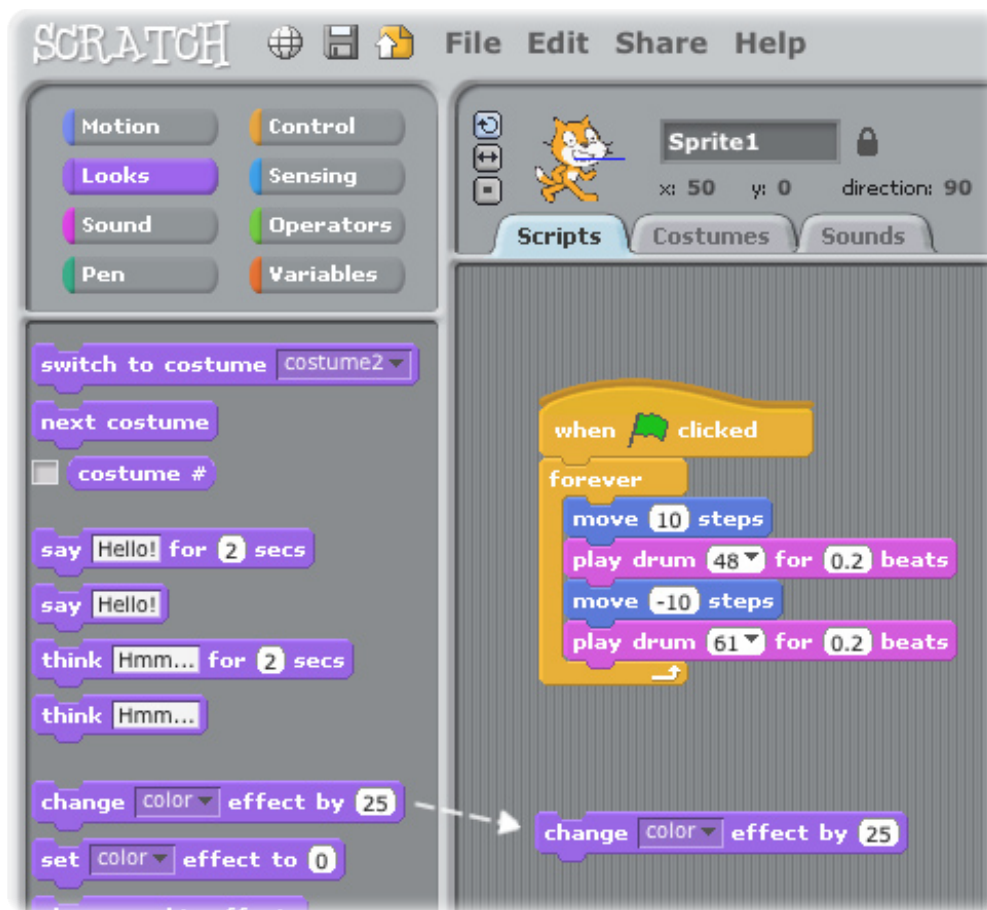
Whenever you click the green flag, your script will start.

To stop, click the stop button.

6

Change Color

Now try something different...

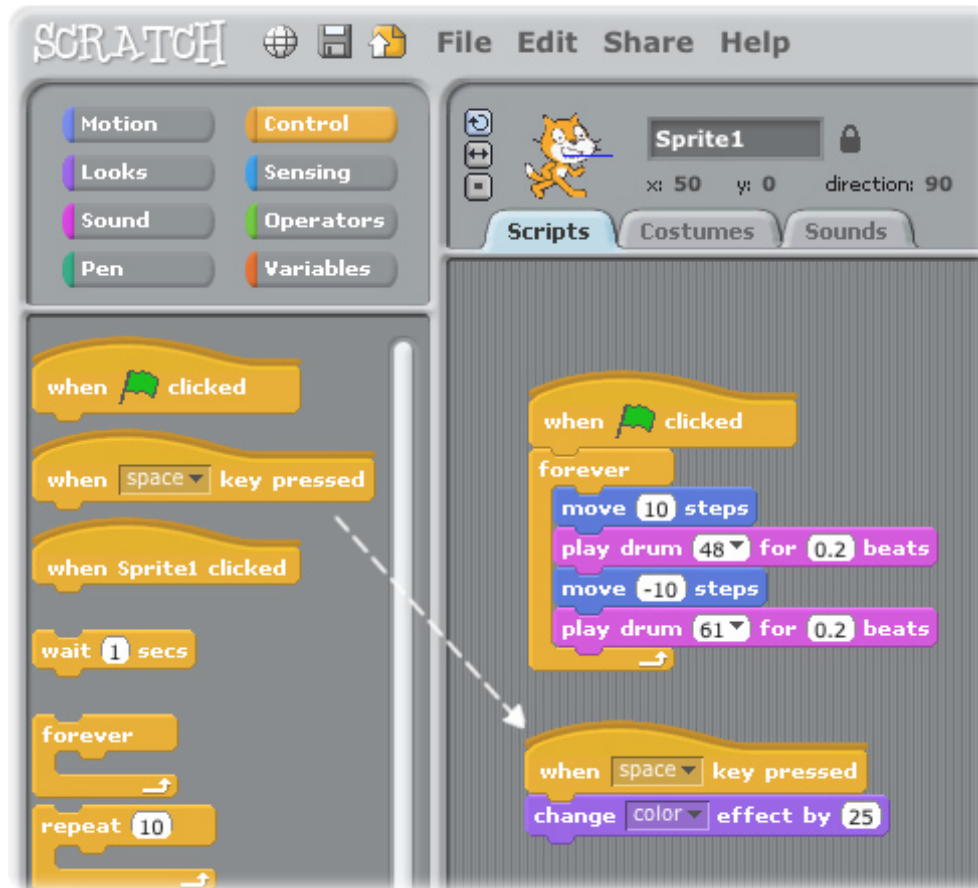


Drag out a **CHANGE EFFECT** block.



Click to see what it does.

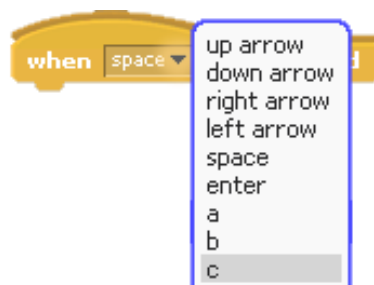
7 Key Press



Snap on a **when space key pressed**



Now press the space bar on your keyboard.



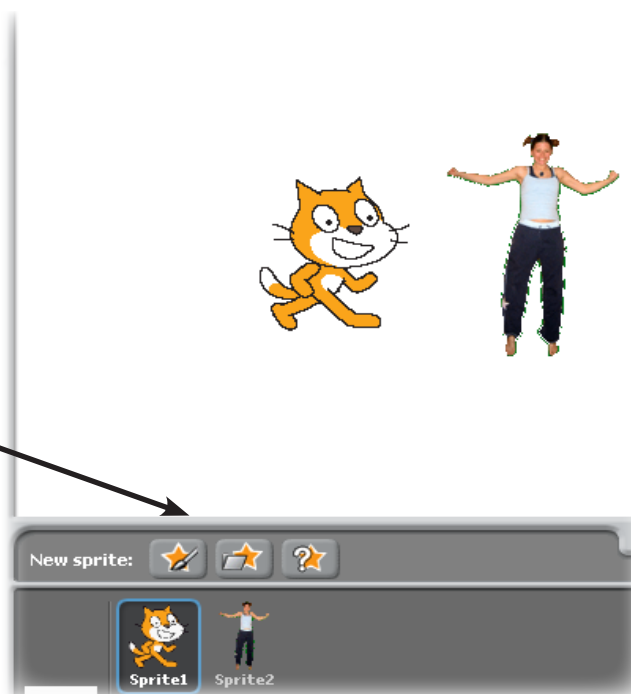
You can choose a different key from the pull-down menu.

8

Add a Sprite

Each object in Scratch is called a sprite.

To add a new sprite, click one of these buttons.



NEW SPRITE BUTTONS:



Paint your own sprite




Choose a new sprite from a file



Get a surprise sprite



To add this sprite, click  then go to the People folder and select "jodi1".

9

Explore!

Now you can tell the sprite what to do. Try the following, or explore on your own.



SAY SOMETHING

Click the **Looks** category and get a **SAY** block.

Click inside the **SAY** block and type to change the words.

Try the **THINK** block, too...

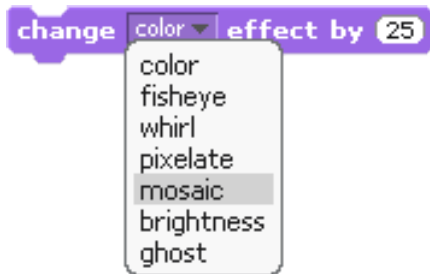


IMAGE EFFECTS

Use the pull-down menu to choose different effects.

Then click the block to see the change.

To clear the effects, click the Stop button.



10

Explore More!

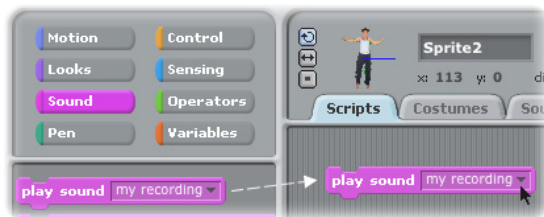


ADD SOUND

Click the **SOUNDS** tab.

Record your own sound.

Or **Import** a sound file (MP3, AIF, or WAV format).



Then, click the **SCRIPTS** tab, and drag in a **PLAY SOUND** block.

Choose your sound from the pull-down menu.

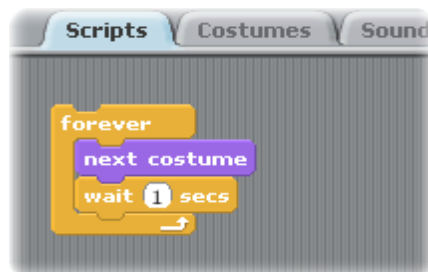


ANIMATE

By switching between costumes, you can animate your own sprite.

To add a costume, click the **COSTUMES** tab.

Then, click **IMPORT** to choose a second costume. (For example, try the image "jodi2" from the People folder.)

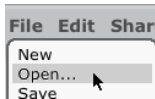


Now, click the **SCRIPTS** tab.

Create a script that switches between costumes.

Now What?

You can create many different types of projects with Scratch.



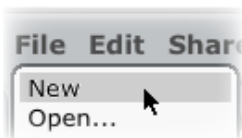
To see example projects, select **Open** from the **File** menu.



Then, click the **Examples** button, and choose from any of the folders.



You may want to start with a photo of yourself. Or your favorite character. Or, start by animating the letters in your name.



When you have an idea for a new project, select **New** from the **File** menu and start creating.



Share

Click Share to upload your project to the Scratch website:

<http://scratch.mit.edu>

Visit the Scratch website to learn more!



Scratch is a new programming language that makes it easy to create your own interactive stories, games, and animations – and share your creations with others on the web.

Scratch is developed by the Lifelong Kindergarten research group at the MIT Media Lab (<http://ilk.media.mit.edu>). Our group develops new technologies that, in the spirit of the blocks and fingerprint of kindergarten, expand the range of what people can design, create, and learn.

The development of Scratch has been supported with funding from the National Science Foundation, Microsoft, Intel Foundation, Nokia, and the MIT Media Lab research consortia.

This guide and other Scratch print materials were created by Natalie Rusk and other members of the Scratch development team.

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