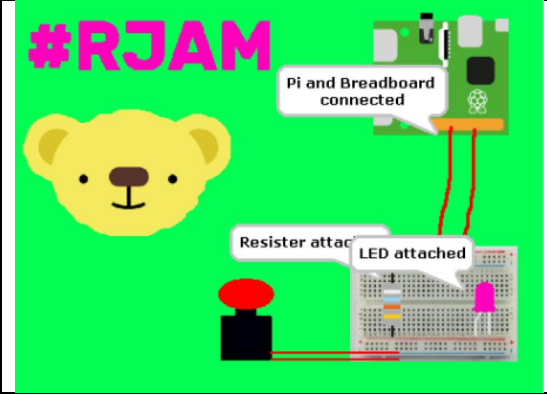



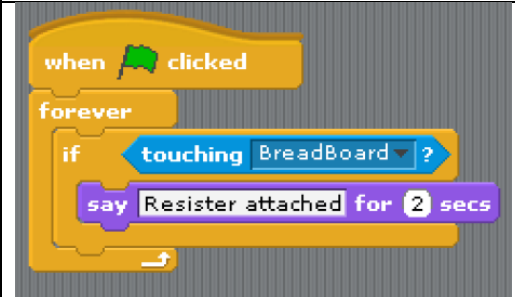
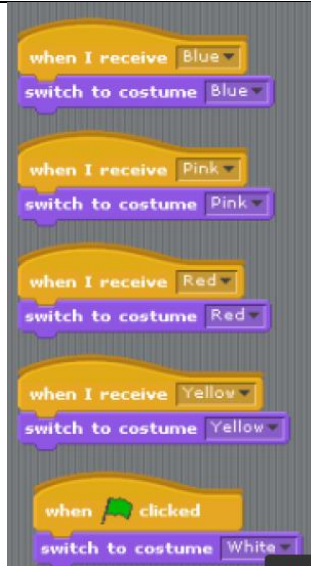
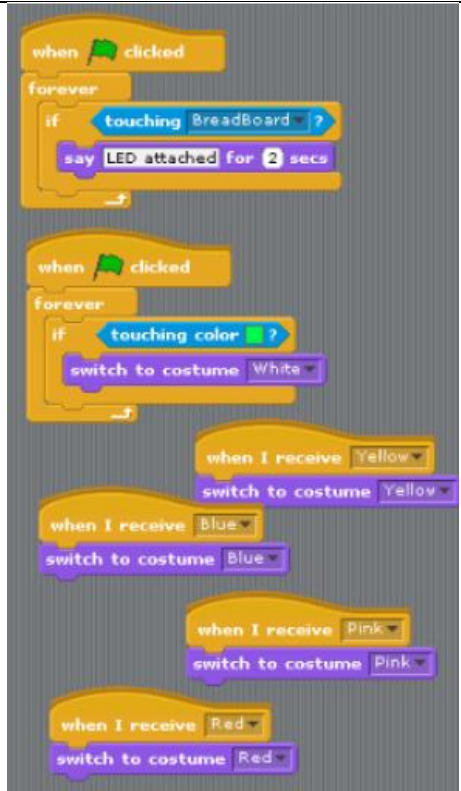



## The big red button

<p>This is what the canvas / scenario looks like when assembled</p>	<p>Step 1</p>	<p>Step 2</p>
	<p>Open up scratch &gt; menu &gt; programming scratch 1.4</p> <p>Then find the template file in scratch by going:</p> <p>File &gt; open &gt; desktop &gt; files &gt; Scratch &gt; big red button &gt; template</p>	<p>Arrange sprites in place like the picture on the left</p>
<p>Step 3 arrange the blocks for the resister</p> 	<p>Step 4 arrange the blocks for the Rjam text</p> 	<p>Step 5 arrange the blocks for the LED</p> 
		
<p>Step 6 arrange the blocks for the button</p> 	<p>Step 7 arrange the blocks for the wires</p> 