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

**The big red button**