



Scratch Getting Started Checklist



1. Sign in to your account (optional)

See notes at [HQ.GirlsWhoCode.com](https://www.hqgirlswhocode.com) about setting up your account



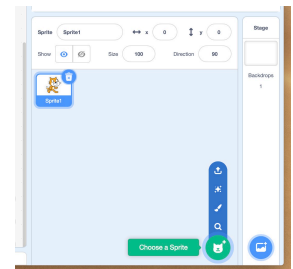
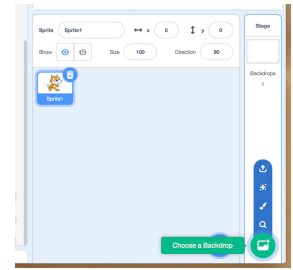
2. Select a new Backdrop.



3. Select a new Sprite.



4. Move your Sprite left and right.



- A. Click on the Events menu from the Code Blocks.
- B. Drag the **When space key pressed** block to the Coding Area.
- C. Click on the small arrow next to **space** to change the key to **left arrow**. You want your sprite to be able to move when you press the left arrow key.
- D. Click on the Motion menu from the Code Blocks
- E. Drag the **Change x by 10** block and attach it under the **When left arrow key pressed** block. You are changing x position because the x position goes from left to right on the Stage.
- F. Test this block of code by pressing the left arrow key. What happens when the number in the **Change x by block** is positive? What happens if you put a minus sign in front of it to make it negative?
- G. Repeat Steps 1-5 to move your sprite to the right. This time, click **right arrow** for Step C so that you see **When right arrow key pressed**.
- H. Test your code again. Your sprite should be able to move left and right now!



5. Move your Sprite up and down.

- A. Click on the Events menu from the Code Blocks.
- B. Drag the **When space key pressed** block to the Coding Area.
- C. Click on the small arrow next to **space** to change the key to **up arrow**. You want your sprite to be able to move when you press the up arrow key.
- D. Click on the Motion menu from the Code Blocks
- E. Drag the **Change y by 10** block and attach it under the **When up arrow key pressed** block. You are changing y position because the y position goes from top to bottom on the Stage.
- F. Test this block of code by pressing the up arrow key. What happens when the number in the **Change y by block** is positive? What happens if you put a minus sign in front of it to make it negative?
- G. Repeat Steps 1-5 to move your sprite down. This time, click **down arrow** for Step C so that you see **When down arrow key pressed**.
- H. Test your code again. Your sprite should be able to move left and right now!



6. Code Your Sprite to Talk!

Let's create some code so your sprite can say something! You'll use the Say and When Green Flag Clicked blocks in your code. The Say block is an example of output. Your goal is to have your code to look something like the image below:

- 1. Click on the Looks menu from the Code Blocks.
- 2. Drag the Say Hello! for 2 seconds block to the Coding Area.
- 3. Change the "Hello!" text to say something about yourself. You can also change the number of seconds your message appears on the screen.

Start Your Program

So you've planned what you want your sprite to do, but now we need to make sure that it happens! We need to add an event block to your code. Event blocks make sure your program can run.

- 1. Click on the Events menu from the Code Blocks.
- 2. Drag the When Green Flag Clicked block to the Coding Area.
- 3. Attach the When Green Flag Clicked block above your Say block.

Test Your Code!

Click the green flag on top of the Stage to start your program!