Scratch Lab

Objective: The purpose of this Lab is to introduce fundamental programming concepts to students and allow students to explore interactive platforms such as Code.org, Scratch develop games.

Activity 0

- Finish the three lessons that we started on the Lecture. See the lecture slides to get the url that we used.

Activity 1

- Goto the website https://scratch.mit.edu
- Create a user account in Scratch (Select Join Scratch)
- Goto your email account and verify your email
- Try out three Tutorials of your Choice (Select Ideas from the main Scratch Website)

Activity 2

- Come up with an interesting application that you can develop using Scratch

     Some ideas can be a Simple Game, an Animation, What you develop need to go beyond the most interesting tutorial that you have tried (your imagination is your limit).

Activity 3

     Show the world what you have done.

- Save your project by selecting the Save Option
- Under See Project Page describe what your project does
- Under Notes and Credits why not tell the whole world about you and that you are a SLIIT undergraduate
- Upload the url of your creation to the courseweb under the "Lab 5 – Submission link for Scratch"