


Download LightUp

1. To start the LightUp workshop, you will need to have the starter file downloaded. If you need to download the files or you are unsure whether you have them, please click the following link: [TAP-GGC/LightUp-Teaching-Programming-Basics-with-Scratch \(github.com\)](https://github.com/TAP-GGC/LightUp-Teaching-Programming-Basics-with-Scratch)
2. Click on the “Documents” folder then the “LightUp Starter Files” folder. You should then see two .sb3 files.
3. Click the “LightUp Workshop Starter Code” file. In the banner above the “View raw” message, click the download button to the right.
4. After you have finished downloading the file, click the following link to access Scratch: [Scratch - Imagine, Program, Share \(mit.edu\)](https://scratch.mit.edu)
5. To upload your file, you will need to create a new project. To do so click the “Create” button on the top left of the screen, which will take you to a new Scratch workspace.
6. Find the “File” button on the top left corner of your screen (button next to the “Settings”/ gear icon) and select “Load from your computer”.
7. This will open your File Explorer and you will need to find your starter code file.
8. If you can’t find it in your “Downloads” folder, go to step 9. If the download process works skip step 9 and go to step 10.
9. Download not working?
 - a. For those who are still unable to get the downloaded file to work. Exit the current Scratch screen and click this link: <https://scratch.mit.edu/projects/971345619/>
 - b. This will get you the web version of the workshop, so you will not have a downloaded copy, but you will still be able to edit the file.
 - c. To open the workshop, click the purple “See Inside” button on the top right of your screen under the “Sign in” button.



See inside

10. Download working?

