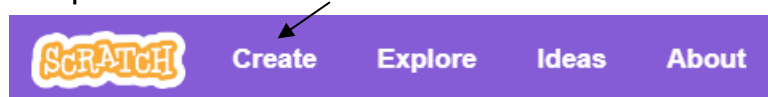
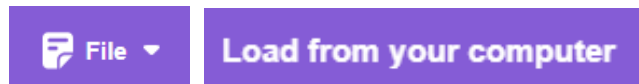


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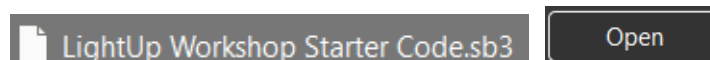
1. To start the LightUp workshop, you will need to have the starter file downloaded. If you need to download the files or you are unsure whether you have them, please click the following link: [TAP-GGC/LightUp-Teaching-Programming-Basics-with-Scratch \(github.com\)](https://github.com/TAP-GGC/LightUp-Teaching-Programming-Basics-with-Scratch)
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. Download working?
 - a. Click the “LightUp Workshop Starter Code” file and select the “Open” button on the bottom right of the screen.



9. Give Scratch a moment to pull up your project and when it is done you should see a screen like the picture below. TIP: If there is a green pop-up box in the window screen that says tutorials you can exit out of it as we will not use it for the following workshop.



You are now ready to start the LightUp workshop!