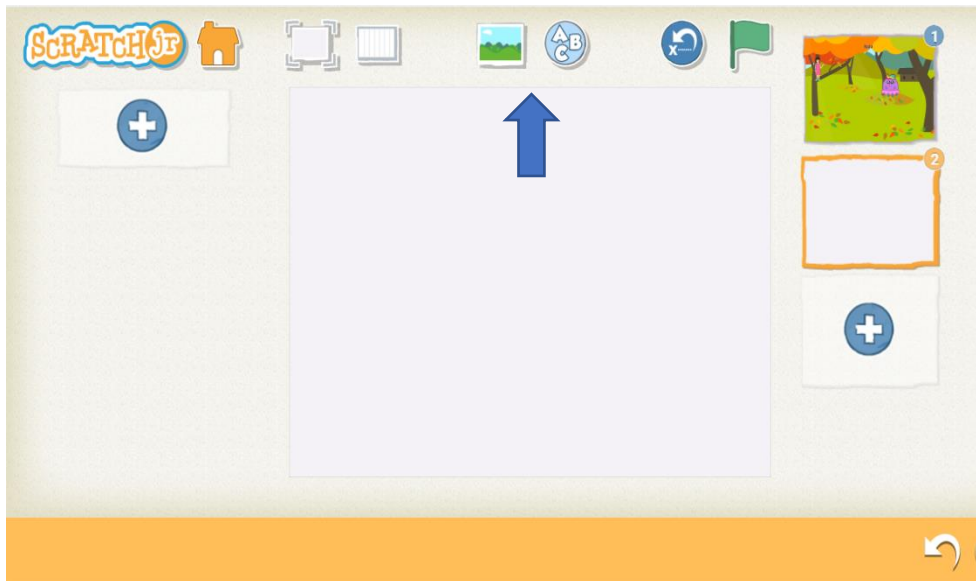






What Is ScratchJr?

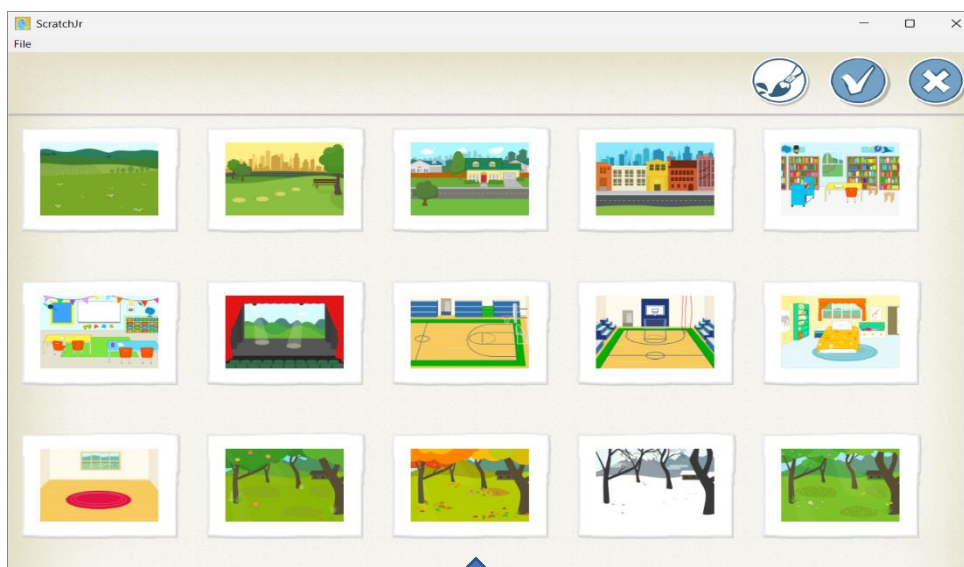
- **Kid-friendly coding app** designed for children ages 5–7 (but also great for beginners up to age 8–9).
- Developed by the Scratch Foundation in collaboration with Tufts University and the Playful Invention Company.
- Lets you create **interactive stories and simple games** by snapping together colorful programming blocks—no typing required.

STEP 1 :OPEN NEW PAGE

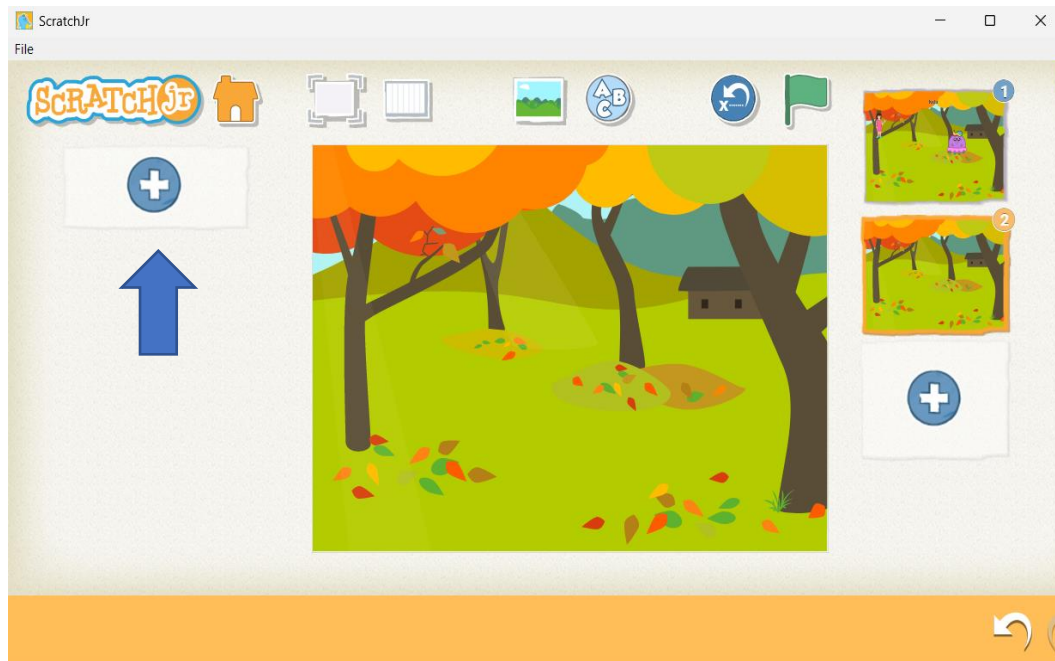


STEP 2:CHOOSE THE BACKGROUND FROM THE OPTION→  

AND SELECT THE PICTURE YOU LIKE THEN CLICK TICK MARK FOR CONFORMATION.



STEP 3:THIS WILL BE YOUR BACKGROUND AFTER SELETING THE BACKGROUND.



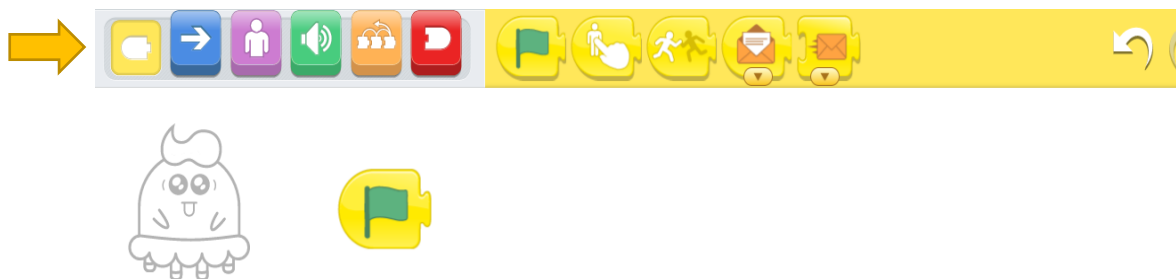
STEP 4:SELECT THE CHARACTER FROM THE OPTION GIVEN BELOW:



STEP 5: CHOOSE YOUR FAVORITE CHARACTER.



STEP 6: FROM THE WATERMARK GIVEN WE CAN IDENTIFY THE CHARACTER WE ARE GOING TO CODE FOR AND CHOOSE THE FLAG OPTION TO START YOUR SCRATCH CODE.











STEP 7: CHOOSE THE ARROW OPTION TO FIX THE DIRECTION OF THE CHARACTER TO MOVE.



STEP 8: DRAG THE ARROW AND FIX AFTER THE FLAG AND CHOOSE HOW MANY STEPS SHOULD THE CHARACTER MOVE.




□ Blue Blocks (Motion Blocks) - Controls movement:

1. **Move Right**  — Move the character 1 step to the right.
2. **Move Left**  — Move the character 1 step to the left.
3. **Move Up**  — Move the character 1 step upward.
4. **Move Down**  — Move the character 1 step downward.
5. **Turn Right**  — Rotate the character 90° to the right.
6. **Turn Left**  — Rotate the character 90° to the left.
7. **Jump**  — Make the character jump.
8. **Go Back to Original Position**  — Reset the character to its original place.





□ Purple Blocks (Looks Blocks) - Controls appearance:

1. **Say (Speech Bubble)**  — Makes the character say something, e.g., “hi”.
2. **Disappear and Appear** — Make characters hide and show (icons show entering/exiting stage).
3. **Set Character Size** — Resize the character to a specific size.
4. **Change Character** — Switch to a different character (male/female or costumes).








□ Green Blocks (Sound Blocks) - Controls sound:

1. **Play Sound**  — Play a pre-recorded sound (e.g., “pop”).
2. **Record Sound**  — Record your own sound to use in the project.






□ Orange Blocks (Control Blocks) - Controls timing and logic:

1. **Wait**  — Wait for a certain amount of time before doing the next action.
2. **Stop All**  — Stops all scripts running for the character.
3. **Repeat Action**  with dropdown — Repeats the enclosed blocks a number of times.
4. **Repeat Forever**  open block — Keeps repeating the loop forever.
5. **Repeat N Times**  curved block with number — Repeats action N times.



□ Red Blocks (End Blocks) - Controls stopping and background:

1. **End Script**  — Ends the script.
2. **Go Back to Start**  — Return to the beginning of the script.
3. **Switch Background**  — Change to a different background in the project.





AUTODRAW MANUAL

Auto Draw Quick Start

STEP 1: VISIT AUTODRAW.APP



STEP 2: ACCESS AUTODRAW

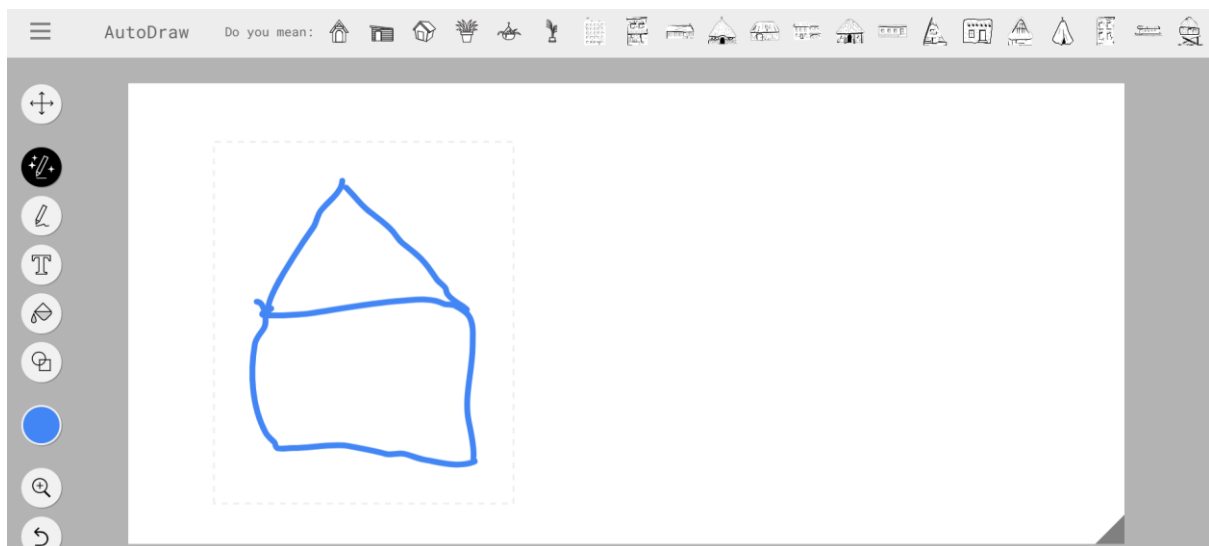
*** Open your browser.**

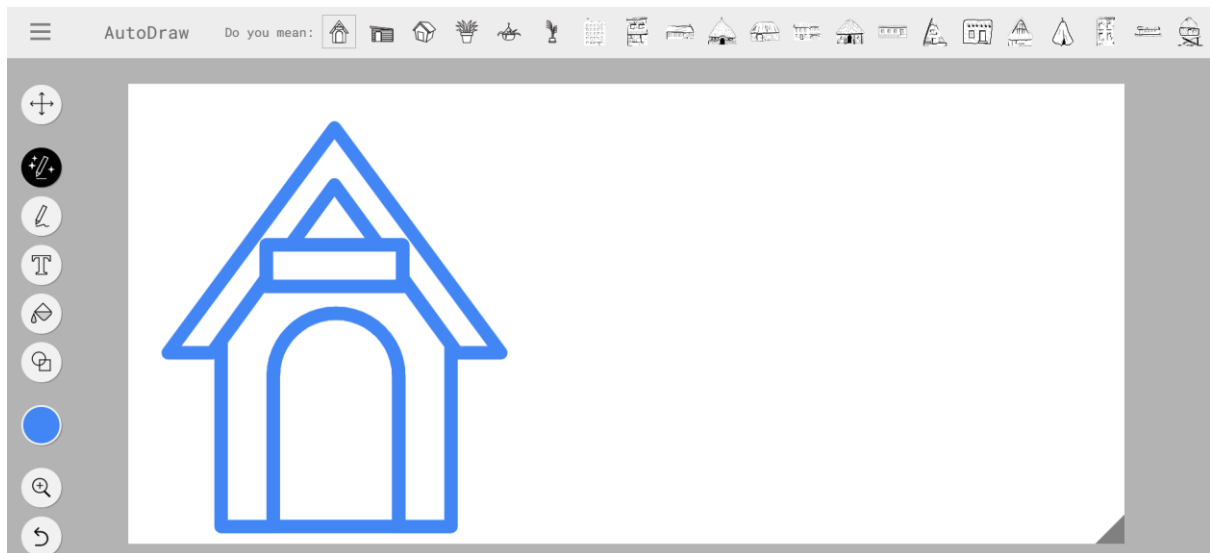
*** Go to: <https://www.autodraw.com>**

STEP 3: DRAWING CANVAS



STEP 4: AUTODRAW TOOL : RECOGNIZES YOUR DOODLE AND SUGGESTS DRAWINGS.





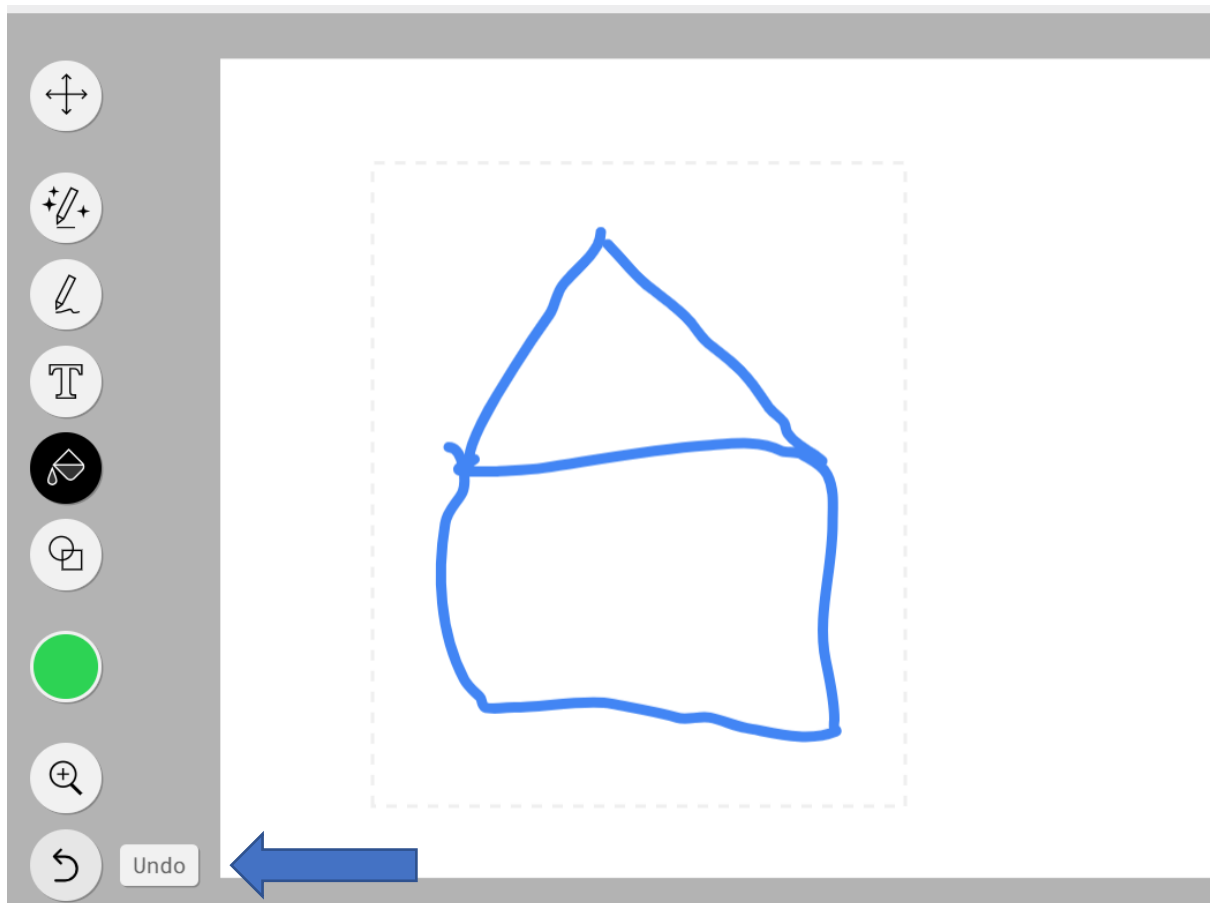
OTHER TOOLS: FREE DRAW, ERASE, FILL, TEXT, SHAPE



STEP 5: COLOR PALETTE: PICK COLOURS.



STEP 6: UNDO/REDO: FIX MISTAKES.



Activity 1: Doodle & Discover



- 1. Draw a simple object (like a house or a sun).**
- 2. Notice the suggestions appearing at the top.**
- 3. Choose one to replace your sketch.**
- 4. Use text, fill colours, or shapes to personalize it.**

Workbook prompt:

Draw a birthday cake. Then select the best match. Add a message, colours, or decorations.

Tools Match-Up

Have kids match tool icons to functions with lines or labels

Tool Icon	Purpose
 AutoDraw tool	Guess your shape, suggest matching drawing
 Draw tool	Freehand sketch without AI suggestions
A shape icon	Insert a square, circle, or triangle
Paint bucket	Fill area with a colour
Text tool	Add words or captions
Undo / Trash	Remove drawing or step back one action