Sprint 1.1
Scratch and its Interface

Sprint 1.2
Sprites and Backdrops

Sprint 1.3
Save and Share

<Unit 1>

[Getting Started]

This unit contains an overview of Scratch. Scratch is a block-based programming language developed for young learners to boost their coding skills. It is often used to create games and animations.

You will learn to

› demonstrate knowledge of the Scratch software;
› examine the Scratch interface;
› compare the sprites and backdrops;
› create your first program.

Vocabulary

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> **Digital citizen:** someone who uses the internet and related technologies in an appropriate and responsible way

> **Illegal:** against the law

> **Sprite:** an object or character in Scratch that is programmed to perform different functions

> **Stage:** the background or main area where all the action takes place in a Scratch project

> **Unique:** one of its kind