**Scratch Script**

1. Computer Basics – 5 minutes
   1. USB
   2. Drag and Drop
   3. Opening applications
   4. Saving files, navigating to folders
2. Harold the Robot Activity – 5 minutes, with Matt as the Robot
   1. Examples of correct instructions – Robot, pick up first block on your left, etc.
   2. Examples of incorrect instructions – Robot, form a pile of blocks, etc.
   3. Close with lesson that lines of code must be simple and precise. Code that is ambiguous, incomplete, or more than one task at a time will result in no action, error message, or unintended action.
3. Marching Orders – Drawing exercise – 5 minutes
   1. Class participation or demonstration between Attiano and Matt
   2. Close with same lesson as above
4. Coding in Scratch – Create Hide and Seek game – 45 minutes
5. Ensure class has Scratch loaded, open, and maximized. Ensure helpers are ready to assist.
6. Matt can give instruction and demonstrate on computer.
7. Attiano repeats instruction, details if necessary, and ensures everyone is keeping up before telling Matt to proceed to next instruction.
   1. Go to Control folder
      1. Drag “when green flag clicked” to top of Scripts area
      2. Congratulations! This is your first line of code!
   2. Go to Variables folder–
      1. Click on Make a variable
      2. Type ”score” in field, click OK
      3. Drag “set score to 0” and drop under “when green flag clicked” so they snap together.
   3. Go to Motion folder
      1. Drag “go to x: 0 y: 0” and drop under “set score to 0”
      2. Attiano - Explain this positions your sprite to the center when green flag is clicked
      3. Try dragging your sprite off center, then click on the green flag. It should return to center.
      4. Congratulations! This is your first test of code!
   4. Go to Looks folder
      1. Drag “show” (near bottom) and drop under “go to x: 0 y: 0”
      2. Drag “say Hello! for 2 secs” and drop under “show”
      3. Highlight “Hello” and type “Click on me to score points”
      4. Click on green flag to see result.
   5. Go to Control folder
      1. Drag “forever” and drop under “say Click on me to score points for 2 secs”
      2. Attiano – Explain this is known as a loop, where instructions repeat – upon reaching the end it goes back to the beginning.
   6. Go to Looks folder
      1. Drag “hide” and drop inside “forever” loop
      2. Click on green flag. Sprite should disappear.
   7. Go to Control folder
      1. Drag “wait 1 secs” and drop under ”hide”
   8. Go to Motion folder
      1. Drag “go to x: 0 y: 0” and drop under “wait 1 secs”
   9. Go to Operators folder
      1. Drag “pick random 1 to 10” and drop inside “go to x: 0”
      2. Change 1 to -200
      3. Change 10 to 200
      4. Drag “pick random 1 to 10” and drop inside” go to y: 0”
      5. Change 1 to -140
      6. Change 10 to 140
      7. Attiano – explain this code enables your sprite to hide anywhere in the satge
   10. Go to Looks folder
       1. Drag “show” and drop under “go to x: pick random -200 to 200 y: -140 to 140”
   11. Go to Control folder
       1. Drag “wait 1 secs” and drop under “show”
       2. Change 1 to 2
       3. Drag “when Sprite1 clicked” and drop anywhere under block of code. This will not snap into place like the other lines.
   12. Go to Variables folder
       1. Drag “change score by 1” and drop under “when Sprite1 clicked”
   13. Go to Sound folder
       1. Drag “play sound meow until done” under “change score by 1”
8. Now you’re ready to play the game
   1. Start by clicking on the green flag
   2. Stop by clicking on the red octagon
9. Other activities as time allows.
10. Insert a background
11. Change the sound
12. Change the time to make it harder or easier to catch the sprite
13. Change the sprite
14. Add a glide motion to the sound
15. Conclude with resources for more activities
    1. Go to Scratch website found under Share menu for additional games, animation, and projects
    2. Attiano’s blog for links to other coding sites.
    3. Thanks to all for participating