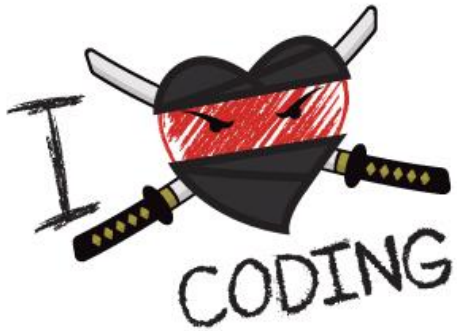
CoderDojo

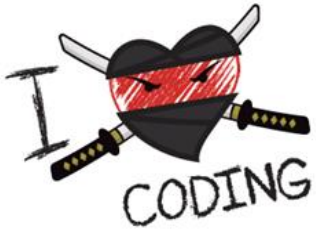
ALTONA NORTH



SCRATCH 101

USER INTERFACE

CoderDojo
ALTONA NORTH



SCRATCH - USER INTERFACE

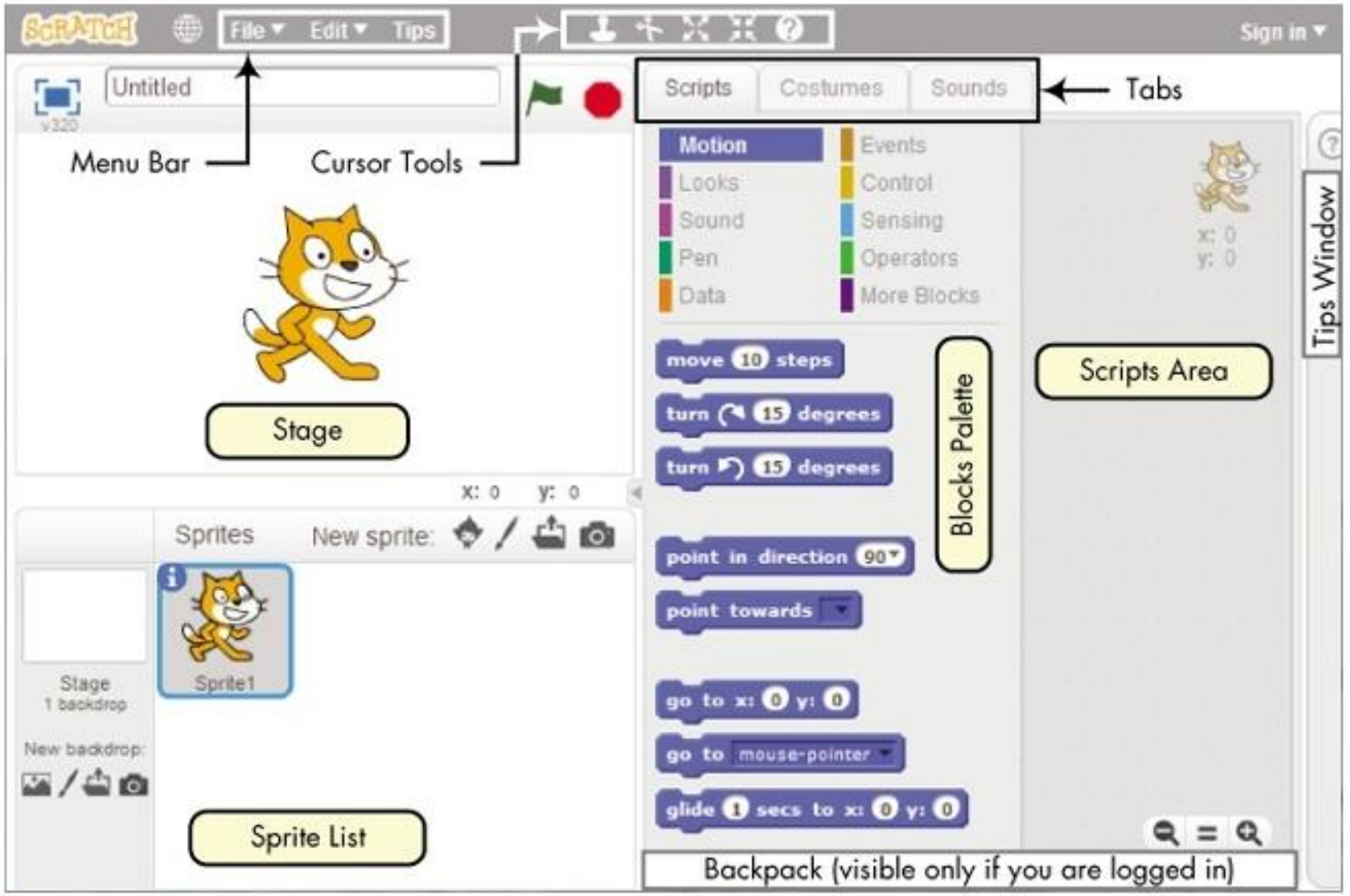


Figure 1-3. The Scratch user interface, where you'll build your programs

SCRATCH - TOOLBAR

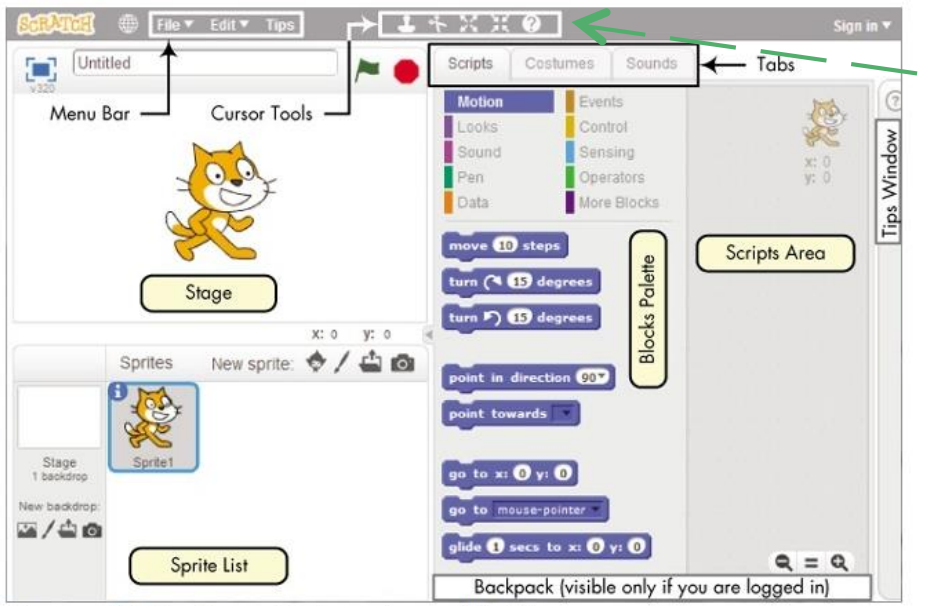


Figure 1-3. The Scratch user interface, where you'll build your programs

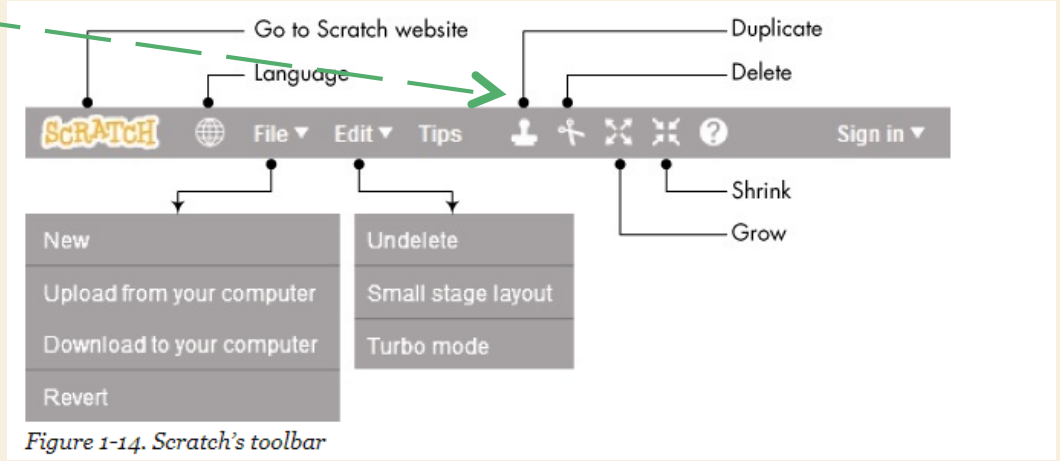


Figure 1-14. Scratch's toolbar

SCRATCH USER INTERFACE - STAGE

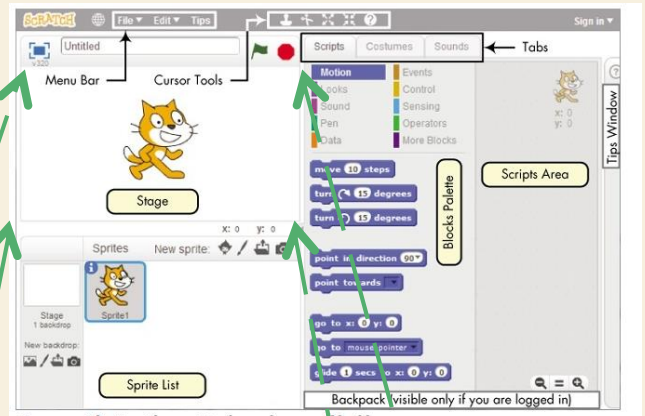
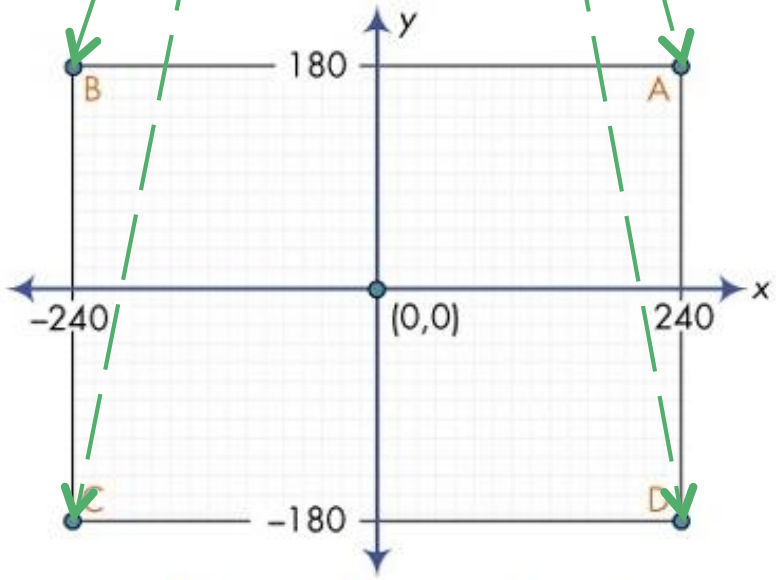


Figure 1-3. The Scratch user interface, where you'll build your programs



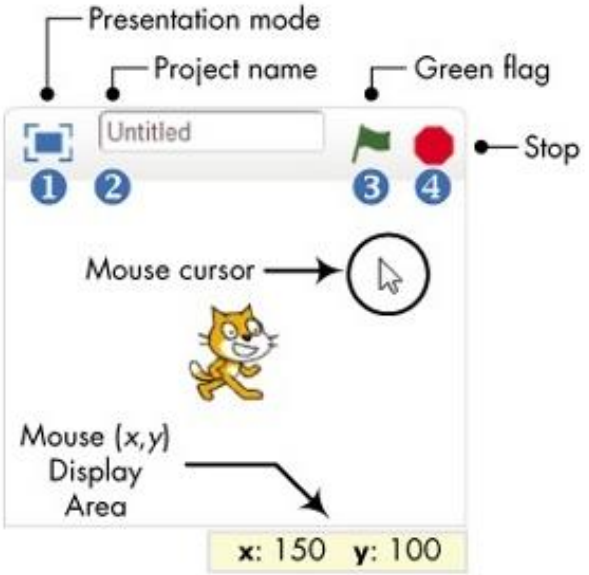


Figure 1-4. The Stage is like a coordinate plane with point (0,0) in the center.

SCRATCH USER INTERFACE - BACKDROP

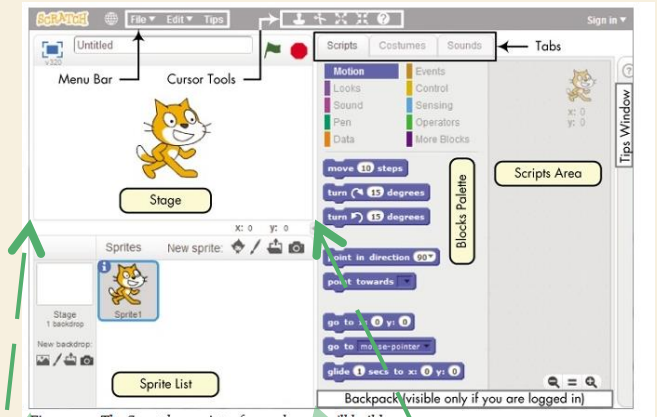


Figure 1-3. The Scratch user interface, where you'll build your programs

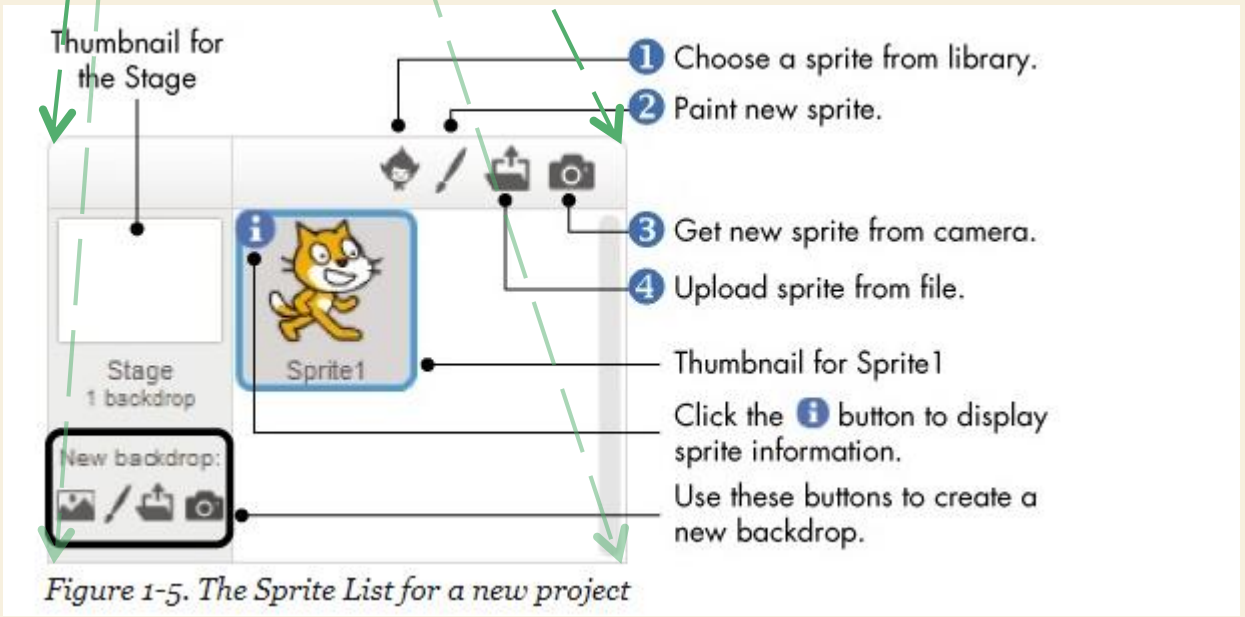


Figure 1-5. The Sprite List for a new project

SCRATCH USER INTERFACE – BLOCKS TAB

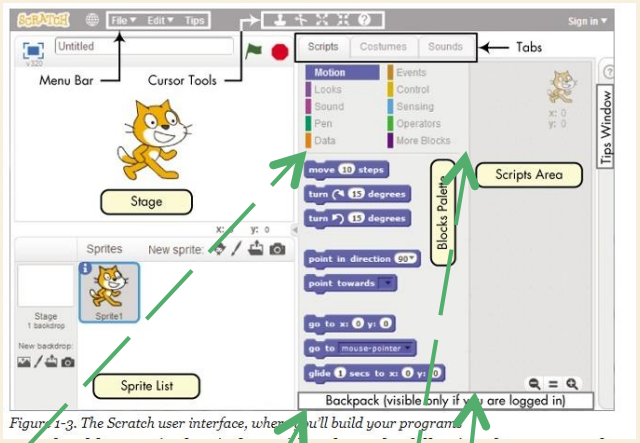


Figure 1-3. The Scratch user interface, where you'll build your programs

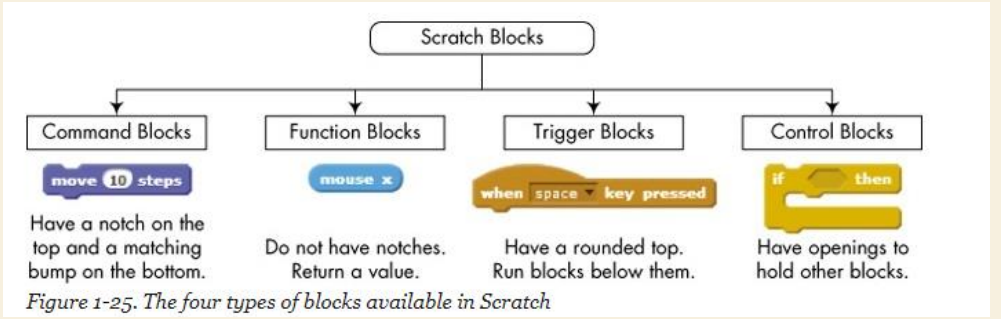


Figure 1-25. The four types of blocks available in Scratch

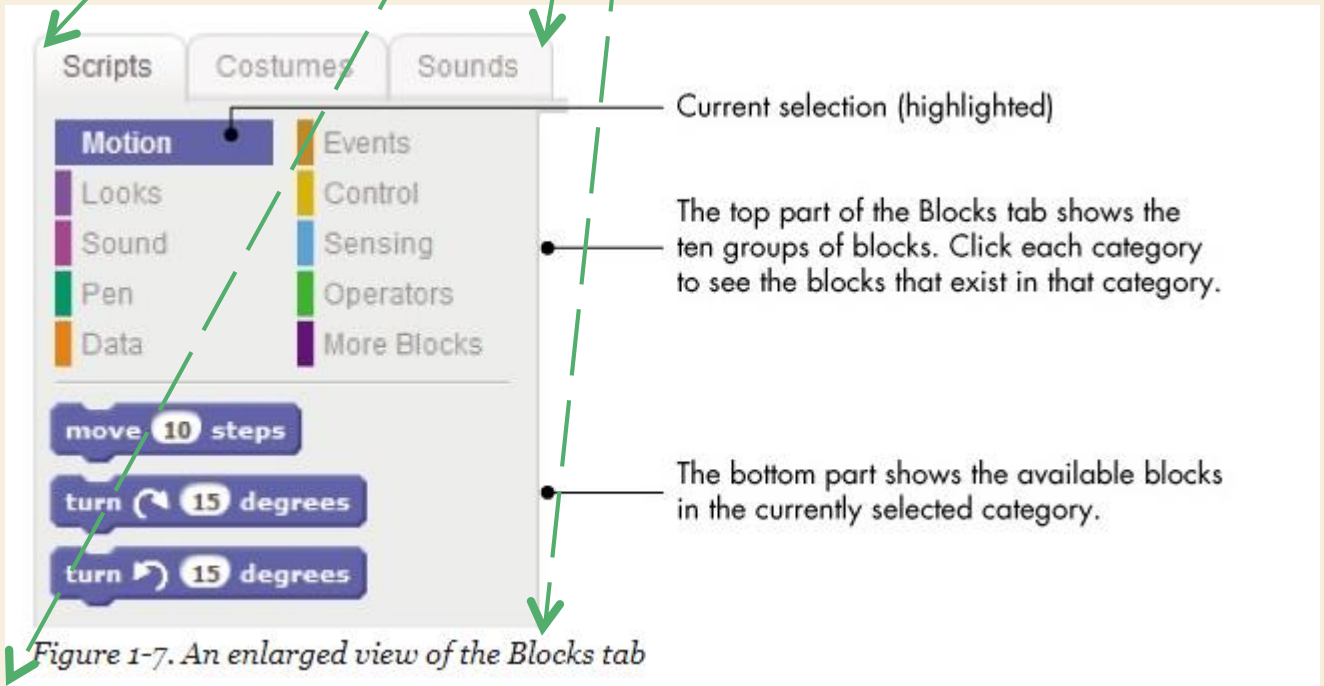


Figure 1-7. An enlarged view of the Blocks tab

SCRATCH USER INTERFACE - SPRITES

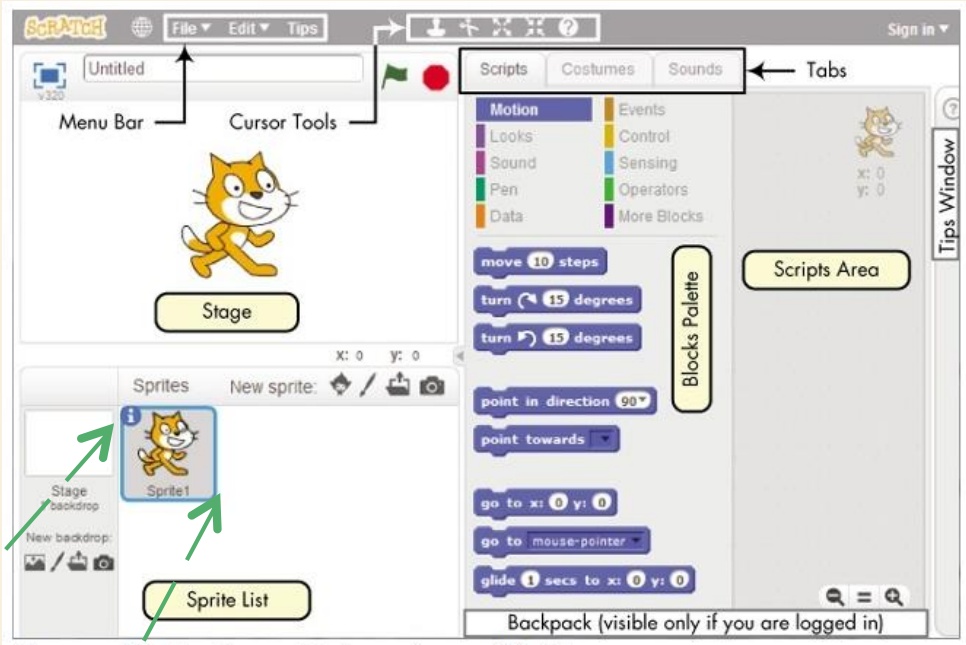


Figure 1-3. The Scratch user interface, where you'll build your programs

Figure 1-12. Sprite info area

SCRATCH USER INTERFACE – WRITING CODE

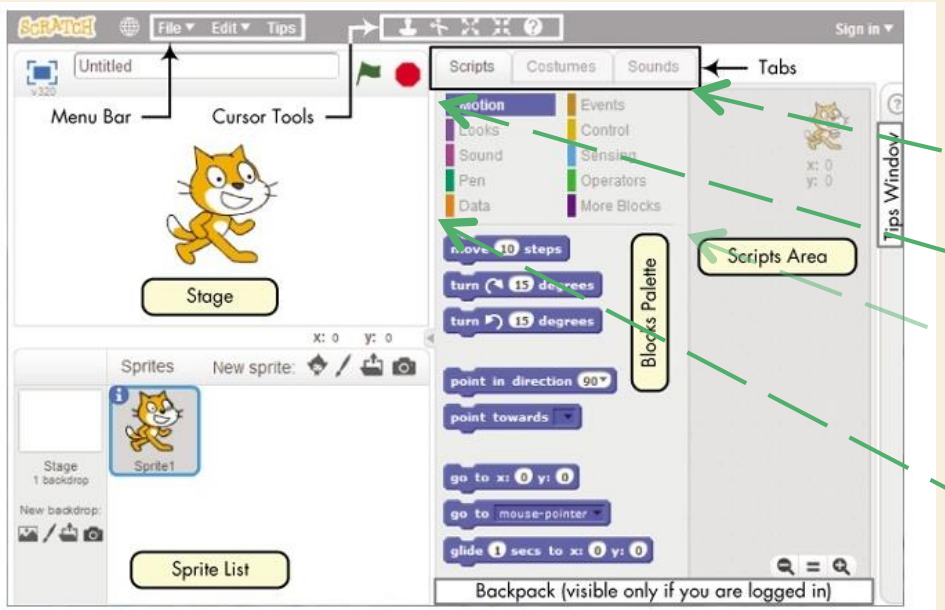


Figure 1-3. The Scratch user interface, where you'll build your programs

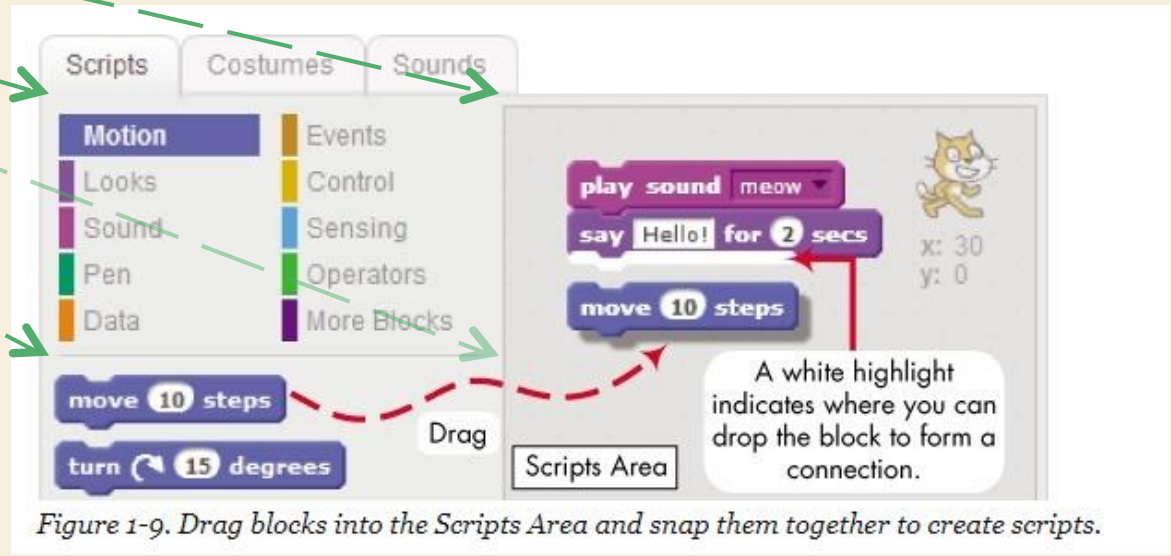


Figure 1-9. Drag blocks into the Scripts Area and snap them together to create scripts.

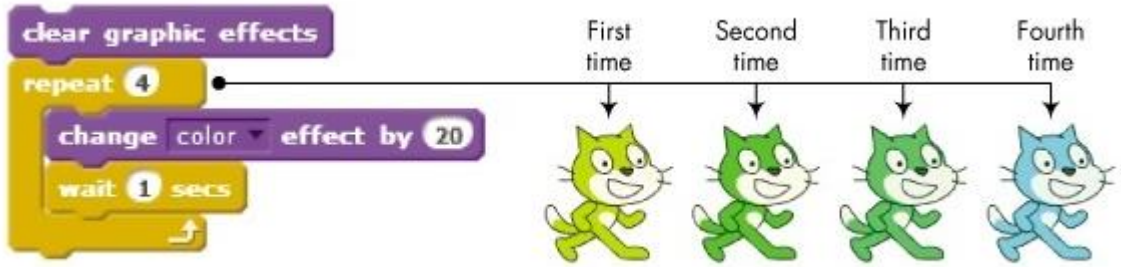


Figure 1-2. Using a script to change the Cat sprite's color

SCRATCH USER INTERFACE – GRAPHIC EFFECTS

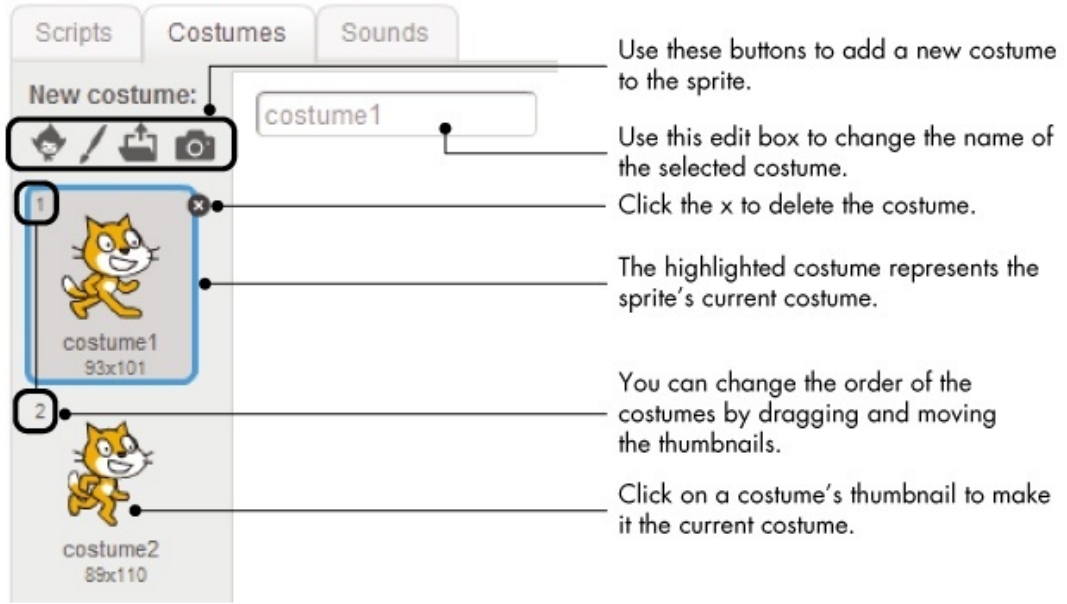


Figure 1-10. You can organize all the costumes for a sprite from the Costumes tab.

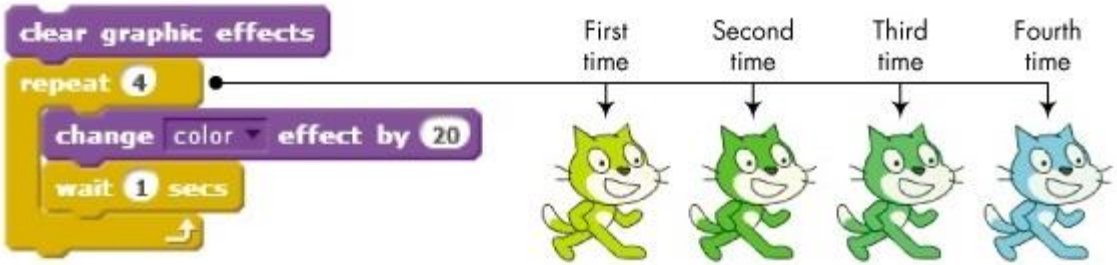


Figure 1-2. Using a script to change the Cat sprite's color

SCRATCH USER INTERFACE – CHANGING COSTUME

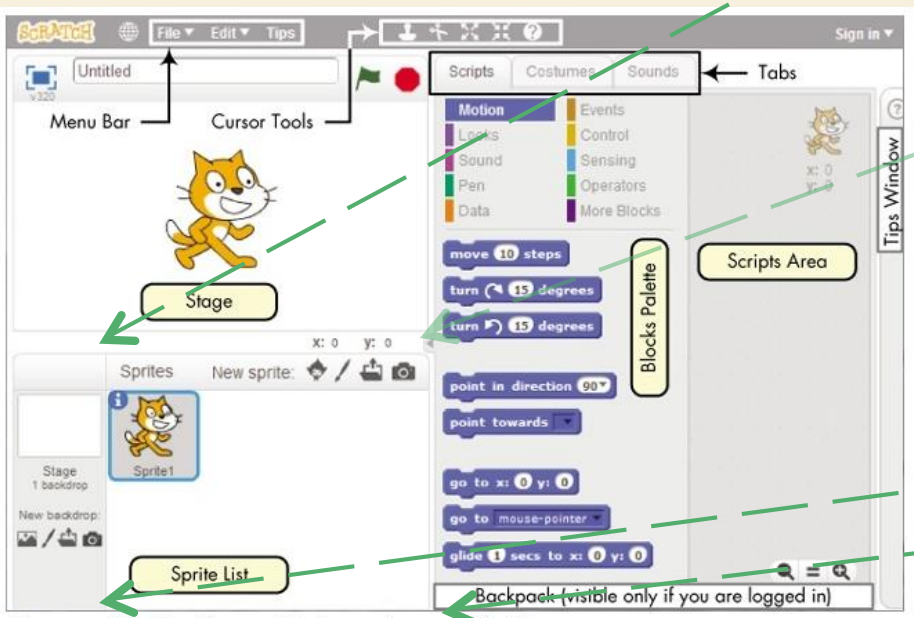


Figure 1-3. The Scratch user interface, where you'll build your programs

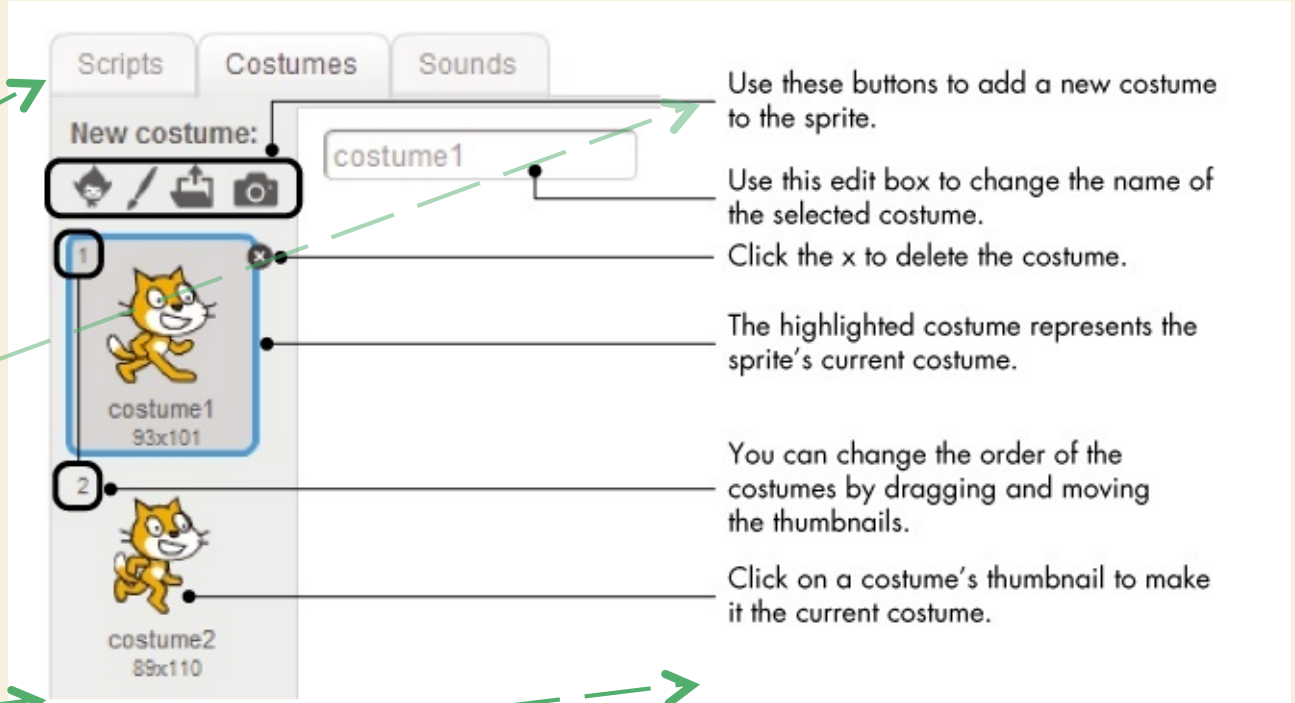


Figure 1-10. You can organize all the costumes for a sprite from the Costumes tab.

SCRATCH USER INTERFACE – SOUND EFFECTS

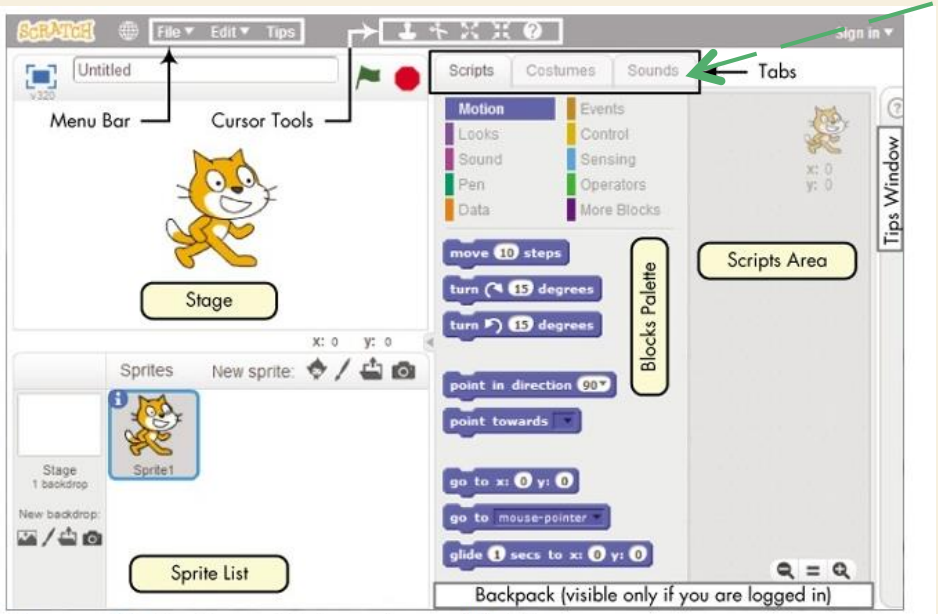


Figure 1-3. The Scratch user interface, where you'll build your programs

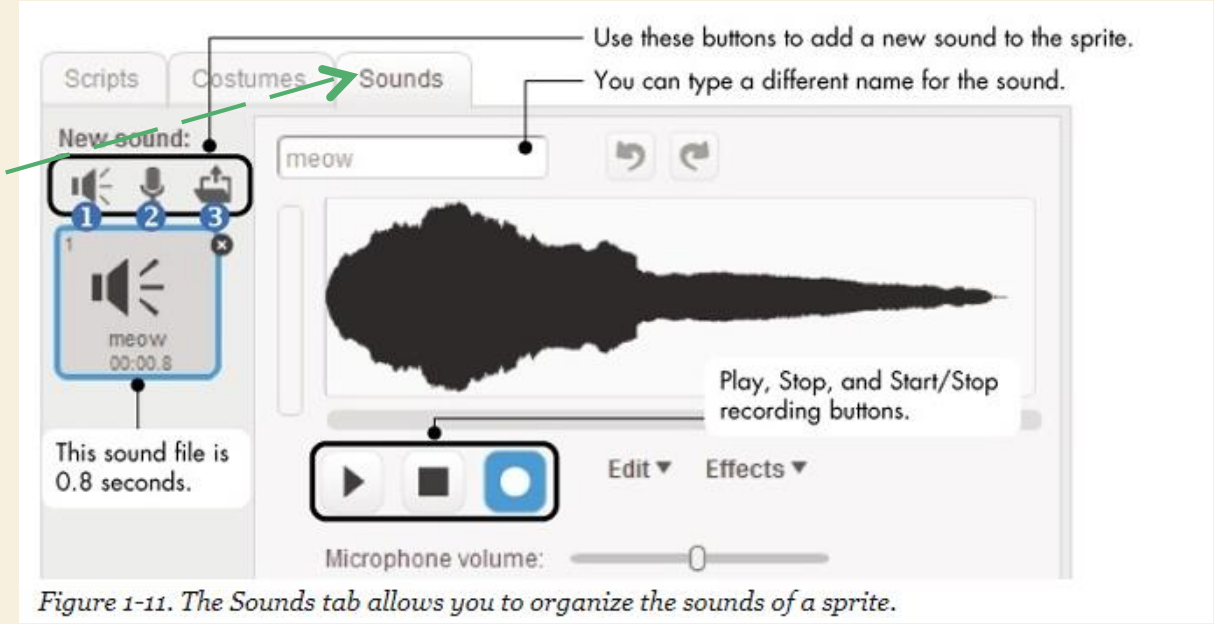


Figure 1-11. The Sounds tab allows you to organize the sounds of a sprite.

SCRATCH USER INTERFACE – SPRITE PAINT EDITOR

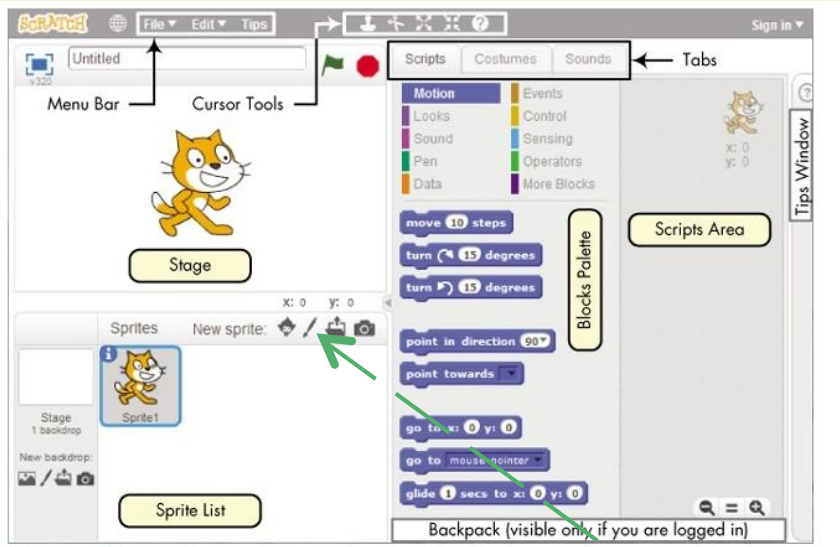


Figure 1-3. The Scratch user interface, where you'll build your programs

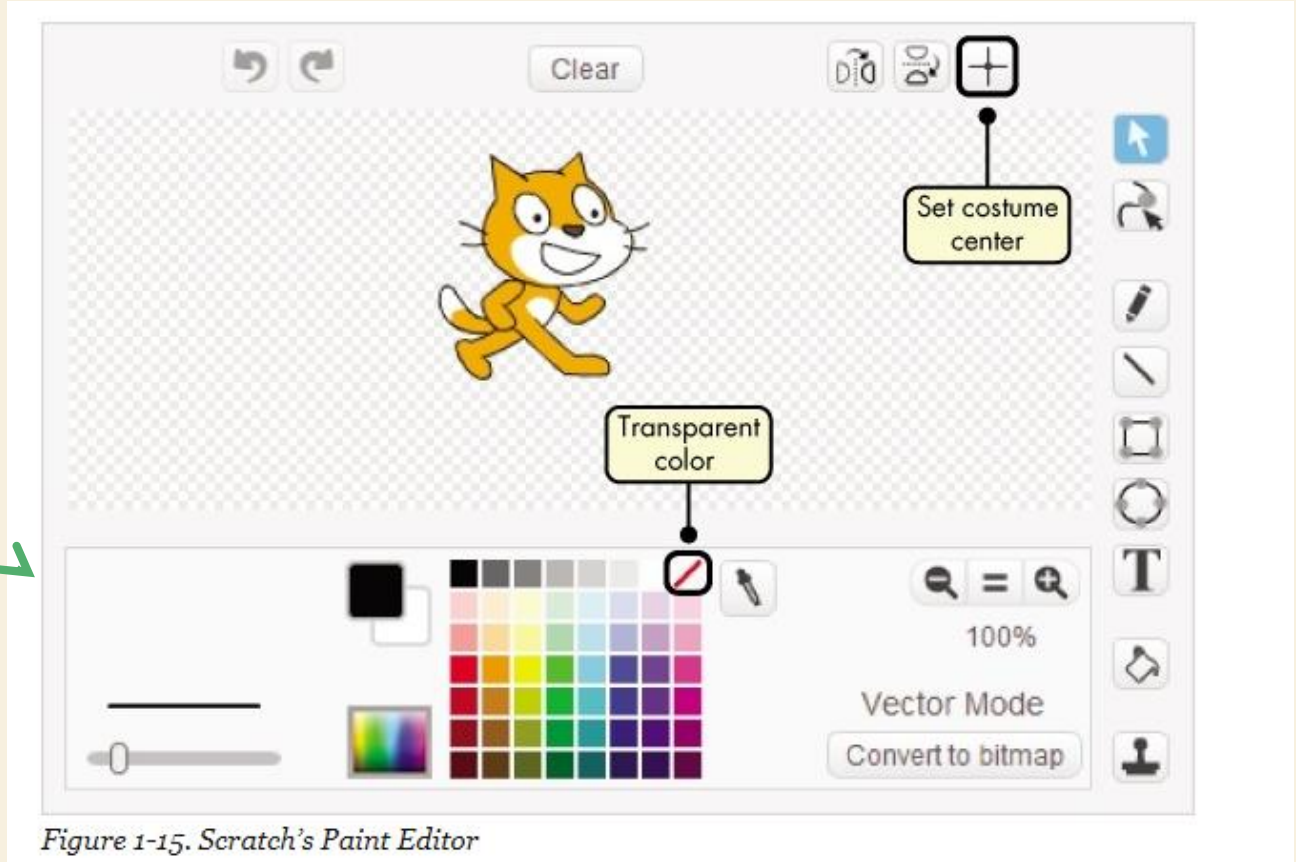
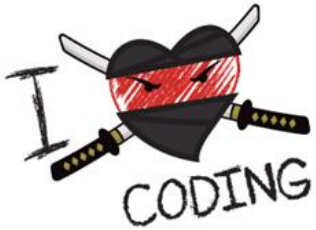


Figure 1-15. Scratch's Paint Editor

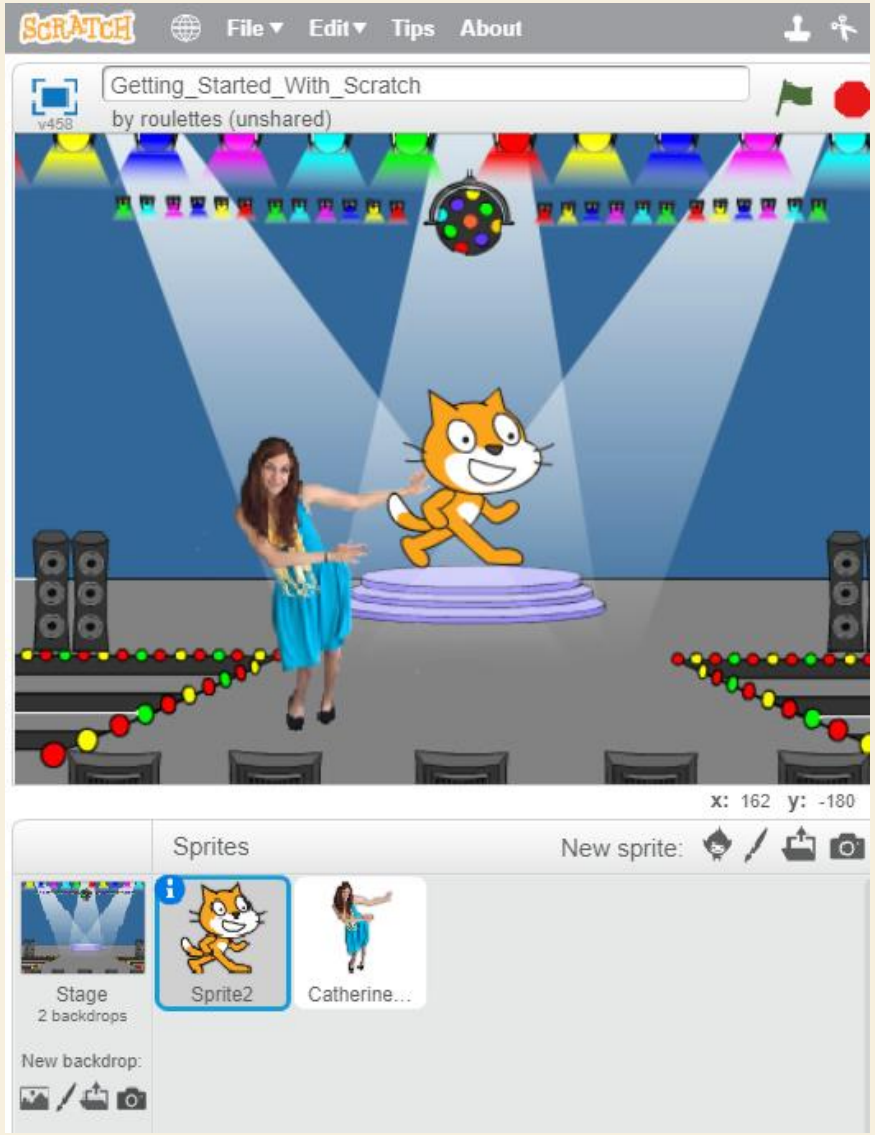
TUTORIAL

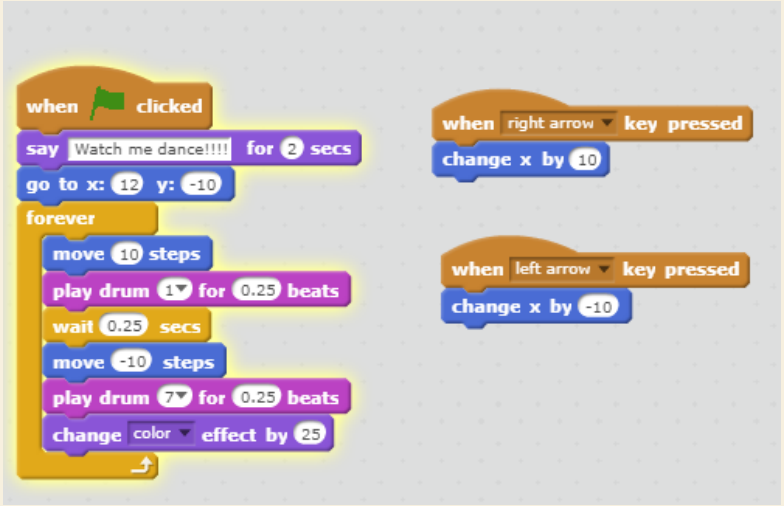
GETTING STARTED

CoderDojo
ALTONA NORTH



TUTORIAL – GETTING STARTED





Cat Sprite

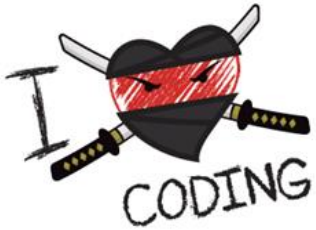
Catherine Dance Sprite

Step Index

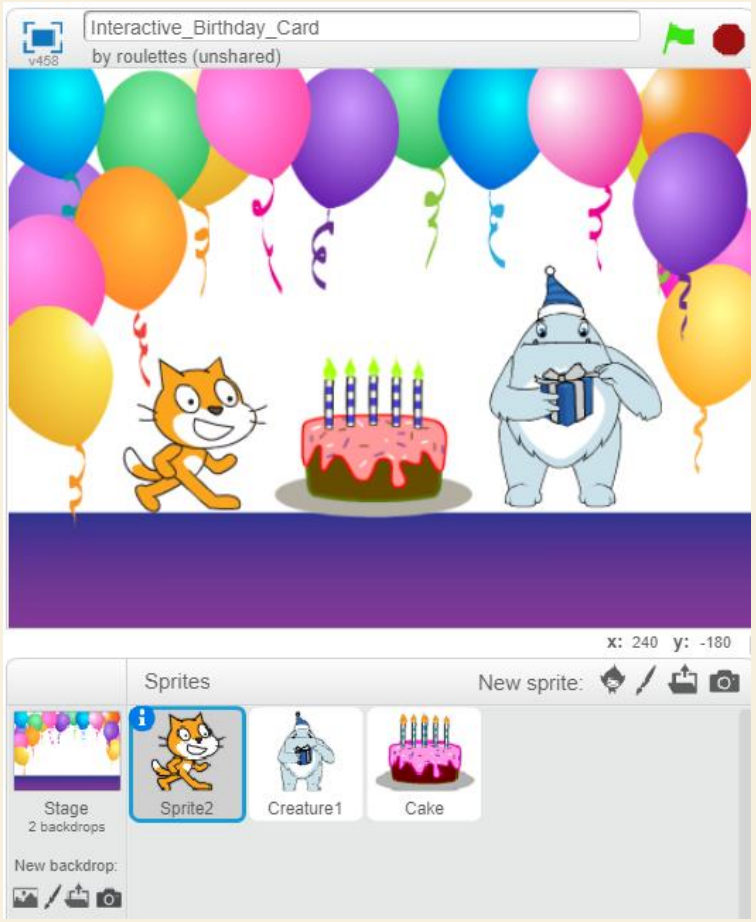
1. Start Moving
2. Add a Sound
3. Start a Dance
4. Again and Again
5. Say Something
6. Green Flag
7. Change Color
8. Key Press
9. Add a Background
10. Add a Sprite
11. Explore!
12. Share!
13. Now What?

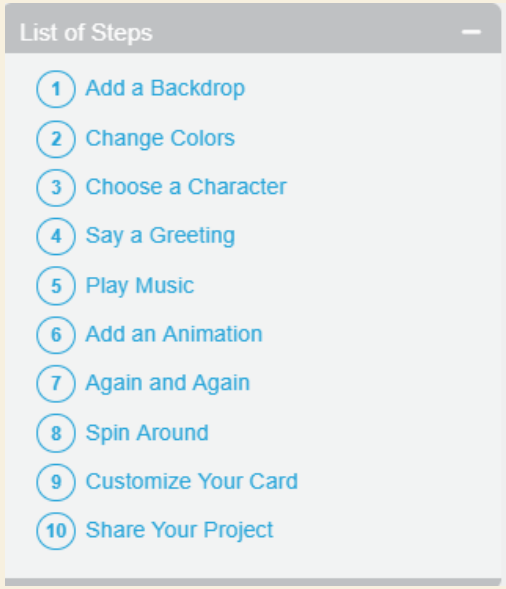
INTERACTIVE BIRTHDAY CARD

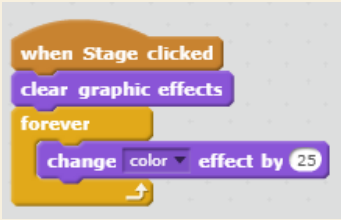
CoderDojo
ALTONA NORTH



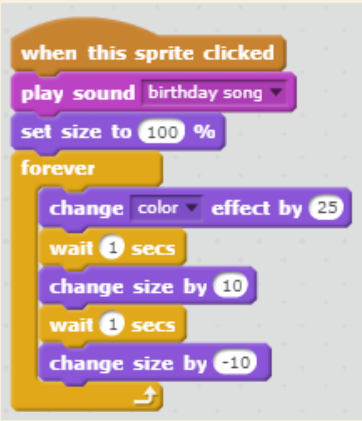
TUTORIAL – INTERACTIVE BIRTHDAY CARD



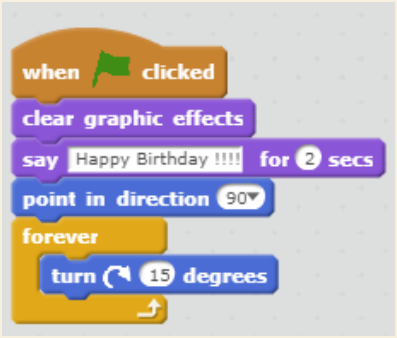




Backdrop Sprite



Cake Sprite

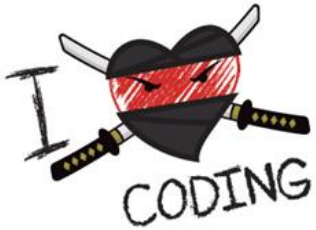


Cat Sprite

TUTORIAL

ANIMATE A NAME

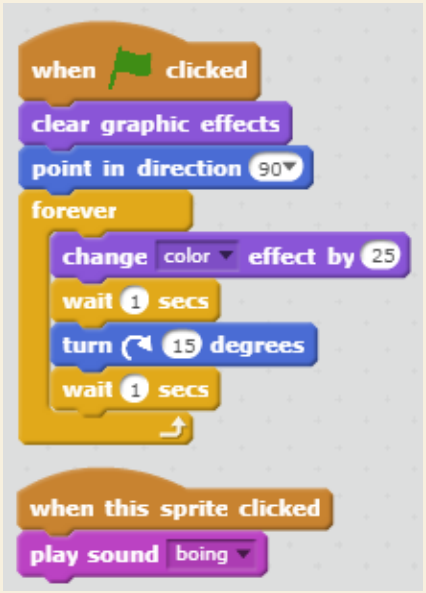
CoderDojo
ALTONA NORTH



TUTORIAL – ANIMATE A NAME

List of Steps

1. Choose the First Letter
2. Add Color Effects
3. Add a Sound
4. Add a Backdrop
5. Add Your Next Letter
6. Make It Spin
7. Finish Your Name
8. Share Your Project

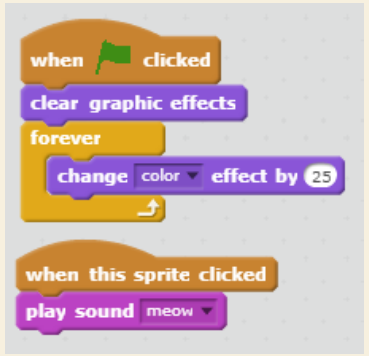


M Sprite

I Sprite

L Sprite

L Sprite

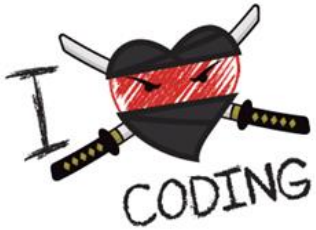


I Sprite

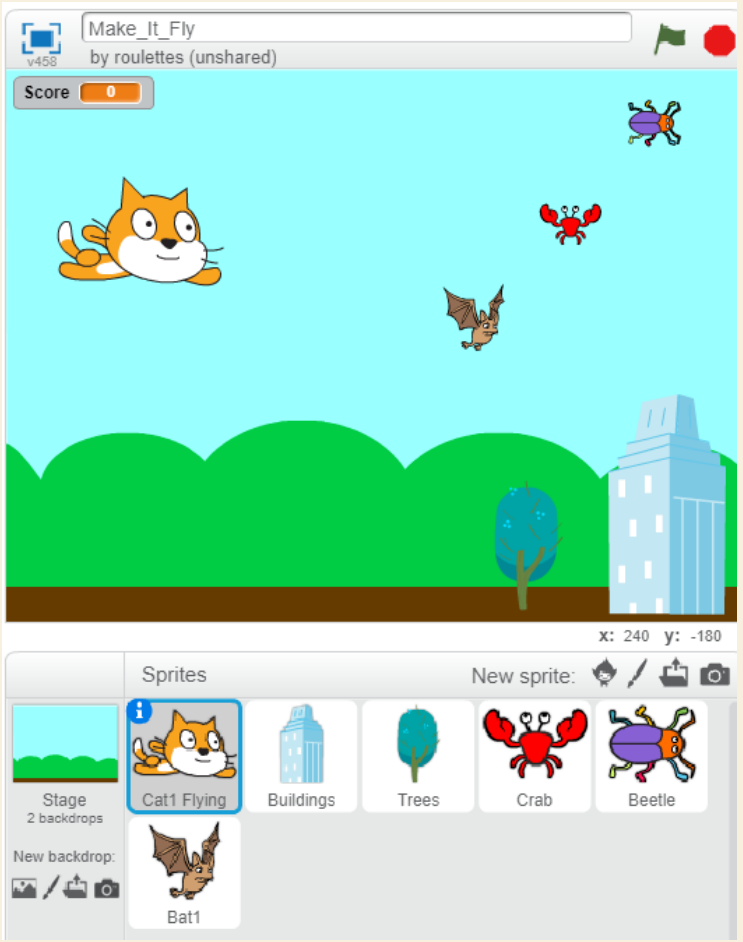
TUTORIAL

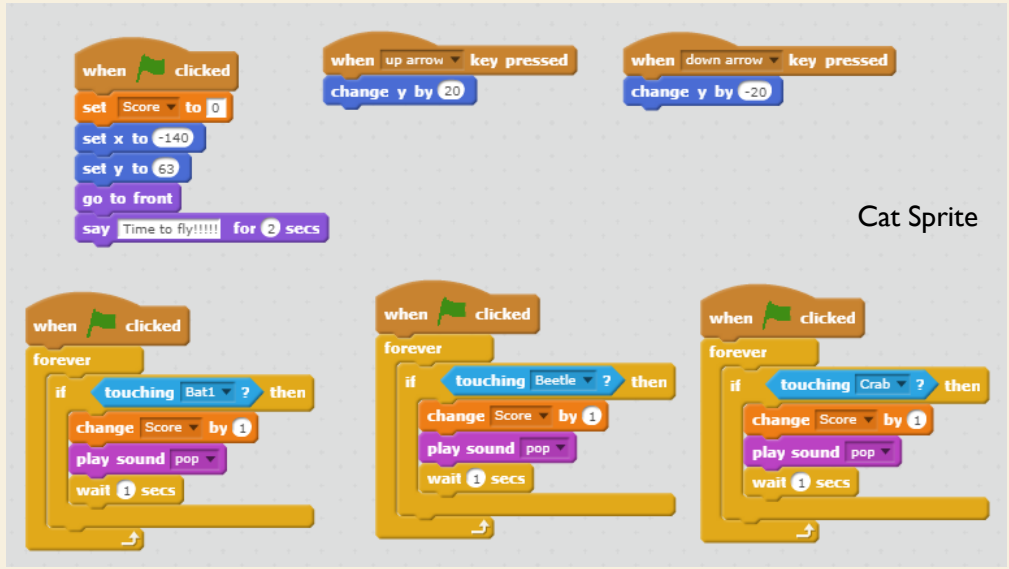
MAKE IT FLY

CoderDojo
ALTONA NORTH



TUTORIAL – MAKE IT FLY

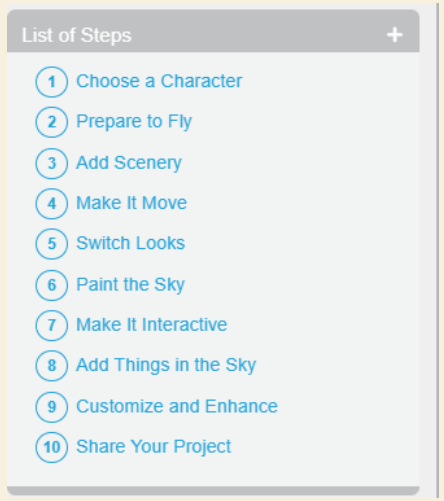




Cat Sprite

Bat Sprite

Beetle Sprite



Tree Sprite

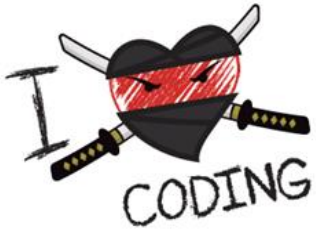
Crab Sprite

Building Sprite

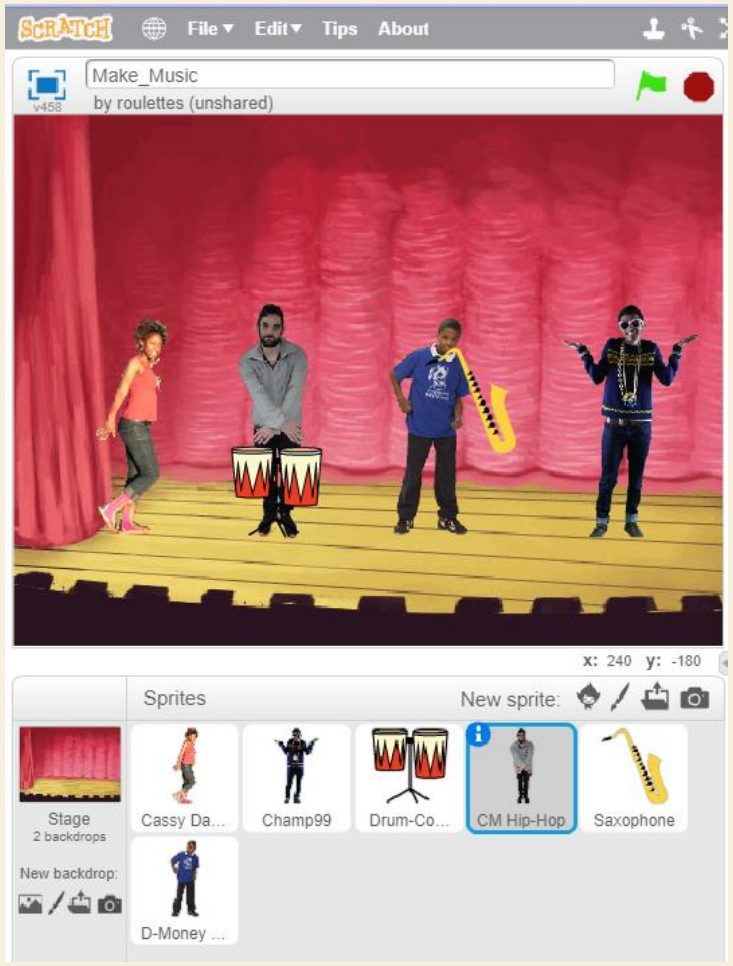
TUTORIAL

MAKE MUSIC

CoderDojo
ALTONA NORTH



TUTORIAL – MAKE MUSIC



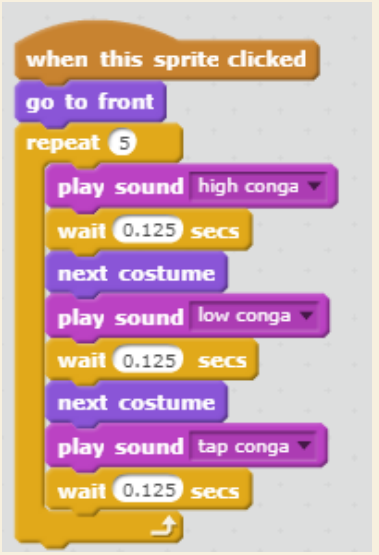
List of Steps

1. Pick a Drum
2. Play the Drum
3. Make a Rhythm
4. Make It Repeat
5. Animate the Drum
6. Play an Instrument
7. Make a Melody
8. Add a Chord
9. Add Vocals
10. Play Random Notes
11. Record Sounds
12. Keep Playing
13. Share Your Project

Cassy Sprite

Saxophone Sprite

Champ99 Sprite

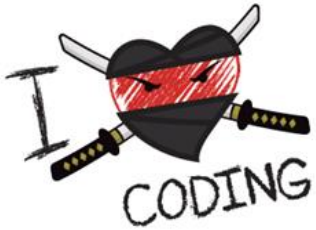


Drum Sprite

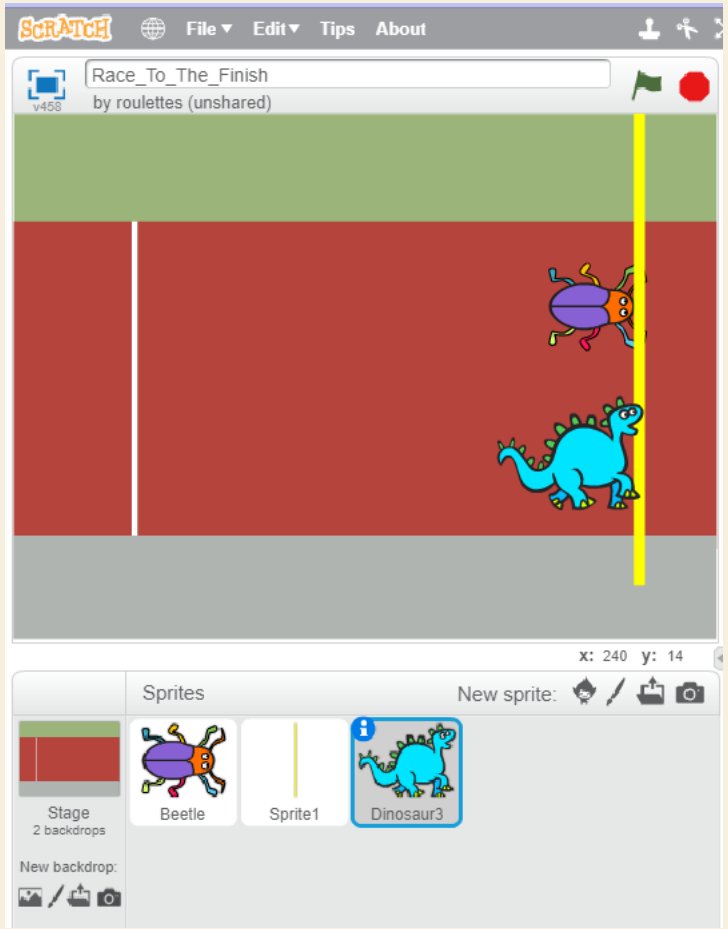
TUTORIAL

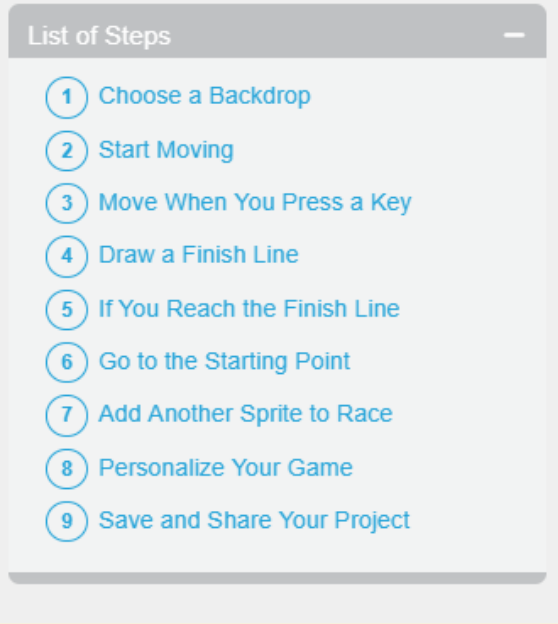
RACE TO THE FINISH

CoderDojo
ALTONA NORTH

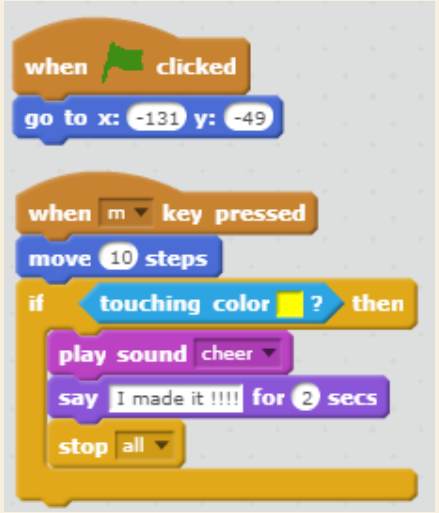


TUTORIAL – RACE TO THE FINISH





Beetle Sprite



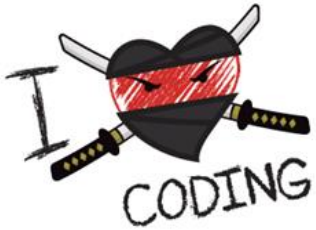
Dinosaur Sprite

Finish Line Sprite

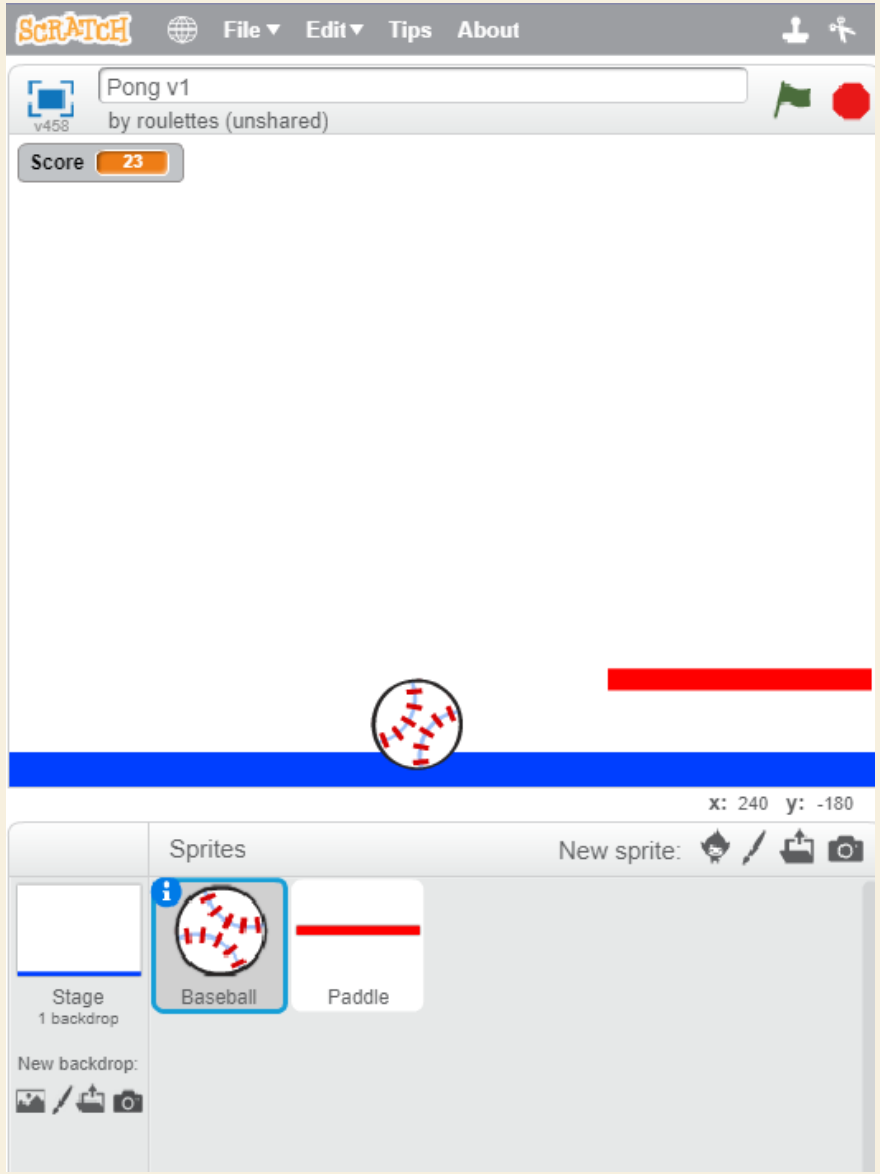
TUTORIAL

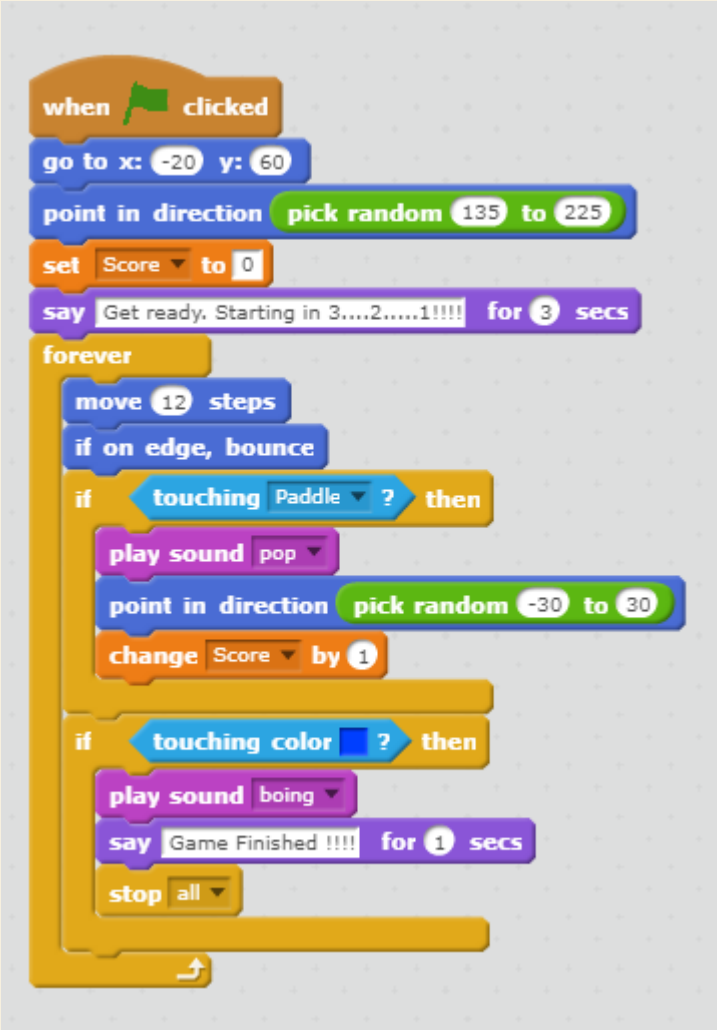
PONG

CoderDojo
ALTONA NORTH

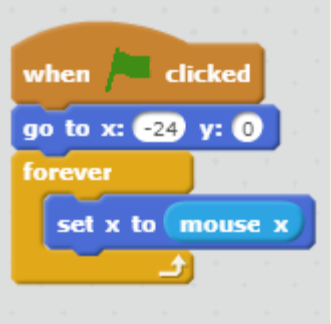


TUTORIAL - PONG





Ball Sprite



Paddle Sprite