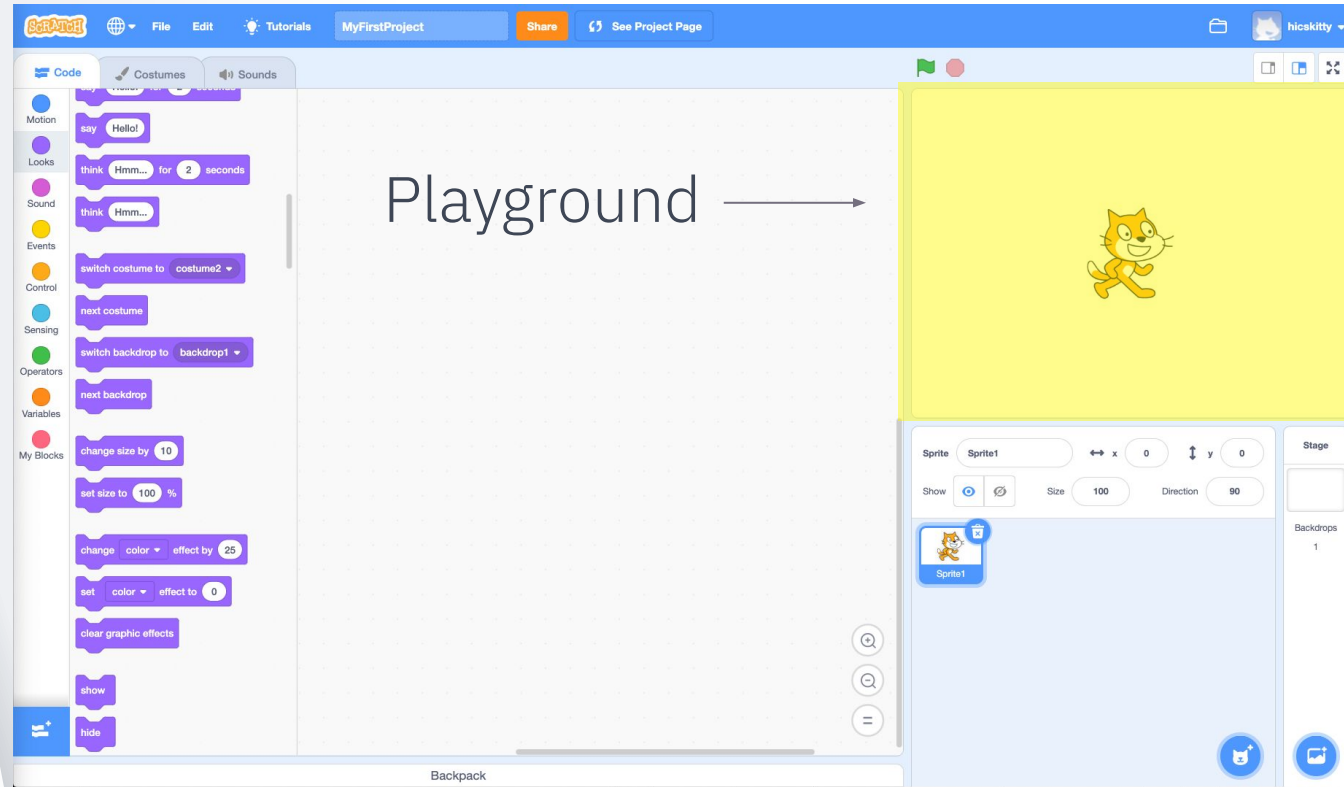


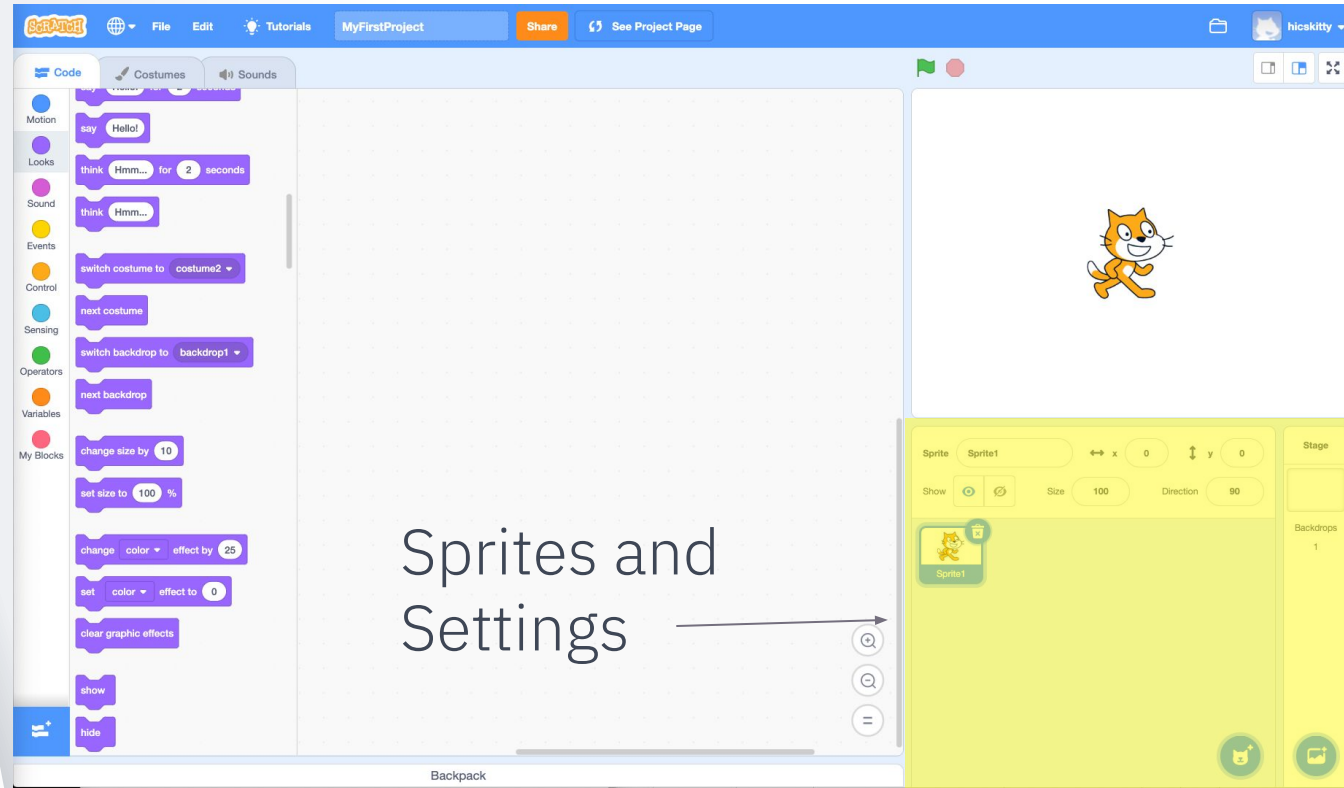
Concepts of Programming Lesson 1

Creating an Account

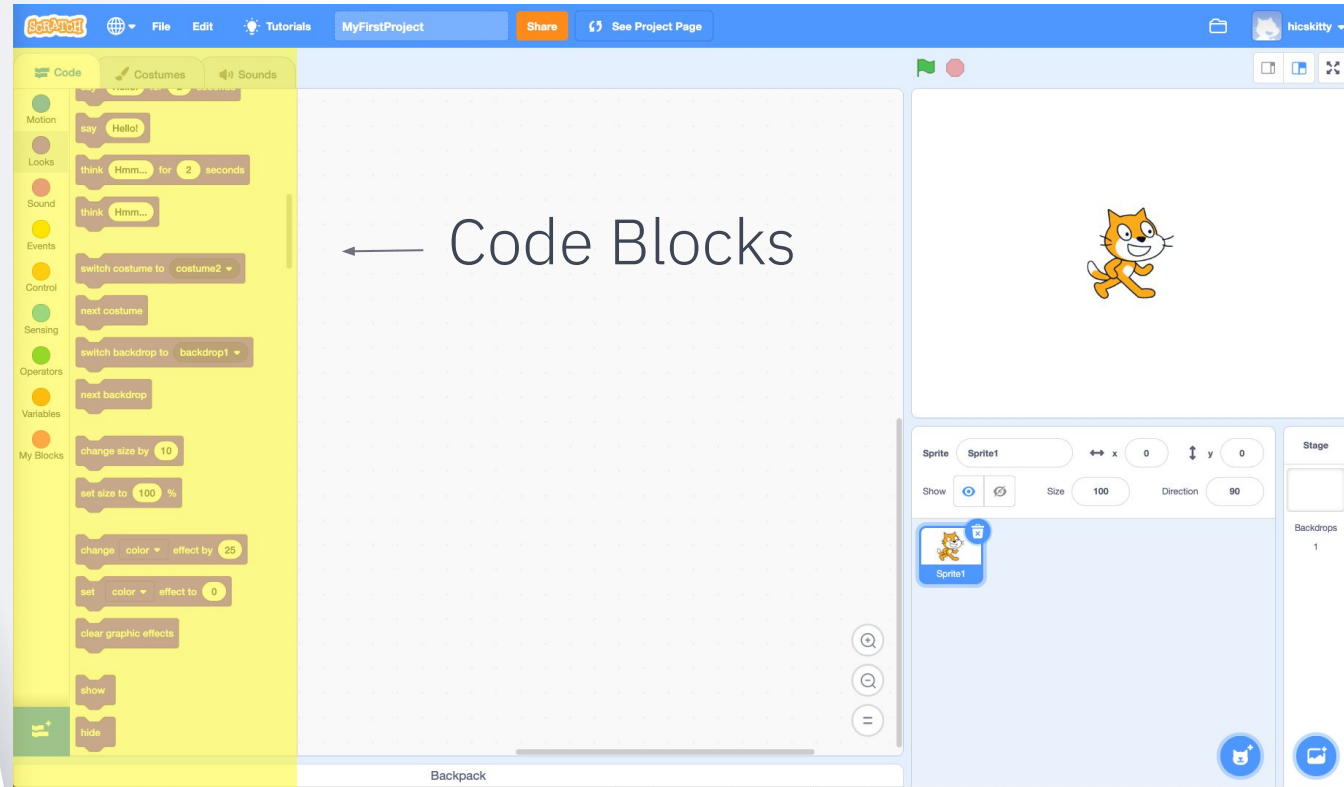
Layout of Scratch 3.0



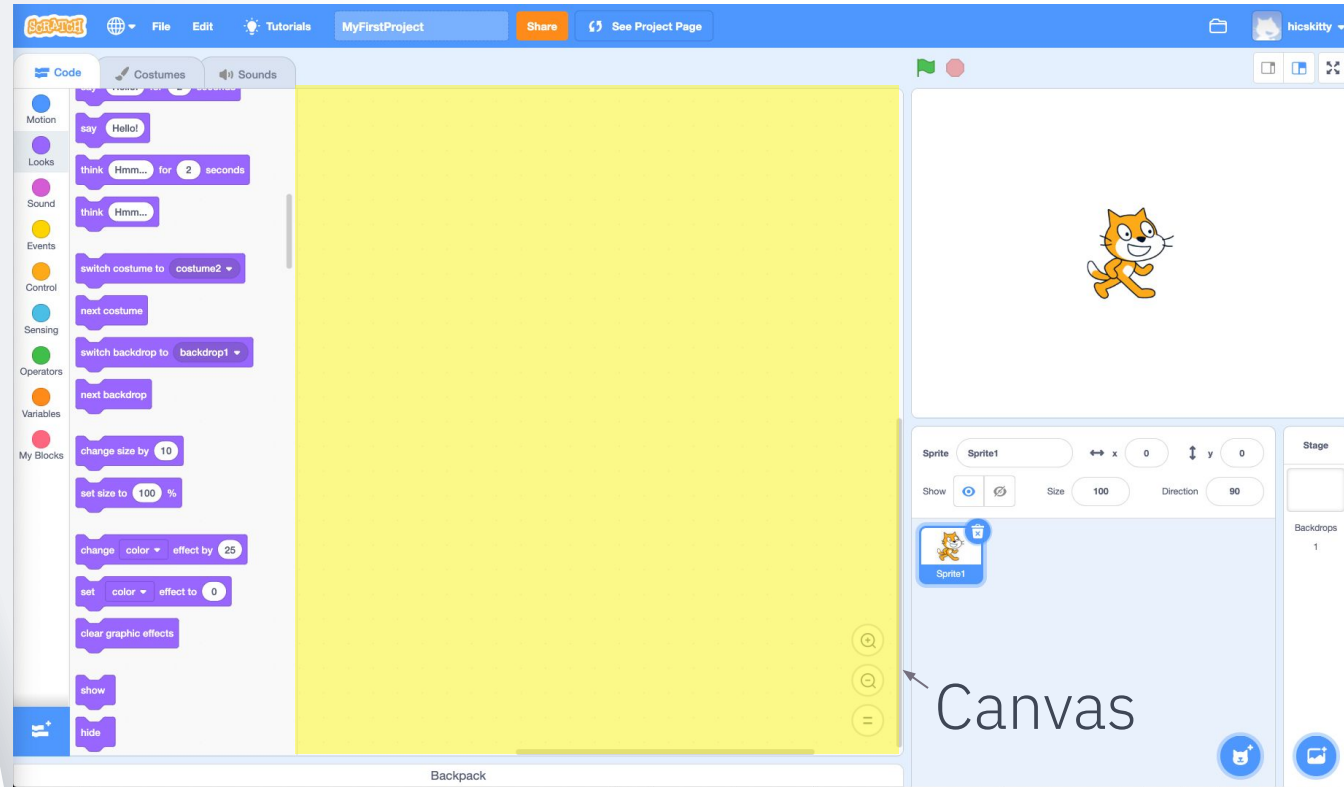
Layout of Scratch 3.0



Layout of Scratch 3.0



Layout of Scratch 3.0



Project 1: **Move the Cat**

Blocks Needed

Blocks: Events

- Start

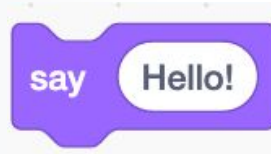


- Click Sprite

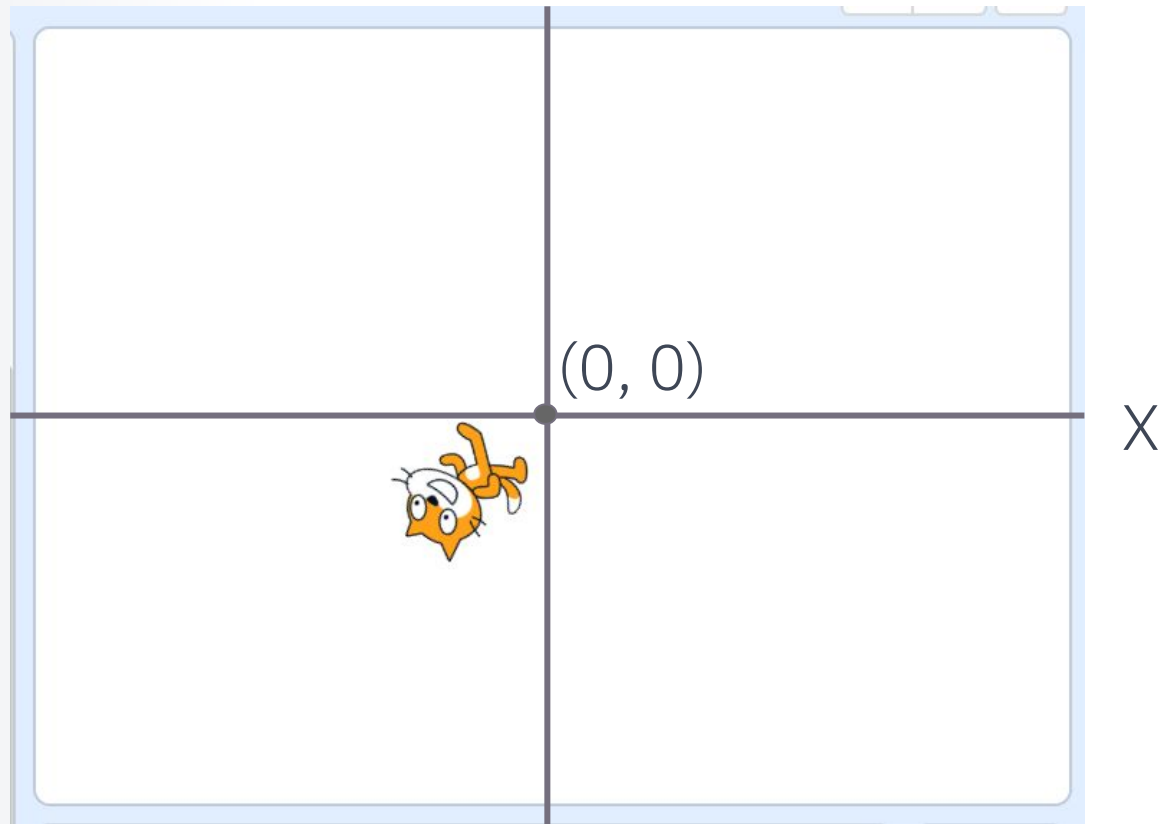


Blocks : Looks

- Say Something



Coordinate Grid

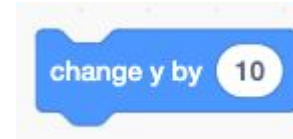
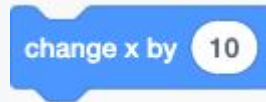


Blocks : Motion

- Change direction of sprite



- Increase x, y coordinate of sprite



Blocks : Control

- Run 10 Times



- Run Forever



Blocks : Control

- Wait for 1 second



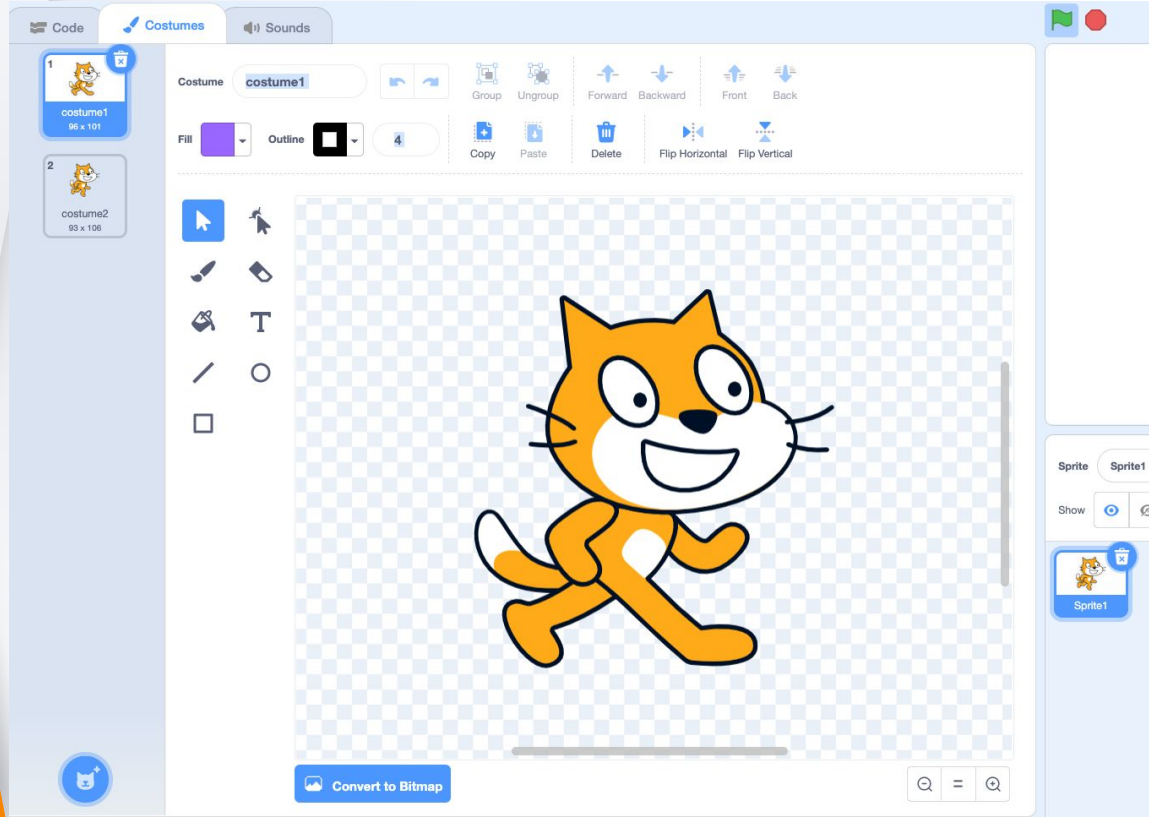
- Stop Everything



Looks : Costume

- Change to the next costume

next costume

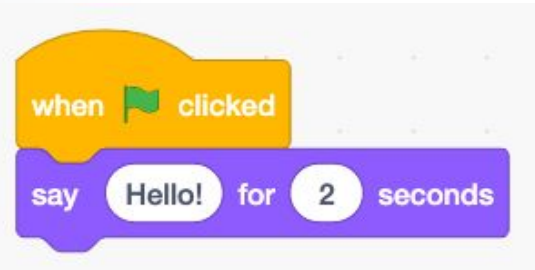


Project 1: **Move the Cat**

Actual Project

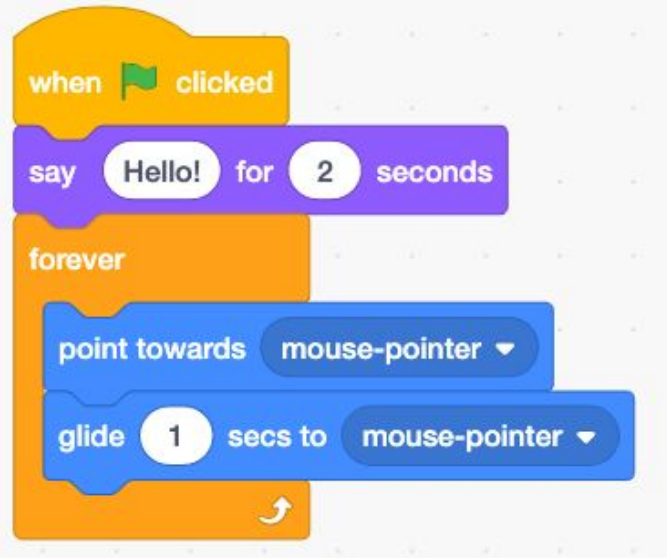
Start

- Say hello



Main Moving

- Towards mouse



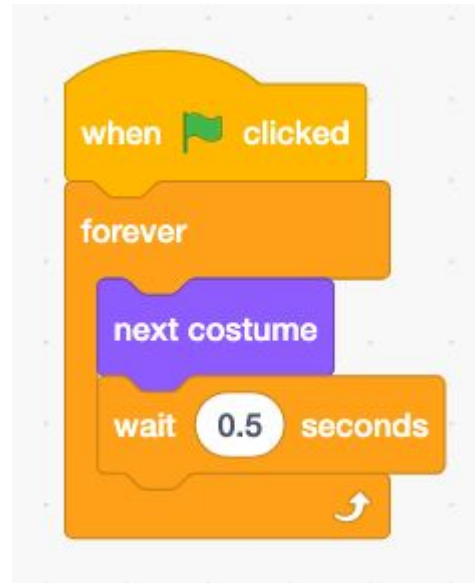
More Movement?

- Space Bar



Walking

- Switch costumes



End

- Stop all Block



Move the Cat

The image shows a Scratch project titled "Move the Cat". The cat sprite is on the stage with a "Bye" speech bubble. The code is as follows:

```
when green flag clicked
  point in direction 90
  point towards mouse-pointer
  change x by 10
  set x to -11
  change y by 10
  set y to 4
  if on edge, bounce
  set rotation style left-right
  x position
  y position
  direction
  say Hello! for 2 seconds
  say Hello!
  think Hmm... for 2 seconds

when this sprite clicked
  say Bye

when space key pressed
  repeat 10
    change y by 40
  repeat 10
    change y by -40

when green flag clicked
  forever
    next costume
    wait 1 seconds
```

The project interface includes a menu bar (File, Edit, Tutorials, MyFirstProject, Shared, See Project Page), a toolbar (Save Now, hickitty), and a sidebar with tabs for Code, Costumes, and Sounds. The Code tab is active, showing the script area with the above code. The right panel shows the Sprite area with Sprite1 selected, and the Stage area with the cat sprite and its speech bubble.