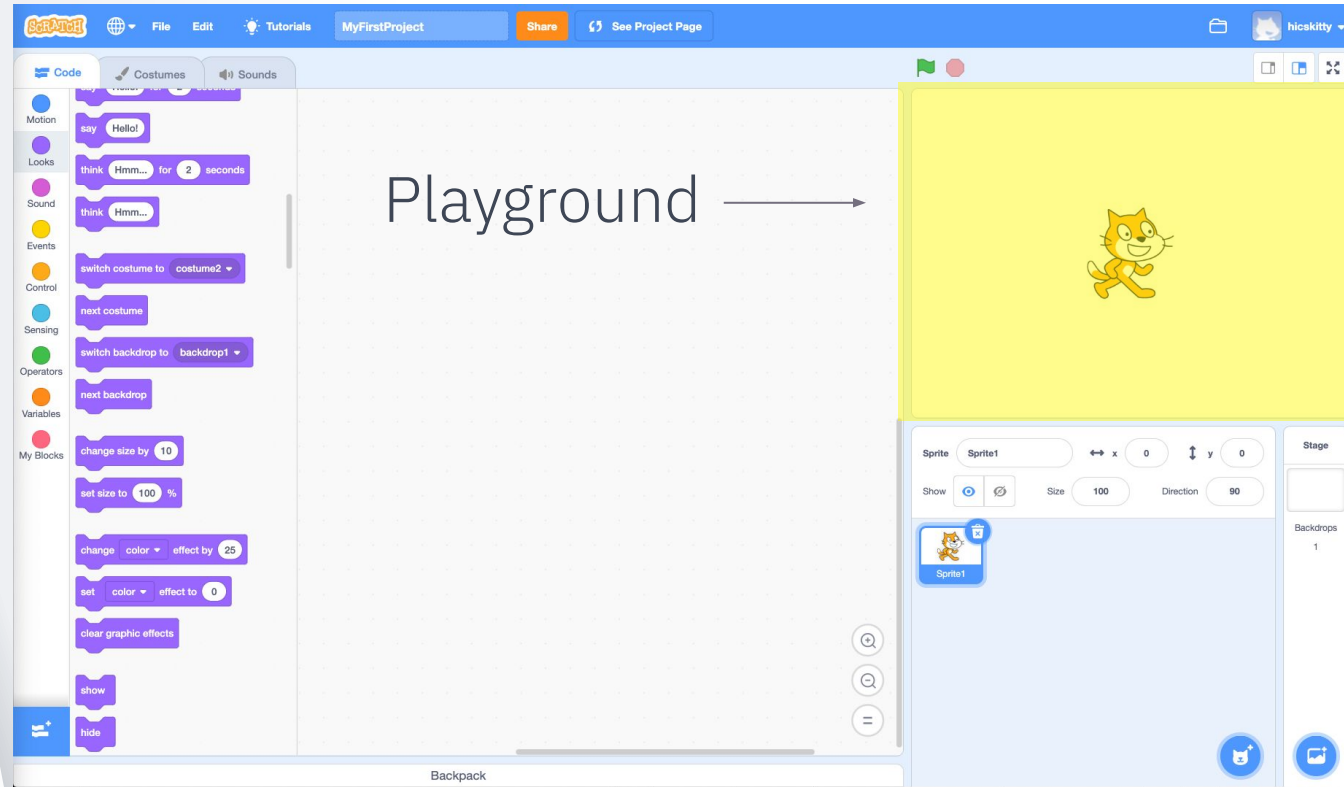# Concepts of Programming Lesson 1

Creating an Account
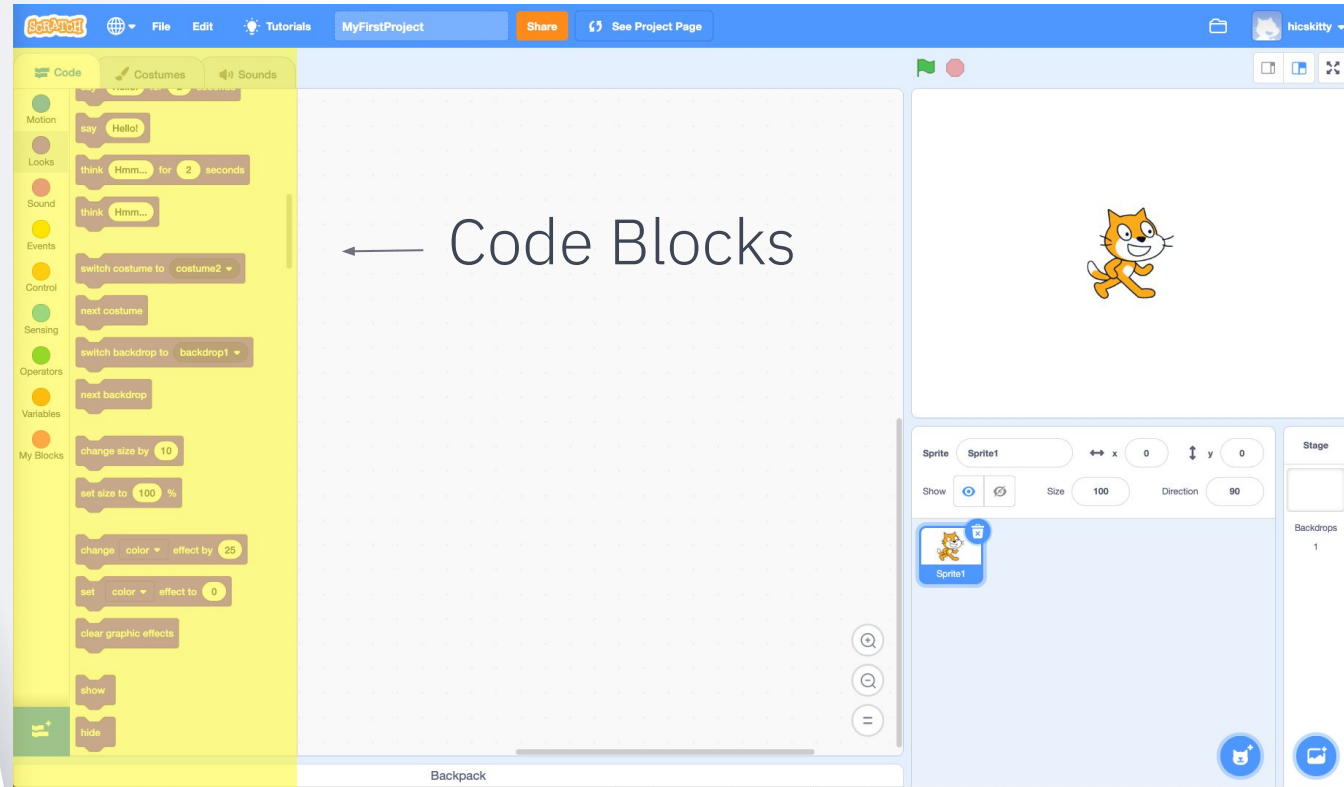
Layout of Scratch 3.0
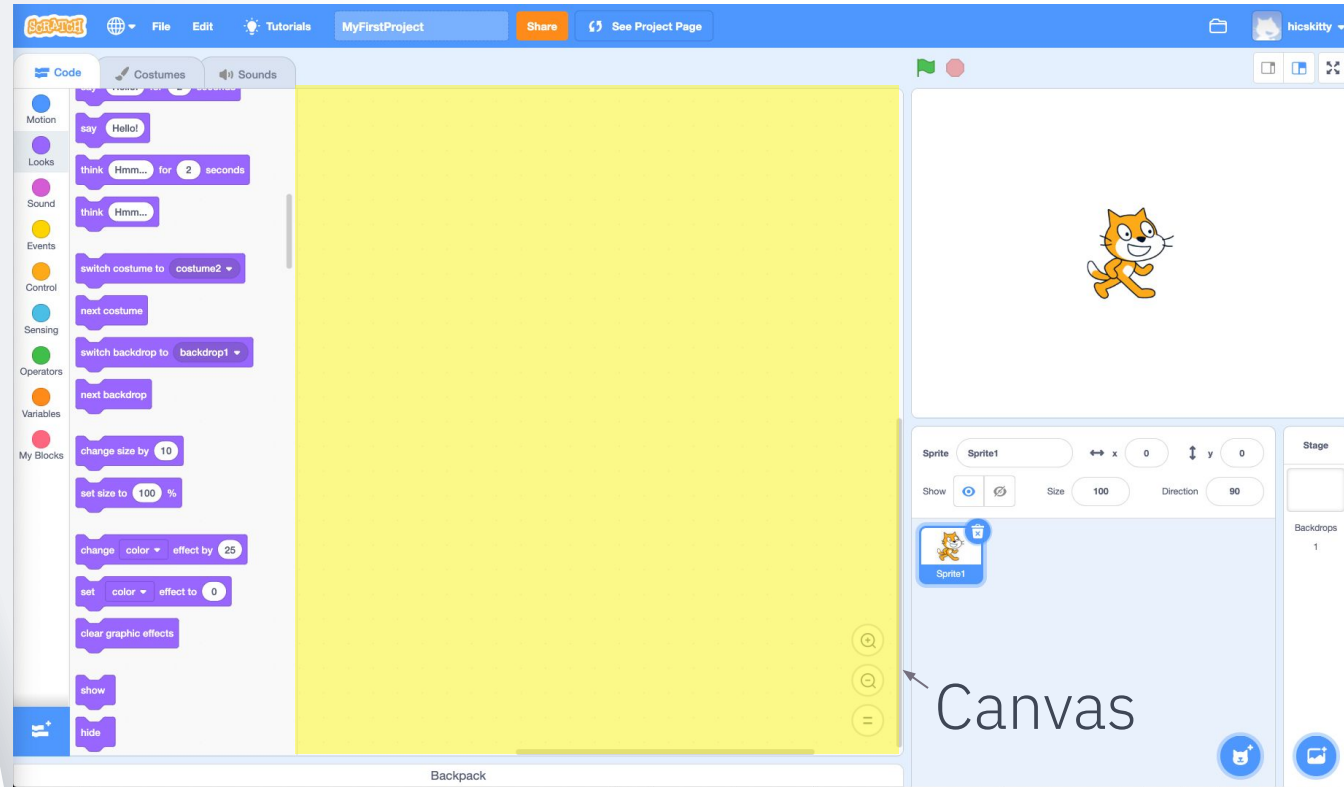

Playground →

Layout of Scratch 3.0

Sprites and Settings

Layout of Scratch 3.0

Code Blocks

Layout of Scratch 3.0

Canvas
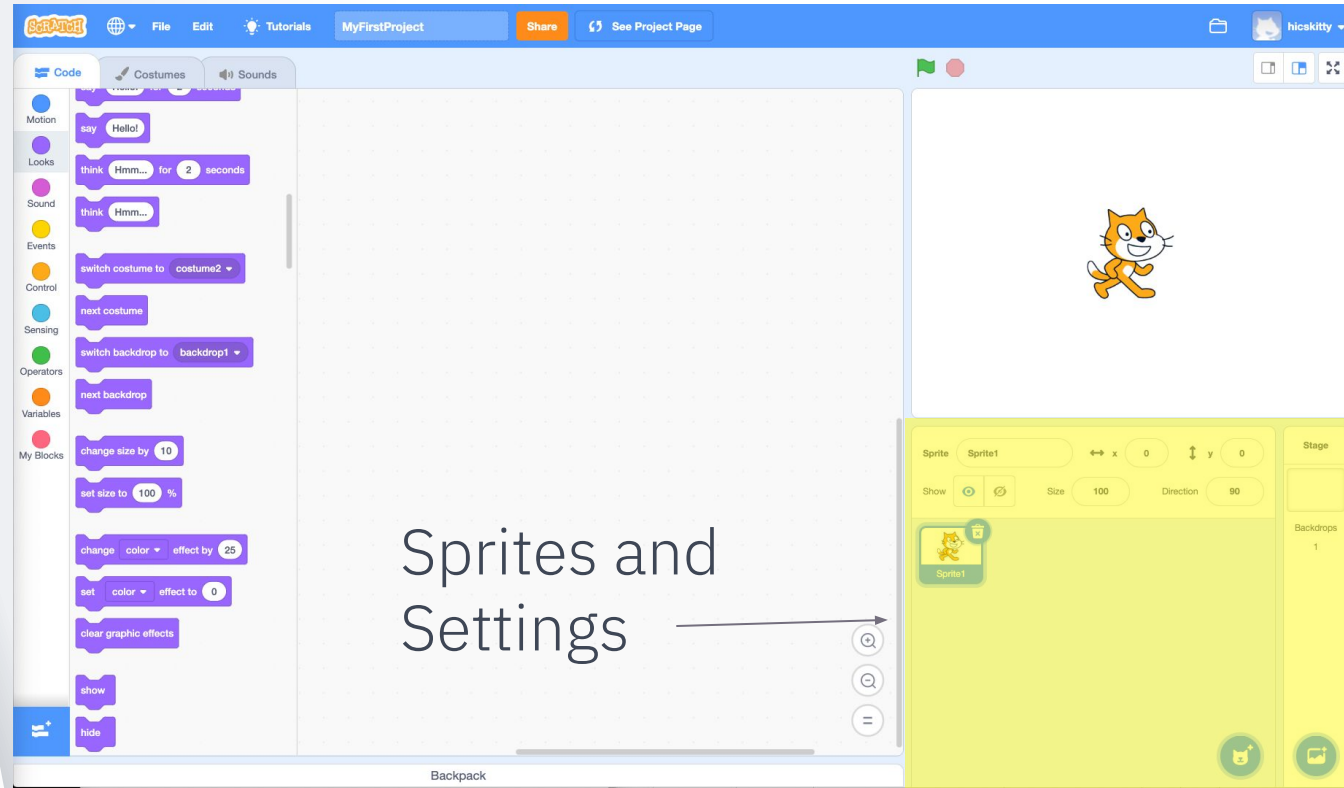
Project 1:
Move the Cat
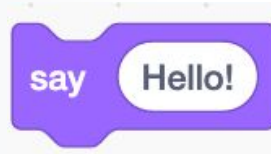
Blocks Needed

STARCODER

Blocks: Events

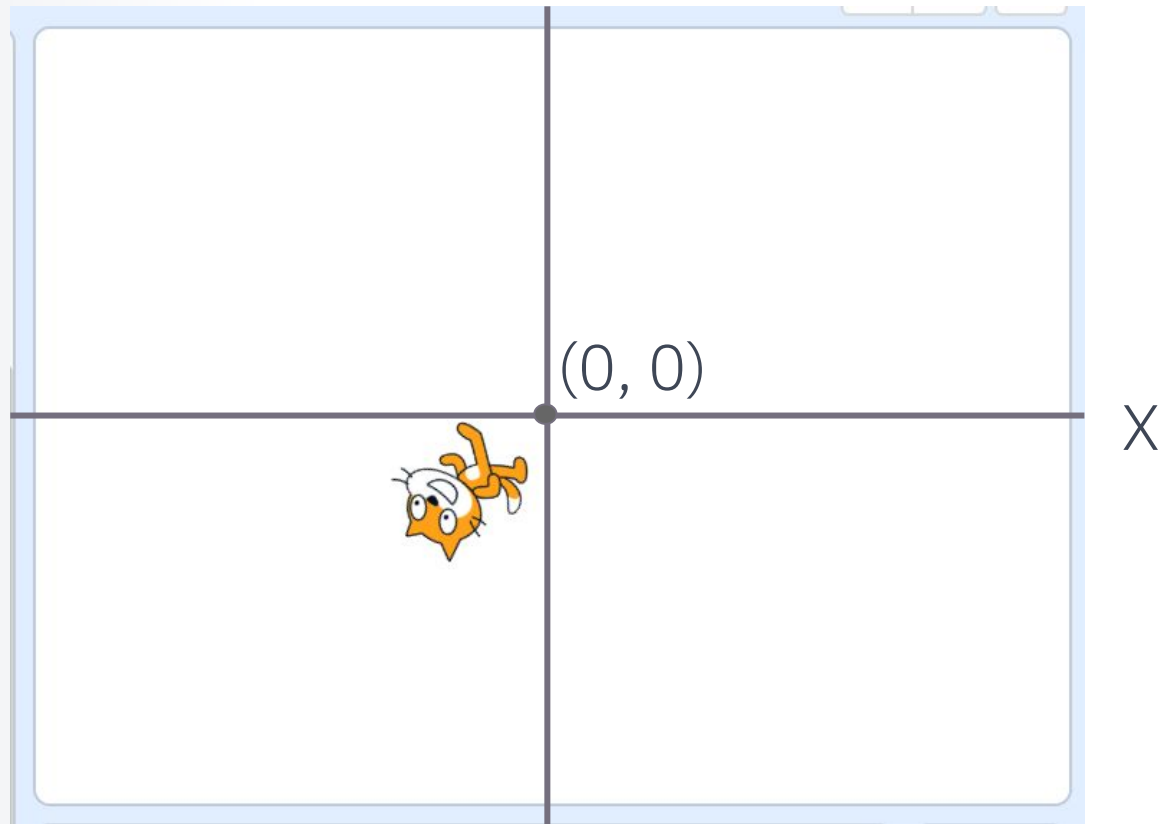- Start

- Click Sprite

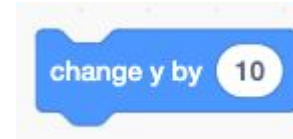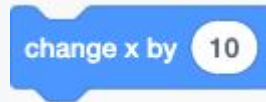# Blocks : Looks

- Say Something

Coordinate Grid

Y

(0, 0)

X

Blocks : Motion

- Change direction of sprite

- Increase x, y coordinate of sprite

Blocks : Control

- Run 10 Times

- Run Forever

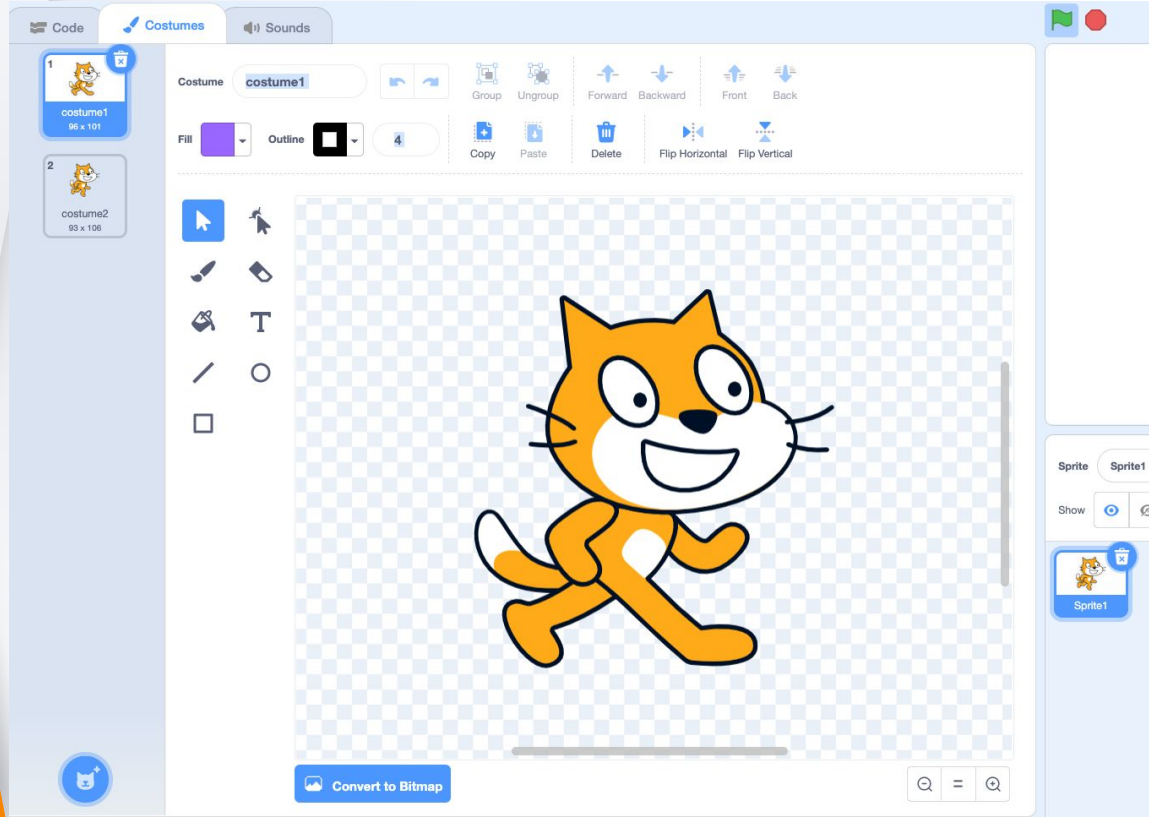STARCODER

Blocks : Control

- Wait for 1 second

- Stop Everything
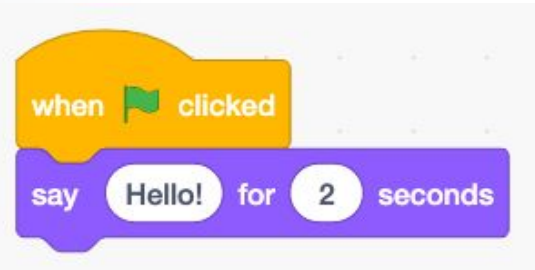
Looks : Costume

- Change to the next costume
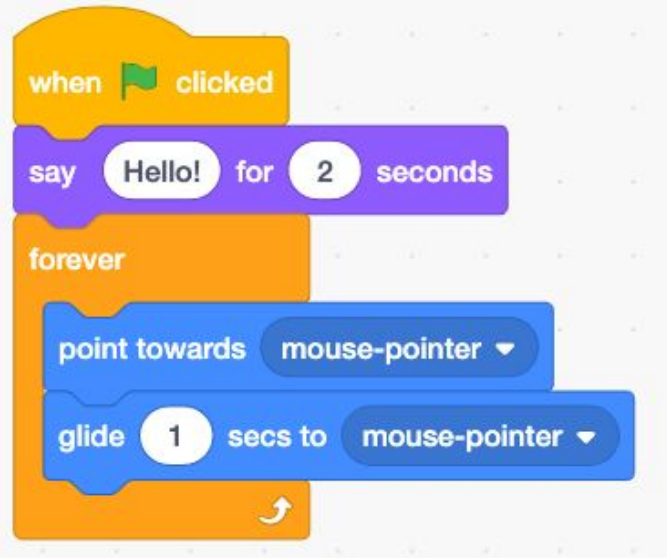
Project 1:
Move the Cat

Actual Project
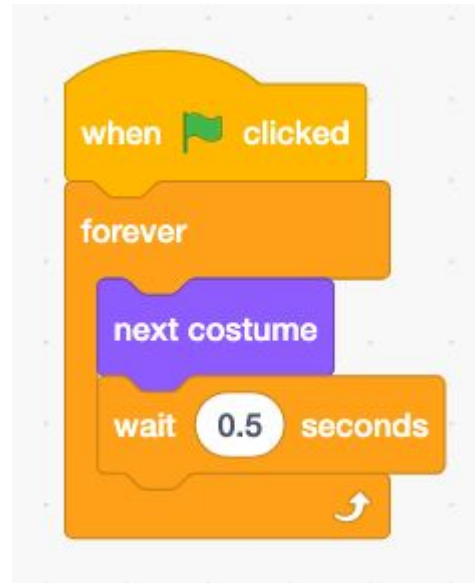
Start

- Say hello

Main Moving

- Towards mouse

More Movement?

- Space Bar

STARCODER

Walking

- Switch costumes

End

- Stop all Block

Move the Cat