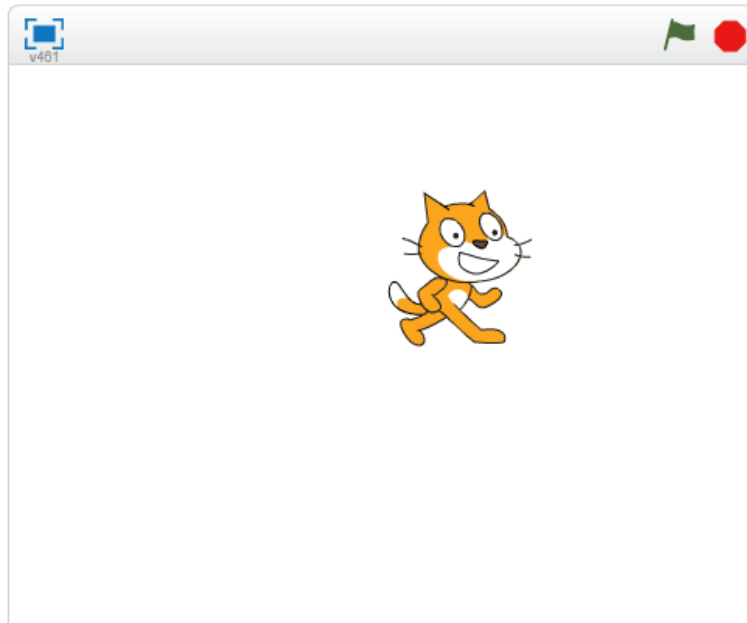


Teaching projects!

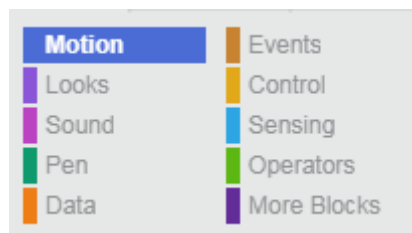
See an example teaching project at <https://scratch.mit.edu/projects/245572227/>.



Now you are an experienced coder, can you write a project to demonstrate some Scratch blocks to a beginner?

Step 1: Decide which blocks you will demonstrate

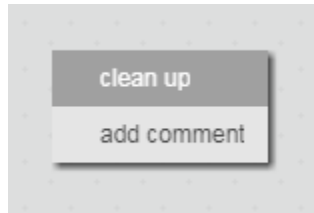
- The code blocks in Scratch are divided into 10 categories, as we can see here:



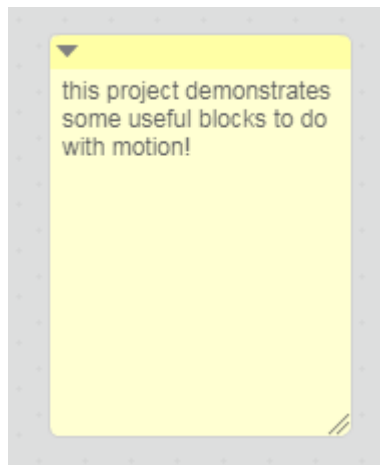
- Choose a category, and then choose a sprite (or sprites) that you will use for your project – it can be anything you like. You can also add a backdrop, but remember not to add too much complexity.
- Next, choose which blocks in your category you will demonstrate – don't try and include them all, it will be too confusing!

Save your project

- Once you have selected your blocks (about five is a good number), add enough blocks from other categories to make your project work. Use as few as possible, to keep it simple!
- Finally, add some comments to your code, by right-clicking on a code block or the background, and choosing 'Add comment':



- This gives you a yellow box to type in. If you don't know what to type, think what you might say to someone you were showing this project to, and type that:



- Teaching something to someone else is a brilliant way to be sure you understand it, and gives you something to be really proud of!

Save your project

- Do you think you could show your project to someone, and teach them a bit of Scratch?
- Do you think you could show it to a whole class?