

Sanat

Çözüm Sayfaları

Sanat etkinliğiinse öğrenciler animasyonlar, etkileşimli sanat eserleri, fotoğraf filtreleri ve diğer heyecan verici sanatsal projeler oluştururlar.

### Bu sayfalar, bir öğrenci takılırsa veya projesini doğru bir şekilde çalıştıramazsa başvurabileceği bir çözüm önerir. Öğrenciler günün temel projesini oluşturmalarına yardımcı olmak için bu örnek kod bloklarını kullanabilir. Bunlar, temel projeyi tamamlamanın bir yolunu temsil eder ve öğrenciler, projelerini oluşturmak için farklı blokları da kullanabilirler.

### Aktivite 1: Giriş ve Keşif

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| 1. Mona Lisa'yı şaşırtıcı bir şey yapması için programlayın:  |  | | --- | |  | |

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| Eklenti 1: Sanat Uzmanı   1. Projeye başka bir hareketli karkater ekleyin. 2. "Söyleme" blokları ekleyin ve Mona Lisa'yı tanımlamak için bunları düzenleyin.  |  |  | | --- | --- | | Mona Lisa kuklası kostümü için ekleyin: |  | | Costume for a  new sprite: |  | |
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| Ejklenti 2: Kalp Atışı   * Sesler sekmesinden bir ses seçin ve çalması için programlayın. * Tüm program için müzik döngüsünü çalın. * Klap atışı efektini oluşturun. |

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| Mona Lisa kostumu : |  |

Eklenti 3: Duvar kağıdı

1. Kuklanın fare işaretçisini takip etmesini sağlayın.
2. Tıklandığında hareketli yazı damgasını oluşturun.
3. Kukla tıklandığında çalıştırılacak kodu programlayın.
4. Bayrak tıklandığında ekranı temizleyin.
5. Proje sayfasına Scratch topluluğuna projeyi nasıl kullanacaklarını anlatan talimatlar yazın!

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| Mona Lisa Kuklasına: |  |

### Aktivite 2: Animasyon

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| Video 1: Introduction to Animation  In this video, students will:   1. Choose a starter project to remix. 2. Remix the project. 3. Sign in to Scratch. |

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| Video 2: Time to Dance   1. In this video, students will: 2. Change the sprite’s costume with code. 3. Make the costume keep changing. 4. Slow down the costume change. 5. Make the program start when the green flag is clicked.   NOTE: Students will code for the sprite in the starter project they chose.   |  |  | | --- | --- | | Costume for the  Character sprite: | Screen Shot 2014-07-29 at 12.25.02 PM.png | |

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### Activity 2: Animation

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| Video 3: Adding More Frames  In this video, students will:   1. Edit costumes. 2. Make a new costume similar to one that already exists. 3. Give their project a title.  |  | | --- | | Animation_Example_Project_on_Scratch.png | |

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| Add-On 1: Where’s the Party   |  |  | | --- | --- | | In this video, students will:   1. Add a backdrop and music to their project. 2. Make their music start playing when the green flag is clicked, and make it play forever.   NOTE: Students can use any sound they like. | Below is an example sound: | |

### Activity 2: Animation

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| Add-On 2: Bounce Around  In this video, students will:   1. Add another block stack to their program to make the sprite bounce around while it dances.  |  | | --- | |  | |

### Activity 2: Animation

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| Add-On 3: Controlled Movement  In this video, students will:   1. Make the sprite move around the stage when the arrow keys are pressed.  |  | | --- | |  | |

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### Activity 2: Animation

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| Add-On 4: Add More Dancers Part 1  In this video, students will:   1. Possibly shrink their sprite. 2. Add another dancer to their animation:    1. from the Scratch library or    2. by drawing their own.  |  |  |  | | --- | --- | --- | | Shrinking:  Click on the shrink tool, then click  the sprite.  Shrink_Tool.png | Add a dancer from the Scratch library: | OR Paint a new sprite: | |

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| Add-On 5: Add More Dancers Part 2   |  |  | | --- | --- | | In this video, students will:   1. Draw a panda by 2. Animate the panda to make it dance. | Screen Shot 2014-09-23 at 11.07.28 AM.png | |

### Activity 2: Animation

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| Add-On 6: Interpretive Dance (Challenge)  In this video, students will:   1. Come up with an idea for their interpretive dance, and write it down. 2. Plan out the parts of the story. 3. Create costumes for each part of the story. 4. Create code for the interpretive dance.   NOTE: Students’ code may vary depending on individual projects. Code below is an example:   |  | | --- | |  | |

### Activity 3: Interactive Art

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| Video 1: Living Artwork  In this video, students will:   1. Choose a starter project. 2. Remix the project. 3. Sign in to Scratch. |

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| Video 2: Talking Artwork  In this video, students will:   1. Make the mouth move. 2. Make the mouth keep moving a specific amount of times. 3. Slow down the mouth movement. 4. Make the sprite say something.   NOTE: Students can make the painting say anything they like however many times they like by tinkering with the phrase and value in the “say” block. students should NOT connect the “say” block to the “repeat” block stack.   |  |  |  | | --- | --- | --- | | Costume for the  Character sprite: |  |  | |

### Activity 3: Interactive Art

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| Video 3: Interactive Artwork  In this video, students will:   1. Make the sprite’s mouth move when the sprite is clicked. 2. Make the sprite say something when it is clicked. 3. Tinker with values in the blocks to synchronize the talking with the mouth movement.   NOTE: Again, students can enter any number and wording in the “say” block:   |  |  | | --- | --- | | Costume for the  Character sprite: |  | |

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### Activity 3: Interactive Art

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| Add-On 1: What Else?  In this video, students will:   1. Copy the painting sprite. Use the paintbrush to remove all but one piece of the painting. 2. Place the remaining piece over its original spot in the painting. 3. Program the piece to do something.  |  |  | | --- | --- | | Select the painting sprite. |  | | Right click, and select “duplicate.” | Screen Shot 2014-09-25 at 10.46.04 AM.png | | Select the new sprite.  Click on the “costumes” tab. |  | | Select the paintbrush tool. | Talking_Paintings_Starter_on_Scratch.png | |

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| Add-On 1: What Else? - continued   |  |  | | --- | --- | | Select the invisible color. | Invisible Paint.png | | Paint everything around the piece to be animated. |  | | Program that piece to do something. |  | |

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### Activity 3: Interactive Art

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| Add-On 2: Easter Egg  In this video, students will:   1. Add another sprite. 2. Make it hide when the green flag is clicked using the ghost effect. 3. Make the sprite show itself, wait, then hide again when it is clicked.  |  |  | | --- | --- | | Costume for the  new sprite:  Screen Shot 2014-09-25 at 11.05.33 AM.png |  | |

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| Add-On 3: Traveling Paintings  In this video, students will:   1. Choose costumes from the famous paintings project to add as costumes to the painting in your project. 2. Use a “when this sprite is clicked” and “next costume” blocks to allow the user to switch between these costumes.  |  |  | | --- | --- | | Costume for the Painting sprite: |  | |

### Activity 3: Interactive Art

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| Add-On 4: Weird World (Challenge)  In this video, students will:   1. Choose a weird effect from the “change effect by” block. 2. Make the effect happen when a certain event, such as a keypress, occurs.  |  |  | | --- | --- | | Costume for the Painting sprite: |  | |

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| Add-On 5: Gallery  In this video, students will:   1. Add more costumes and backdrops to the painting sprite. 2. Add a sprite, and program it to change the backdrop when clicked. 3. Program the painting to switch when the backdrop changes. 4. Program the talking sprites from the paintings to hide when the backdrop changes, and show when the matching backdrop reappears. 5. Optionally, create more interactive sprites for each of the paintings.  |  |  | | --- | --- | | Costume for the Painting sprite: |  | |

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| Add-On 5: Gallery - continued   |  |  | | --- | --- | | Costume for the  Character sprite: |  | | Costume for the  Button sprite:  Screen Shot 2014-09-25 at 11.38.48 AM.png |  | |

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### Activity 3: Interactive Art

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| Add-On 6: Tell a Story  In this video, students will:   1. If the student selected the scream painting, add another sprite. Otherwise, use the sprites already in the project. 2. After one sprite talks, broadcast a message called “talk1” 3. For the other sprite, receive the “talk1” message and say the next piece of dialogue. 4. Continue to broadcast new messages to tell a story about what’s happening in the painting.  |  |  | | --- | --- | | Costume for the  new sprite: |  | | Costume for the  new sprite: |  | |

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### Activity 4: Paint with Tera

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| Video 1: Introduction to Painting  In this video, students will:   1. Open the starter project. 2. Remix the project. 3. Sign in to Scratch. |

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| Video 2: Motion  In this video, students will:   1. Make Tera move.  |  |  | | --- | --- | | Costume for the  Tera sprite: | Screen Shot 2014-08-01 at 12.09.45 PM.png | |

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### Activity 4: Paint with Tera

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| Video 3: Color and Stamping  In this video, students will:   1. Change Tera’s color. 2. Stamp Tera. 3. Clear the stage when the flag is clicked.  |  |  | | --- | --- | | Costume for the  Tera sprite: | Screen Shot 2014-08-01 at 2.16.02 PM.png | |

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### Activity 4: Paint with Tera

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| Video 4: Speed and Variables  In this video, students will:   1. Allow Tera’s speed to change. 2. Add a keypress event to increase and decrease the speed.  |  |  | | --- | --- | | Costume for the  Tera sprite: |  | |

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### Activity 4: Paint with Tera

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| Add-On 1: Cool Effects  In this video, students will:   1. Experiment with the different effects in the “change effect by” block. 2. Add a keypress event to control when the effect changes.   NOTE: students may use any keys and effects that interest them.   |  | | --- | | Screen Shot 2014-09-25 at 12.19.31 PM.png | |

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| Add-On 2: Elevator Music   |  |  | | --- | --- | | In this video, students will:   1. Add a new sound to their project from the sound library. 2. Make the sound play using a “play sound until done” block. 3. Add other blocks to make the sound play at the right time in their project. | Screen Shot 2014-09-25 at 1.34.04 PM.png | |

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### Activity 4: Paint with Tera

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| Add-On 3: Tiny Tera--Giant Tera  In this video, students will:   1. Change the size of the sprite using a “change size by” block. 2. Use keypress events to determine when the sprite changes size. 3. Add another block stack and change its values to make the sprite grow and shrink.  |  | | --- | | Screen Shot 2014-09-25 at 1.37.58 PM.png | |

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| Add-On 4: Arrow Commands  In this video, students will:   1. Remove the “point towards mouse pointer” block from the stack. 2. Point Tera in different directions based on arrow keys pressed.  |  | | --- | | Screen Shot 2014-09-25 at 1.44.05 PM.png | |

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### Activity 4: Paint with Tera

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| Add-On 5: Collision  In this video, students will:   1. Create a new sprite, and copy the original sprite’s code to it. 2. Remove the “point toward mouse-pointer” block. 3. Make something surprising happen!   NOTE: The code in the “if” portion of the if-then statement may vary between students.   |  |  | | --- | --- | | Costume for the  new sprite:  Screen Shot 2014-09-25 at 1.49.29 PM.png | Screen Shot 2014-09-25 at 1.50.02 PM.png | |

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### Activity 4: Paint with Tera

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| Add-On 6: Wardrobe (Challenge)   |  |  | | --- | --- | | In this video, students will:   1. Add another costume to Tera. 2. Make the costume change when the spacebar is pressed. | Screen Shot 2014-09-25 at 1.54.25 PM.png | |

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### Activity 5: Graffiti

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| Video 1: Introduction to Graffiti  In this video, students will:   1. Open the starter project. 2. Remix the project. 3. Sign in to Scratch. 4. Make the spray paint sprite follow the mouse pointer, forever.   NOTE: The starter project starts with a spray paint sprite. No code is in the starter project. |

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| Video 2: Moving and Stamping  In this video, students will:   1. Make the spray paint sprite follow the mouse. 2. Leave a paint trail behind the mouse pointer  |  |  | | --- | --- | | Code for the  Spray Paint sprite: |  | |

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### Activity 5: Graffiti

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| Video 3: Check a Condition  In this video, students will:   1. Make the trail appear only when the mouse button is pressed down. 2. Clear the screen.  |  |  | | --- | --- | | Code for the  Spray Paint sprite: |  | |

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### Activity 5: Graffiti

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| Add-On 1: Picture Guessing Game  In this video, students will:   1. Program the user to draw within a time frame.  |  |  | | --- | --- | | Code for the  Spray Paint sprite: |  | |

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### Activity 5: Graffiti

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| Add-On 2: Paint in All Colors  In this video, students will:   1. Enable the user to change the paint color by pressing a key. 2. Create more cool art effects in their projects.   NOTE: Student’s code will vary based on the effects and events they add. Below is an example:   |  |  | | --- | --- | | Code for the  Spray Paint sprite: |  | |

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### Activity 5: Graffiti

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| Add-On 3: Tag the Town  In this video, students will:   1. Create several new backdrops. 2. Add keypress events to change the backdrop using the “switch backdrop to” block. 3. Add a talking sprite that tells the user how to change the backdrop.  |  |  | | --- | --- | | Code for the  Talking sprite: |  | |

### Activity 5: Graffiti

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| Add-On 4: Paint Remover (Challenge)  In this video, students will:   1. Create a new sprite to act as an erase button. 2. Use the “when this sprite clicked” event to recognize when a user clicks on the button. 3. Figure out which block will clear the graffiti drawing.  |  |  | | --- | --- | | Code for the  Button sprite: |  | |

### Activity 6: Digital Art

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| Video 1: Computers, Art, and Pixels  In this video, students will:   1. Open the starter project. 2. Remix the project. 3. Sign in to Scratch.  |  | | --- | |  | |

### Activity 6: Digital Art

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| Video 2: Change Pixel Colors  In this video, students will:   1. Watch and understand the starter code. 2. Turn on Turbo mode. 3. Make the pixel sprite leave a trail.  |  | | --- | |  | |

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### Activity 6: Digital Art

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| Video 3: Decide What to Stamp  In this video, students will:   1. Program a decision. 2. Program what to do when the sprite is touching black. 3. Program what the sprite should do otherwise. 4. Make the pixel sprite keep asking what color it is touching. TEST!  |  | | --- | |  | |

### Activity 6: Digital Art

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| Add-On 1: Digital Shift  In this video, students will:   1. Start the code with a keypress event instead of a “when flag clicked” event. 2. Select a new background. 3. Duplicate the code, change the color in the “touching color” block, and change the key press.  |  |  | | --- | --- | |  |  | |

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### Activity 6: Digital Art

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| Add-On 2: Print Negative  In this video, students will:   1. Make a blank background, and add a new sprite. 2. Make the new sprite hide and show itself. 3. Use the “broadcast” block to send a message from the scanner sprite to the new sprite.  |  |  | | --- | --- | | Costume for the  Pixel sprite: |  | |

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### Activity 6: Digital Art

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| Add-On 2: Print Negative - continued   |  |  | | --- | --- | | Costume for the  New sprite. |  | |

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### Activity 6: Digital Art

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| Add-On 3: Color Filter  In this video, students will:   1. Create a new function. 2. Create another function. 3. Add a new costume, and change the color of scanner sprite. 4. Change the color of the scanner sprite while the program runs.   NOTE: Students can name functions anything they want. The number of filters and if/then statements will vary from between students.   |  | | --- | | Screen_Shot_2014-09-29_at_3_17_47_PM.png | |

### Activity 6: Digital Art

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| Add-On 4: Draw Your Own  In this video, students will:   1. Add a new sprite and a black backdrop. 2. Make the sprite constantly move toward the mouse pointer, and start when the user clicks it. 3. Determine when to put the pen down (to make it draw) or up (to make it stop drawing).  |  |  | | --- | --- | | Costume for the Drawing sprite: |  | |

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### Activity 7: Building Blocks of Architecture

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| Video 1: Activity 7 Survey In this video, students will:   1. Watch a video that introduces the survey. 2. Complete the survey. 3. Submit the survey and watch the next video.   NOTE: The “next” arrow will turn green once the survey  is complete. Clicking the green “next” arrow submits the survey. |  |

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| Video 2: Introduction to Architecture  In this video, students will:   1. Open the starter project, remix the project, and sign in to Scratch. |

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| Video 3: Creating Clones  In this video, students will:   1. Create a copy of the building block sprite. 2. Make the clone appear when the building block sprite in the toolbox is clicked.   NOTE: Students can clone any of the building blocks.   |  |  | | --- | --- | | Code for the  Arch sprite: |  | |

### Activity 7: Building Blocks of Architecture

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| Video 4: Creating Stamps  In this video, students will:   1. Make the clone do something different from the building block sprite. 2. Make the clone keep following the mouse pointer until the mouse button is down again. 3. Make the sprite stamp. 4. Keep the program from getting bogged down.  |  |  | | --- | --- | | Code for the  Arch sprite: |  | |

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| Video 5: Copying Code   |  |  | | --- | --- | | In this video, students will:   1. Drag the code from the arch sprite to other stamp sprites. |  | |

### Activity 7: Building Blocks of Architecture

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| Video 6: Clear Button  In this video, students will:   1. Use the button sprite to change the backdrop. 2. Change the backdrop when the button sprite is pressed.  |  |  | | --- | --- | | Code for the  Button sprite: |  | |

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| Add-On 1: Falling Blocks Part 1  In this video, students will:   1. Hide the toolbox. 2. Make the sprites move left and right.   NOTE: Students’ can code any of the clones.   |  |  | | --- | --- | | Code for the  Arch sprite: |  | |

### Activity 7: Building Blocks of Architecture

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| Add-On 2: Falling Blocks Part 2  In this video, students will:   1. Make the sprite fall until it hits the ground or a stamp. 2. Make the sprite stamp when it lands, then return to the top of the screen. 3. Hide sprites when the green flag is clicked, and show them before they fall. 4. Broadcast and receive messages to make the sprites fall. 5. Place these messages inside a forever loop.   NOTE: Students’ can code any of the clones.   |  |  | | --- | --- | | Code for the  Stage backdrop: |  | | Code for the  Dome sprite: |  | |

### Activity 7: Building Blocks of Architecture

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| Add-On 3: Rainbow City (Challenge)  In this video, students will:   1. Change the color of the stamps so they can be affected by the “set color effect to” block. 2. Make the color change happen.   NOTE: Students’ can code any of the clones.   |  |  | | --- | --- | | Code for the  Dome sprite: |  | |

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| Add-On 4: Detail Work (Challenge)  In this video, students will:   1. Make the sprites get bigger or smaller.   NOTE: Students’ can code any of the clones.   |  |  | | --- | --- | | Code for the  Dome sprite: |  | |

### Activity 7: Building Blocks of Architecture

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| Add-On 5: World Renowned Architect (Challenge)  In this video, students will:   1. See their creation against different backdrops.   NOTE: Students’ can code any of the clones.   |  |  | | --- | --- | | Code for the  Button sprite: |  | |

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| Add-On 6: Blueprints Part 1  In this video, students will:   1. Create a list for a sprite's X and Y position 2. Add the X and Y positions to the correct lists after the sprite stamps.   NOTE: Students’ can code any of the clones.   |  |  | | --- | --- | | Code for the  Arch sprite: |  | |

### Activity 7: Building Blocks of Architecture

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| Add-On 7: Blueprints Part 2  In this video, students will:   1. Place the stamp in the correct position 2. Keep track of the times the code has run the loop 3. Make the sprite glide to the position of each previous stamp  |  |  | | --- | --- | | Code for the  Arch sprite: |  | | Code for the  Button sprite: |  | |

### Activity 8: Greeting Card

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| Video 1: Introduction to Greeting Card Project  In this video, students will:   1. Sign in to Scratch. 2. Name their project “Day 8 Card.” 3. Choose a recipient for the card. 4. Code a message about CS First. 5. Create art to enhance their card.   NOTE: This activity is entirely free form, so students choose what and how to code. Below is an example:   |  | | --- | |  | |

### Activity 8: Greeting Card

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| Add-On 1: Triangles All The Way Down   |  |  | | --- | --- | | In this video, students will:   1. Make Scratch draw. 2. Create a triangle. 3. Program another triangle half the size of the original one. 4. Keep doing this until they create a fractal design they like. |  | |

### Activity 8: Greeting Card

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| Add-On 2: Random Appearances (Challenge)   |  |  | | --- | --- | | In this video, students will:   1. Make a sprite appear randomly throughout their project. |  | |

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| Add-On 3: Spirals  In this video, students will:   1. Create a block that draws a spiral. 2. Use that block in their program.  |  | | --- | |  | |

### Activity 8: Greeting Card

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| Add-On 4: Party Time   |  |  | | --- | --- | | In this video, students will:   1. Make a sprite spin and change colors. |  | |

### Activity 8: Greeting Card

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| Add-On 5: Now You See Me...  In this video, students will:   1. Learn how to use “hide” and “show” blocks.   NOTE: The add-on explains the “hide” and “show” blocks. Below is an example of how to use them.   |  |  | | --- | --- | | Costume for the  Neigh Pony sprite: |  | | Costume for the Magic Carpet sprite: |  | | Costume for  the Stage backdrop: |  | |

### Activity 8: Greeting Card

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| Add-On 6: Stage Lights (Challenge)  In this video, students will:   1. Use the “ask and wait” block to get input from a user. 2. Change the background color based on the user’s answer.   NOTE: The add-on explains the “hide” and “show” blocks. Below is an example of how to use them.   |  |  | | --- | --- | | Costume for  the Stage backdrop: |  | |

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| CS First Solution Sheets are licensed under a Creative Commons Attribution - ShareAlike 4.0 International License.  Scratch is developed by the Lifelong Kindergarten Group at the MIT Media Lab. See <http://scratch.mit.edu> |