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- 1 Introduction** Scratch is a programming language that makes it easy to create interactive art, stories, simulations, and games and share those creations online. It allows children to learn coding concepts and create interactive projects without learning a text based programming language.

1.1 CONCEPTS OF SCRATCH

categories of blocks

- 1.2 1. Motion 2. Looks 3. Sound 4. Pen 5. Data 6. Events 7. Control 8. Sensing 9. Operations 10. More blocks or user created blocks**

1.3 CREATING A NEW PROJECT

To create a new Project follow the following steps: 1. Click on file menu 2. Click on new option New Option: Creates a new project from a blank template. Save Option: Saves the current project. Save as a Copy Option: Creates a copy of the current project. Record Project video: The option will record the project video. Share to website: It allows you to share a project.

1.4 GETTING STARTED WITH SCRATCH

1. Click on start button 2. Choose all Program option 3. Choose Scratch option 4. Choose Scratch sub-option

1.5 Blocks Palette:

It is an area of the graphical user interface located between the stage, sprite pane and scripting area. Blocks palette display the list of blocks available under that specific category.

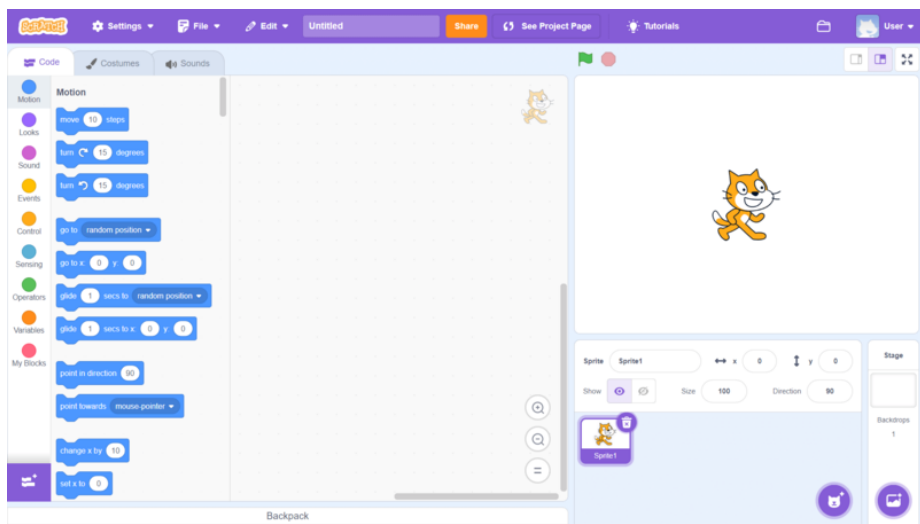


Figure 2: scratch e