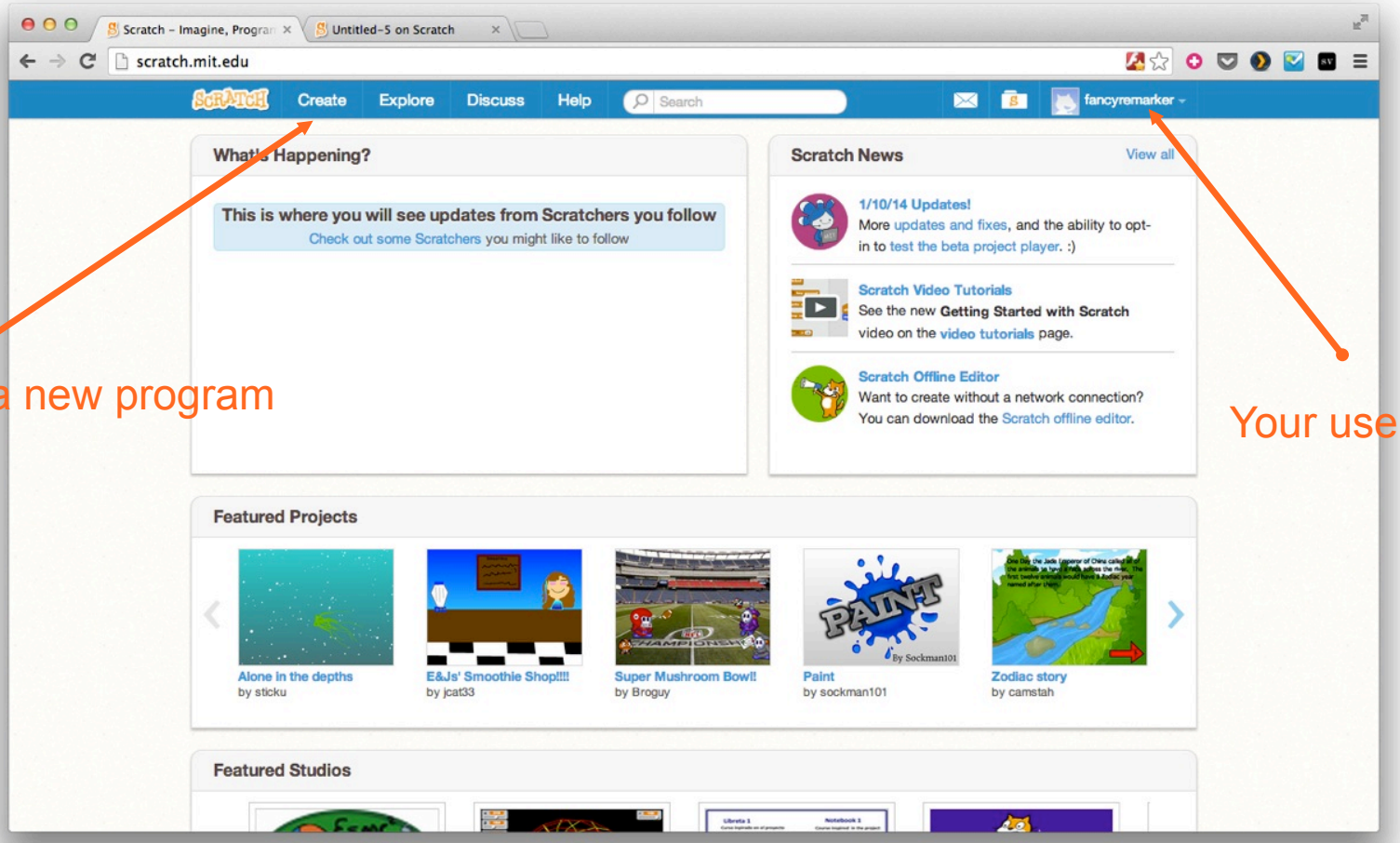
February 5, 2014 Agenda:

- **Do Now:** Take note of your lab room assignment!

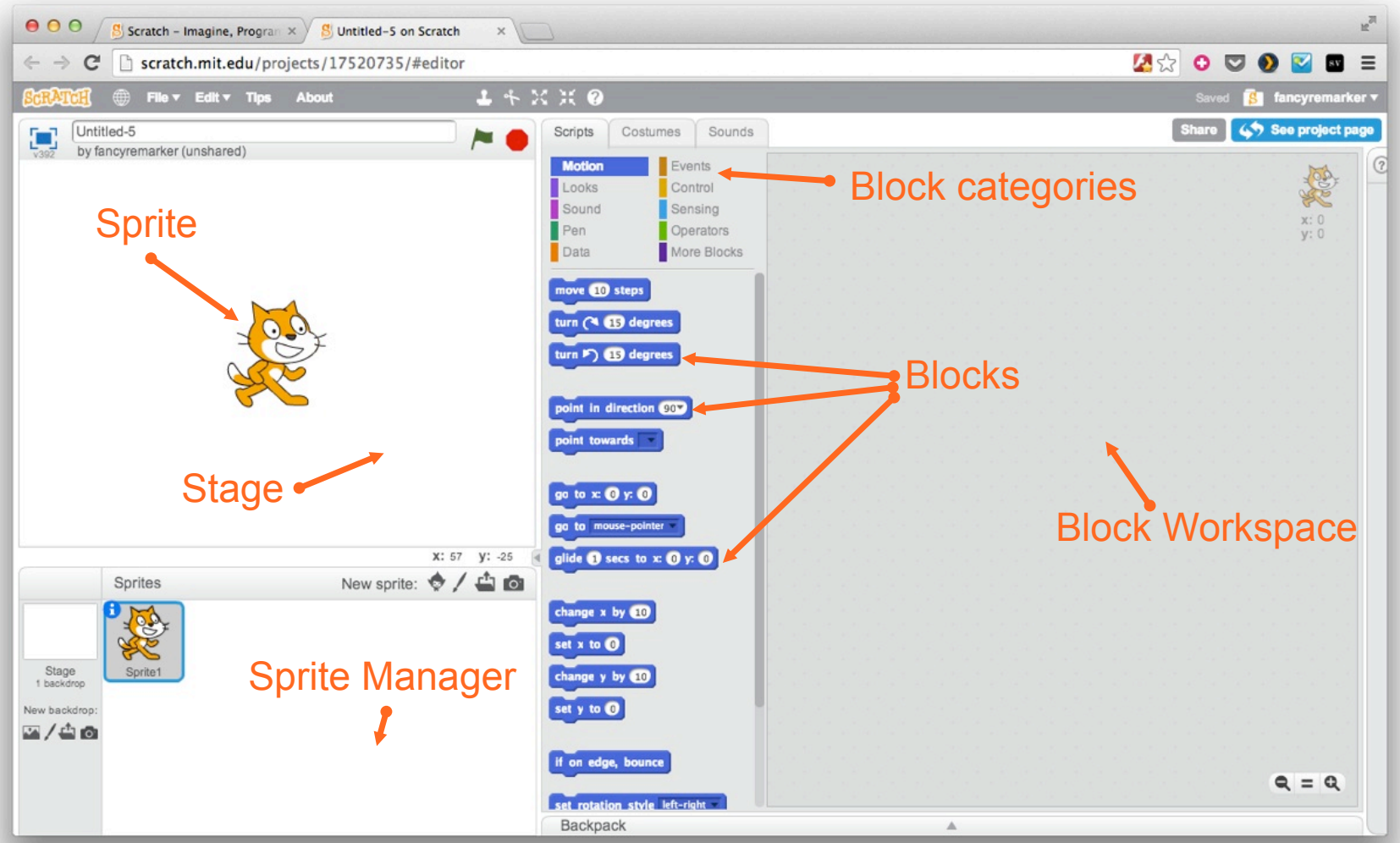
- Objectives: We will be able to...
- Name and identify each of the components of a Scratch program
- Create a Scratch account for making and sharing programs
- Create a "Hello world" program that interacts with a user

Scratch: http://scratch.mit.edu



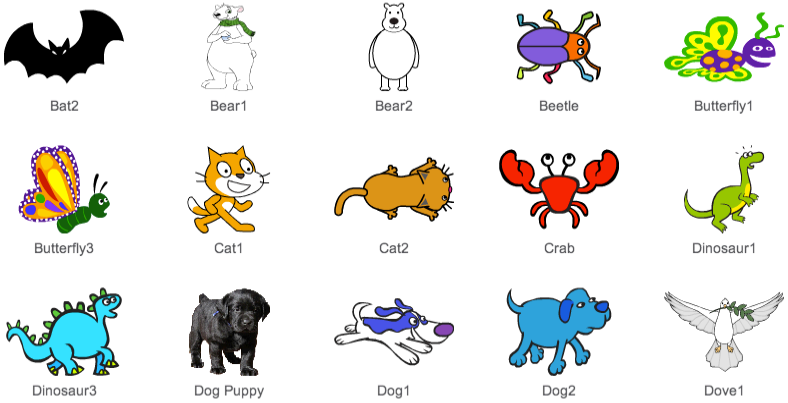
Make a new program

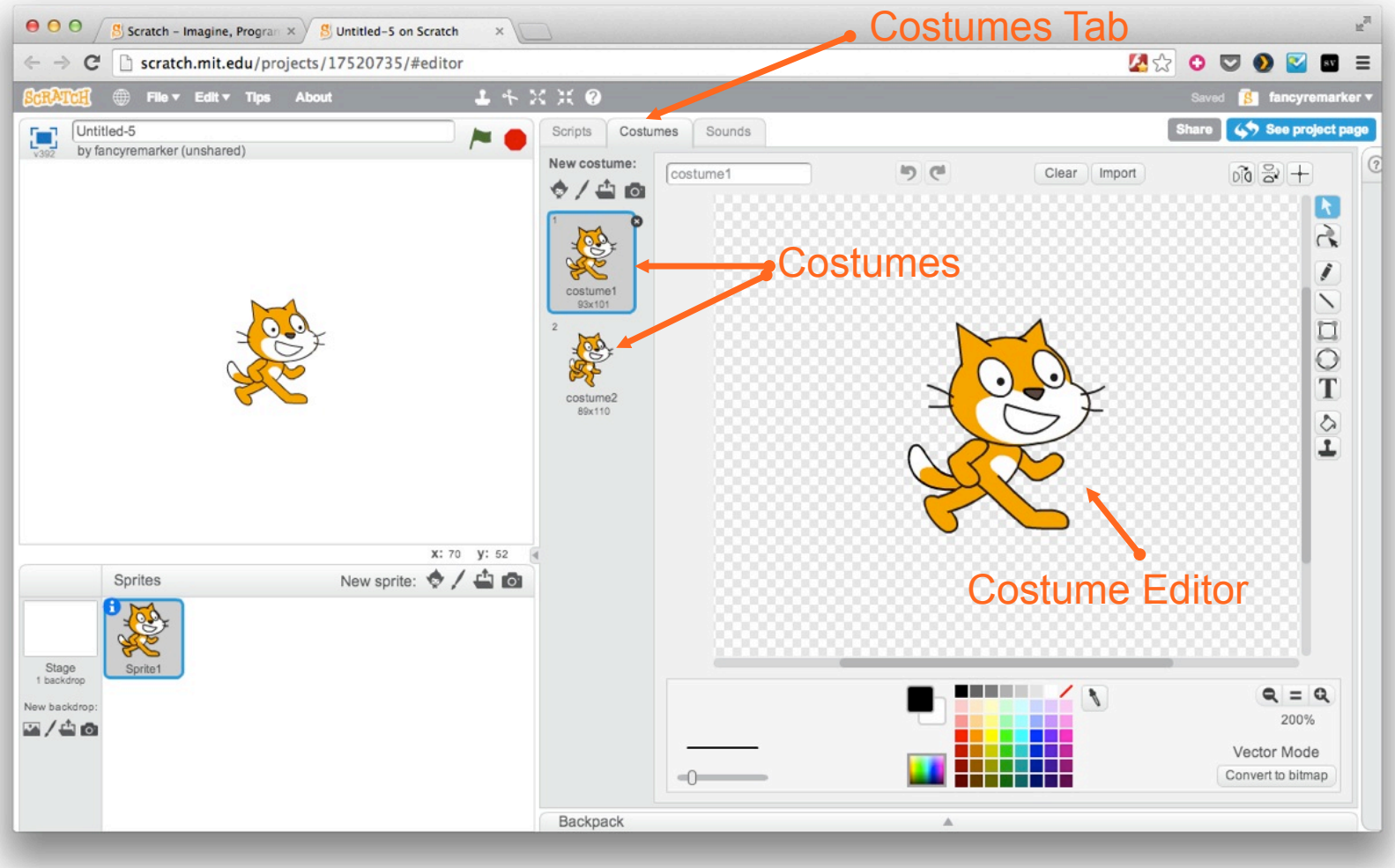
Your username

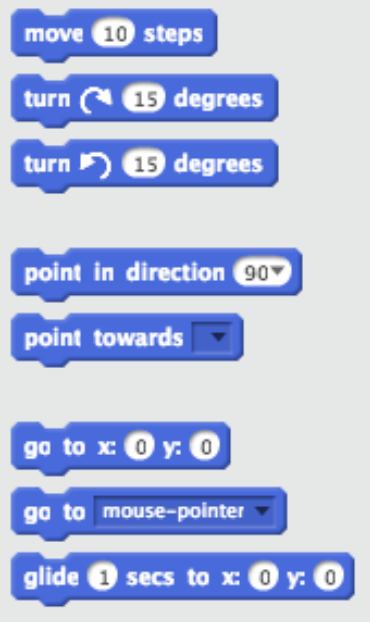

Sprite
Stage
Block categories
Blocks
Block Workspace
Sprite Manager
Scratch - Imagine, Progra
Untitled-5 on Scratch
scratch.mit.edu/projects/17520735/#editor
File
Edit
Tips
About
Saved
fancyremarker
Untitled-5
by fancyremarker (unshared)
Scripts
Costumes
Sounds
Share
See project page
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 0 y: 0
go to mouse-pointer
glide 1 secs to x: 0 y: 0
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x: 0
y: 0
x: 57
y: -25
Sprites
New sprite:
Stage
1 backdrop
Sprite1
New backdrop:
Backpack

Sprites...

- Represent characters in the game
- Live on the *stage*
- Can be associated with *blocks* to make them do actions
- Can have many different costumes

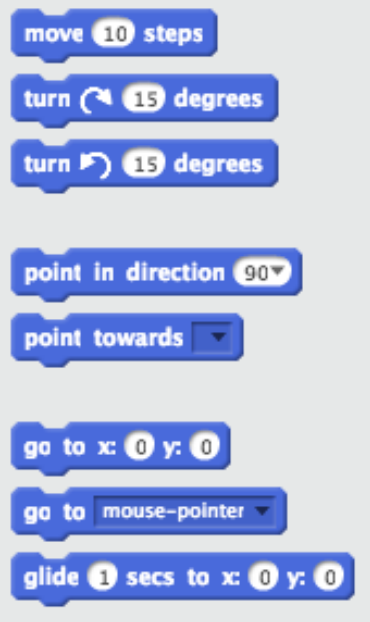



Costumes Tab
Costumes
Costume Editor
Scratch – Imagine, Progra
Untitled-5 on Scratch
scratch.mit.edu/projects/17520735/#editor
File
Edit
Tips
About
Saved
fancyremarker
Untitled-5
by fancyremarker (unshared)
Scripts
Costumes
Sounds
Share
See project page
New costume:
costume1
Clear
Import
costume1
93x101
costume2
89x110
x: 70
y: 52
Sprites
New sprite:
Stage
1 backdrop
New backdrop:
Sprite1
200%
Vector Mode
Convert to bitmap
Backpack



Blocks...

- Perform actions in the game
- Are attached to *sprites*
- Can be combined to create complex actions



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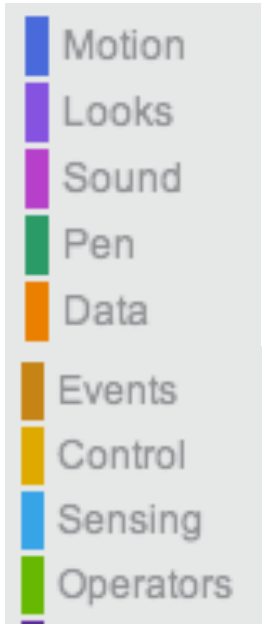


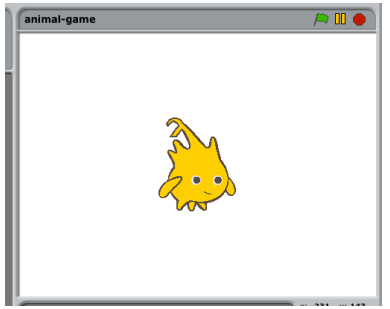
Block categories...

- There are 9 of them
- Each category contains blocks that do a specific type of action

Review: Match the Definitions

Stage

Sprite



Block