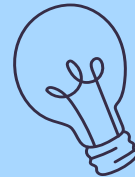
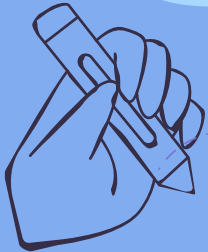


# Introduction To SCRATCH



# What Is Scratch?

A free block based programming platform that people to create their own games, animated stories and more. You tell the computer/ipad what to do.

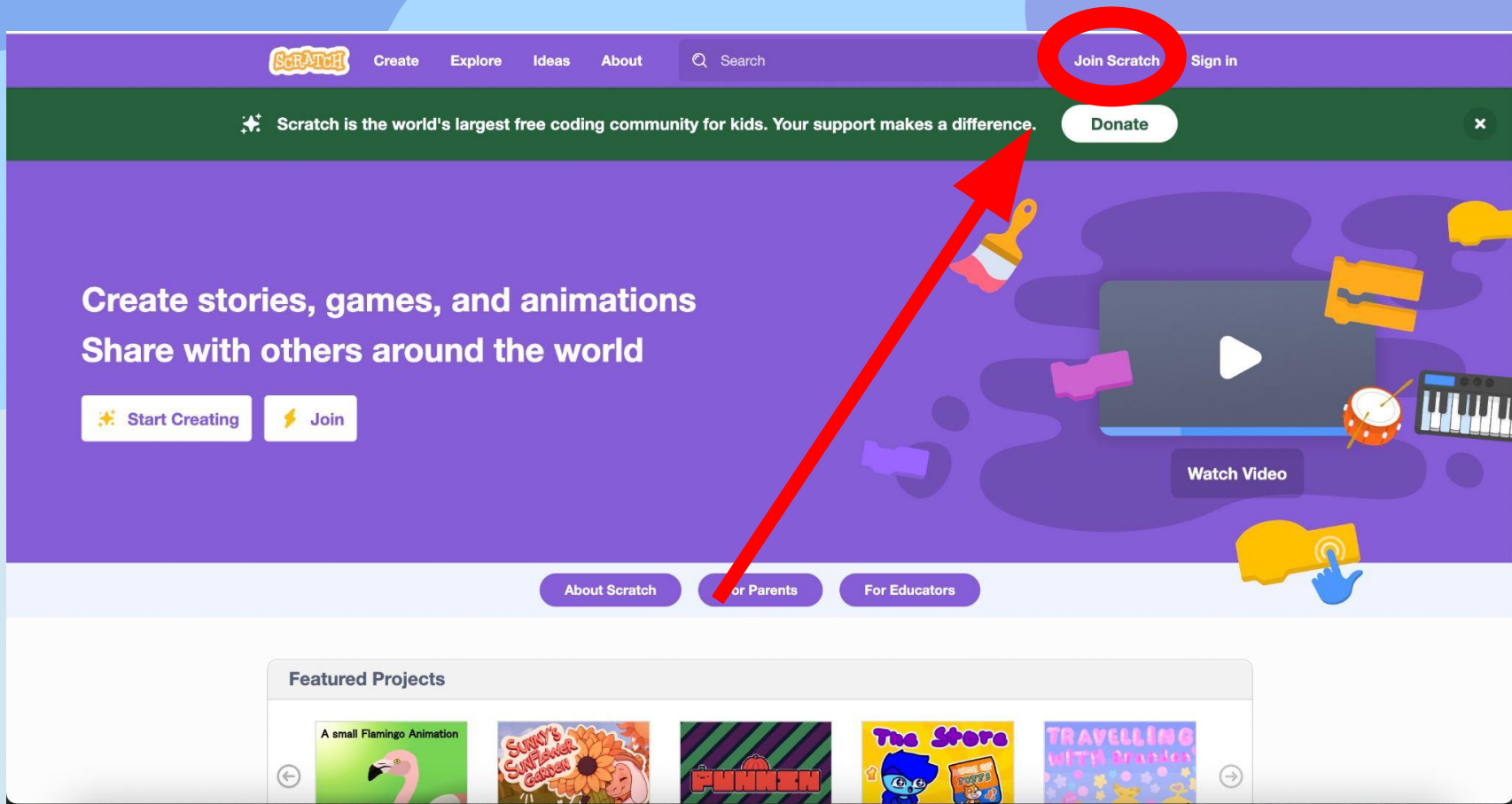




# Get Started!

<https://scratch.mit.edu/>

# Create an account



# Create an account



## Join Scratch

Create projects, share ideas, make friends. It's free!

Create a username

Don't use your real name

Create a password

☒ Show password

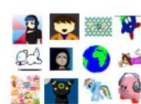
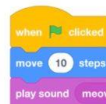
Next

[Create](#)[Explore](#)[Ideas](#)[About](#)[hananabdelbagi](#) ▾

Welcome to Scratch!

✕

# Click on Create



Scratch News

[View All](#)**New Scratch Design Studio!**

In this Scratch Design Studio, we invite you to join the SDS classroom and share your creativity with us by making a project about school!

**Wiki Wednesday!**

Check out the new Wiki Wednesday forum post, a news series highlighting the Scratch Wiki!

**Scratch Lab Update**

Lights, camera, action! Experimental Video Sprites blocks are live on Scratch Lab. Explore the blocks and share your feedback!

Featured Projects



A small Flamingo ...  
-ValleyQuail-



Sunny's Sunflowe...  
UncannyVilla



Punkin  
-8bitsOfAwesome-



The Store  
UpShrub



Travelling with Br...  
sayducksareSWAG



Featured Studios



Scratch Settings File Edit Untitled See Project Page Tutorials hananabelbagi

Code Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 0 y: 0
- glide 1 secs to random position
- glide 1 secs to x: 0 y: 0
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 0
- change y by 10
- set y to 0

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

This is how your screen should look like

Sprite Sprite1 x 0 y 0 Show Size 100 Direction 90

Stage

Backdrops 1

Backpack

# This is a Sprite



It's just another name for an actor.



Scratch Settings File Edit Untitled See Project Page Tutorials hananabelbagi

Code Costumes Sounds

**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees
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- go to x: 0 y: 0
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**Looks**

**Sound**

**Events**

**Control**

**Sensing**

**Operators**

**Variables**

**My Blocks**

Backpack

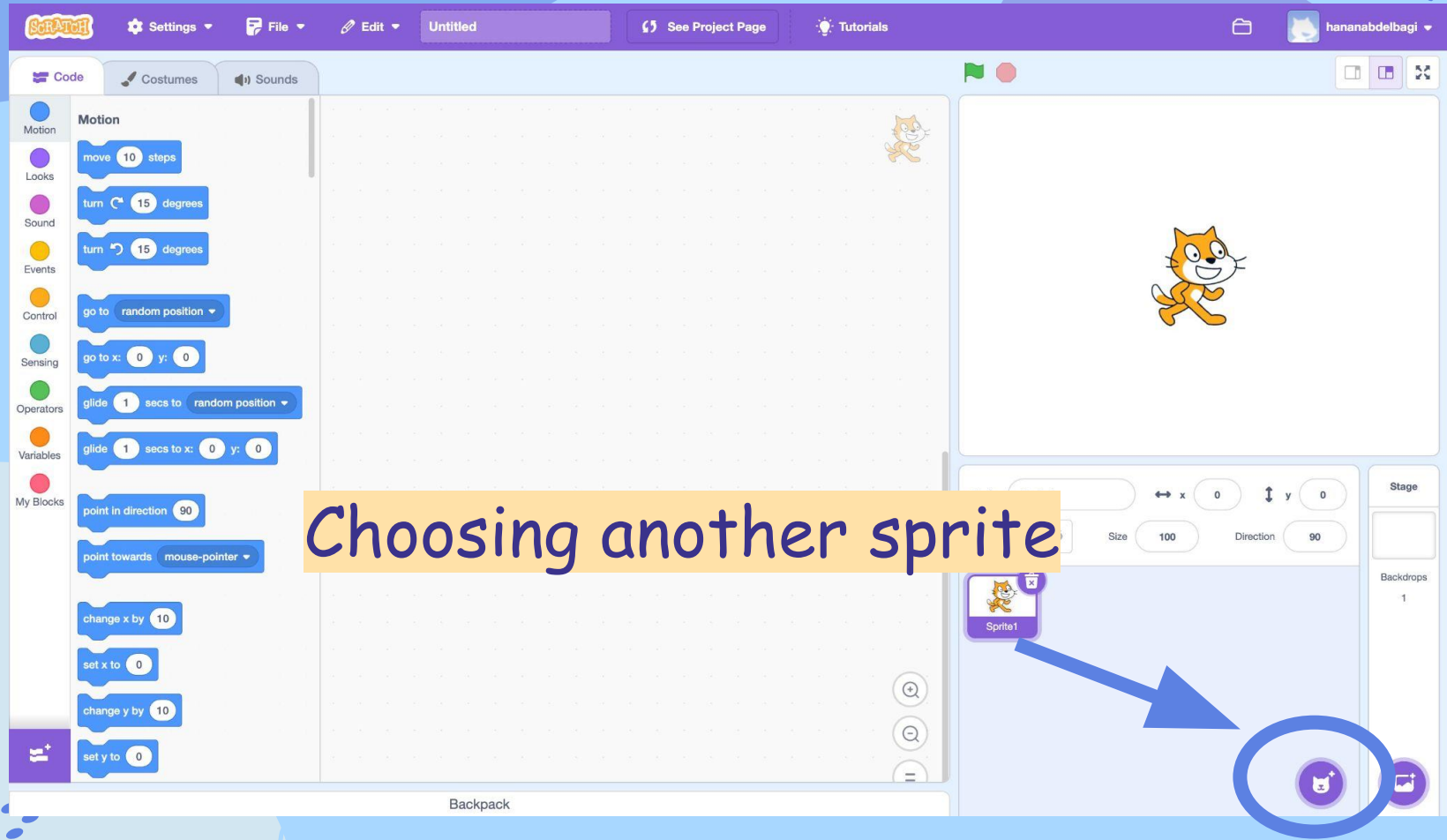
Choosing another sprite

Sprite1

Size 100 Direction 90

Stage

Backdrops 1



Scratch

Settings File Edit Untitled See Project Page Tutorials

hananabdelbagi

Code Costumes Sounds

**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 0 y: 0
- glide 1 secs to random position
- glide 1 secs to x: 0 y: 0
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 0
- change y by 10
- set y to 0

Open the menu and click

Sprite1

Choose a Sprite

Stage

Backdrops 1

Backpack

The image shows the Scratch web application interface. The top bar includes the Scratch logo, navigation buttons for Settings, File, Edit, and a project name field (Untitled), and buttons for See Project Page and Tutorials. The user's name, hananabdelbagi, is in the top right. The left sidebar contains category tabs: Code, Costumes, and Sounds. Under the Code tab, the 'Motion' category is selected, displaying a list of motion blocks. The main workspace is a grid with a small cat sprite in the top right corner. The bottom right area contains the 'Stage' monitor, which shows the current sprite (Sprite1) and its properties (Size: 100, Direction: 90). Below the Stage monitor is the 'Backdrops' section, showing a single backdrop. A blue arrow points from the text 'Open the menu and click' to the 'Choose a Sprite' button, which is circled in blue. The 'Choose a Sprite' button is located in the bottom right corner of the interface, below the Stage monitor.

# Now choose a sprite!

[← Back](#)

Choose a Sprite

All

Animals

People

Fantasy

Dance

































Music

Sports

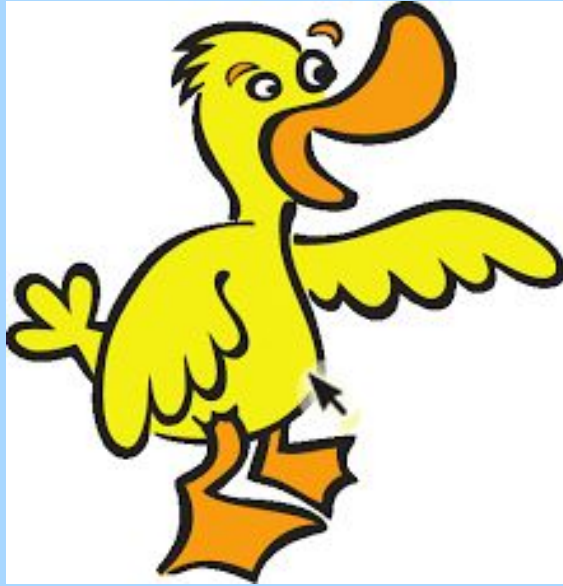
Food

Fashion

Letters

 Abby	 Amon	 Andie	 Anina Dance	 Apple	 Arrow1	 Avery	 Avery Walki...
 Ball	 Ballerina	 Balloon1	 Bananas	 Baseball	 Basketball	 Bat	 Batter
 Beachball	 Bear	 Bear-walking	 Beetle	 Bell	 Ben	 Bowl	 Bowtie
 Bread	 Broom	 Buildings	 Butterfly 1	 Butterfly 2	 Button1	 Button2	 Button3

I chose a **duck**!



Scratch

Settings File Edit Untitled See Project Page Tutorials hananabdelbagi

Code Costumes Sounds

Motion

- move 10 steps
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- turn 15 degrees
- go to random position
- go to x: 0 y: 0
- glide 1 secs to random position
- glide 1 secs to x: 0 y: 0
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 0
- change y by 10
- set y to 0

This is the stage

This is where action takes place

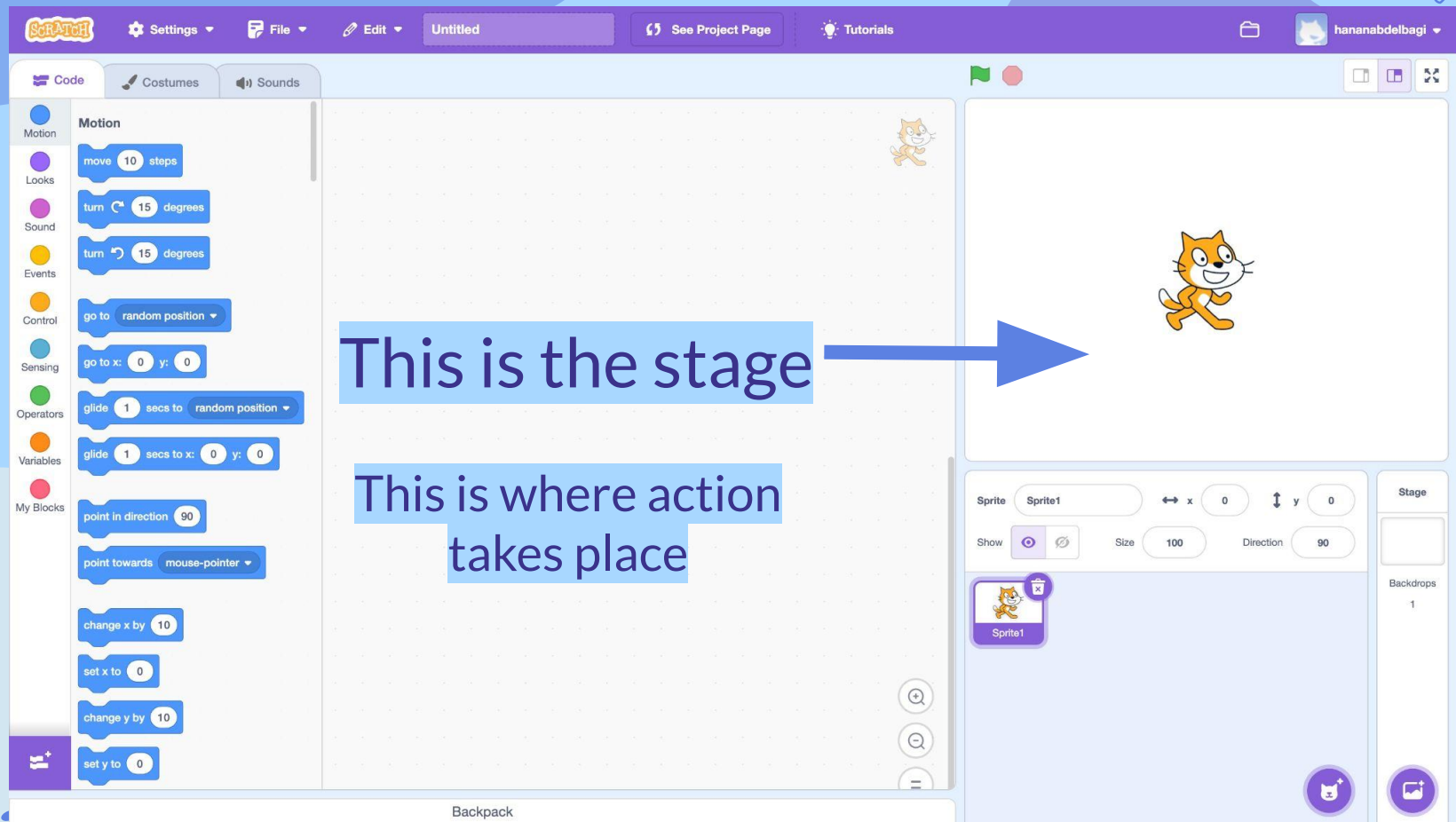
Sprite Sprite1 x 0 y 0 Show Size 100 Direction 90

Sprite1

Stage

Backdrops 1

Backpack



The image shows the Scratch web application interface. At the top is a purple header bar with the Scratch logo, navigation links (Settings, File, Edit, See Project Page, Tutorials), and a user profile icon labeled 'hananabdelbagi'. Below the header is a light blue bar with tabs for 'Code', 'Costumes', and 'Sounds'. The 'Code' tab is active, showing a left sidebar with category icons (Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, My Blocks) and a central workspace with a grid. The workspace contains a blue text box with the text 'This is the stage' and a blue arrow pointing to the right. Below it is another blue text box with the text 'This is where action takes place'. The right sidebar shows the 'Stage' area with a cat sprite (Sprite1) on it. Below the stage is a 'Sprite' panel with a dropdown menu showing 'Sprite1', a 'Show' button, and a 'Size' dropdown set to '100'. The 'Direction' dropdown is set to '90'. At the bottom of the interface is a 'Backpack' area.

Scratch Settings File Edit Untitled See Project Page Tutorials hananabdelbagi

Code Costumes Sounds

**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 0 y: 0
- glide 1 secs to random position
- glide 1 secs to x: 0 y: 0
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 0
- change y by 10
- set y to 0

**Looks**

**Sound**

**Events**

**Control**

**Sensing**

**Operators**

**Variables**

**My Blocks**

# Changing the stage

# Open the menu and click

Sprite Sprite1 x 0 y 0 Show Size 100 Direction 90

Stage

Backdrops 1

Choose a Backdrop

Backpack

The image shows the Scratch web application interface. The top bar includes the Scratch logo, settings, file, edit, and project name 'Untitled'. The right side shows a user profile 'hananabdelbagi'. The left sidebar contains various block categories: Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks. The main workspace is a grid with a cat sprite. A large blue text overlay reads 'Changing the stage' and 'Open the menu and click'. On the right, the 'Stage' panel shows a 'Choose a Backdrop' button circled in blue. A blue arrow points from the 'Sprite1' icon in the 'Sprites' panel to the 'Choose a Backdrop' button. The 'Backpack' panel is at the bottom.

← Back

Choose a Backdrop

Search

All

Fantasy

Music

Sports

Outdoors

Indoors

Space

Underwater

Patterns



Arctic



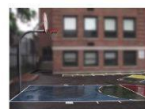
Baseball 1



Baseball 2



Basketball 1



Basketball 2



Beach Malibu



Beach Rio



Bedroom 1



Bedroom 2



Bedroom 3



Canyon



Castle 1



Castle 2



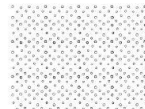
Castle 3



Castle 4



Chalkboard



Circles



City With ...



Colorful City



Concert



Desert



Farm



Field At Mit



Flowers



Forest



Galaxy



Garden-rock



Greek Theatre

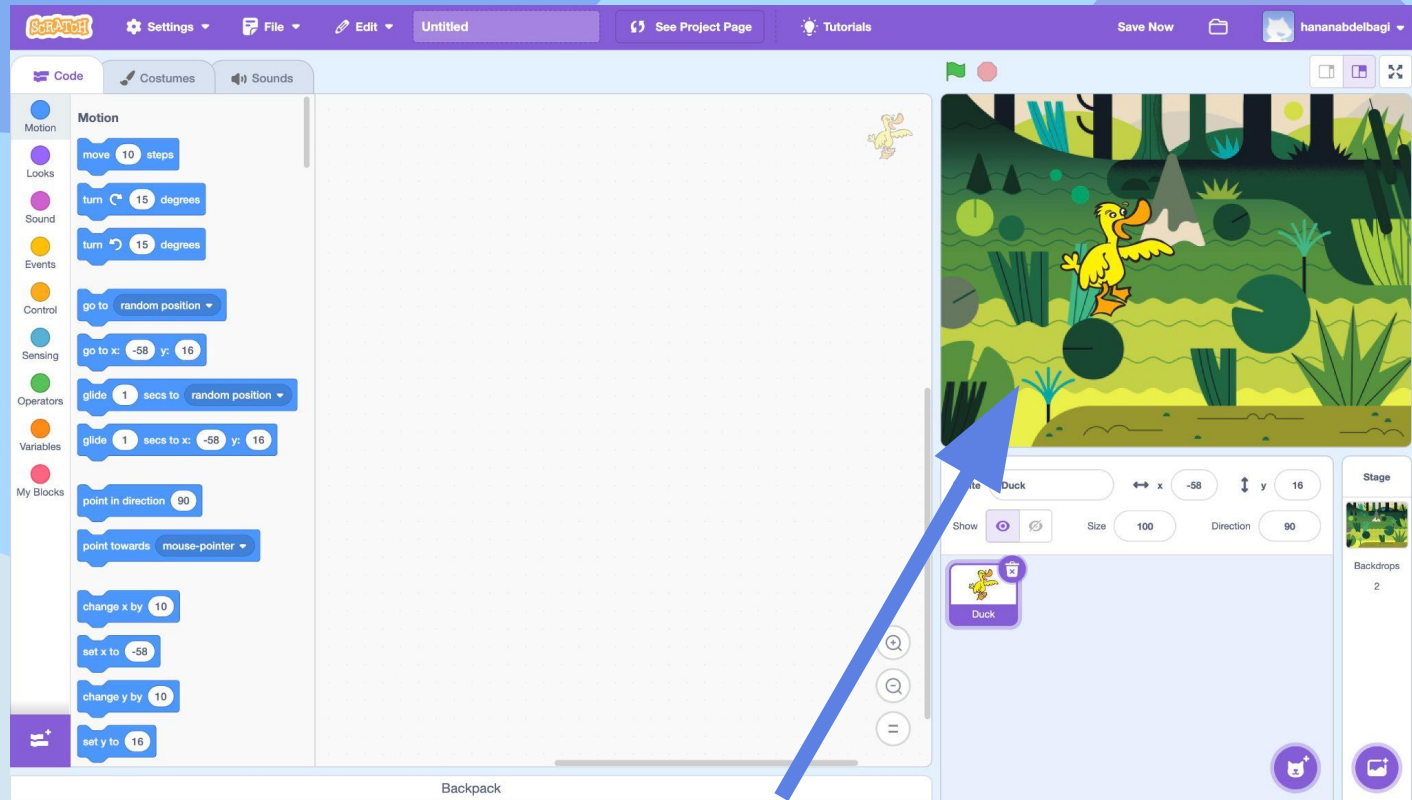
Choose a stage/backdrop!



I chose **wetland**!

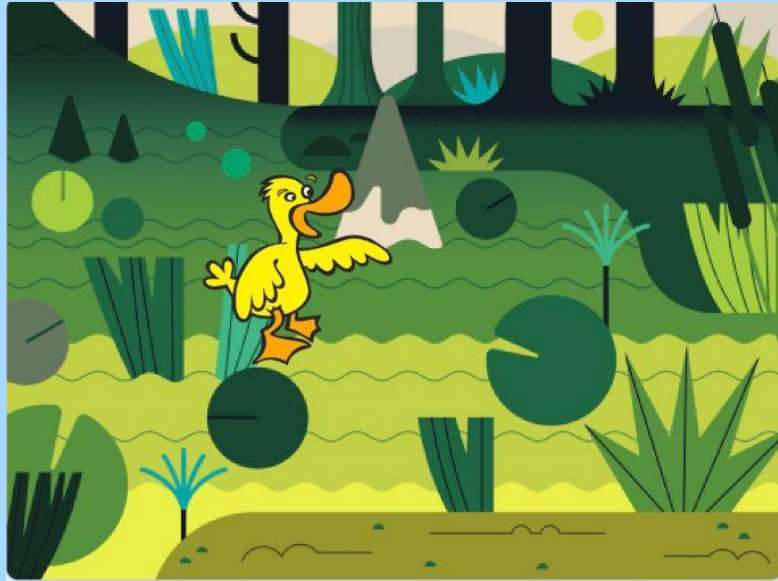


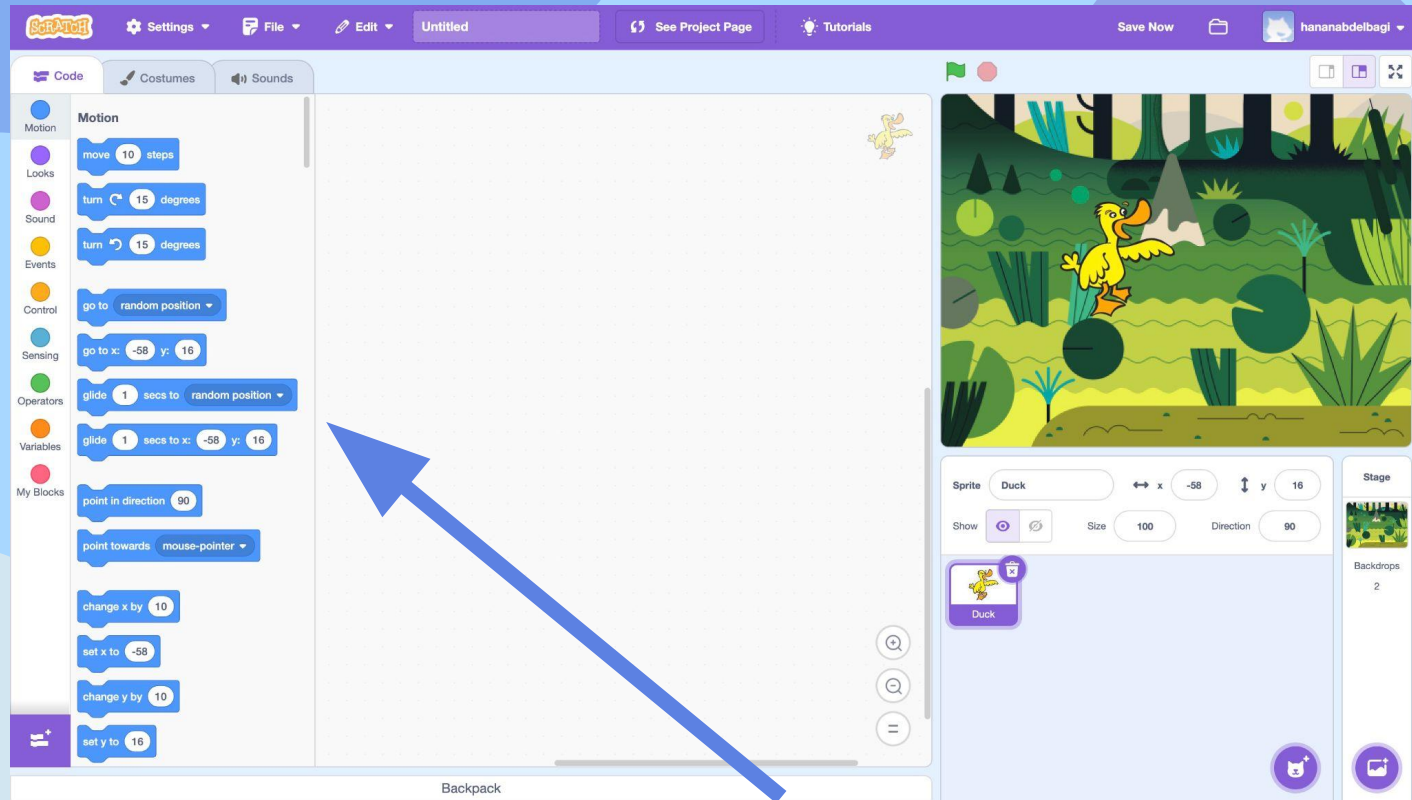




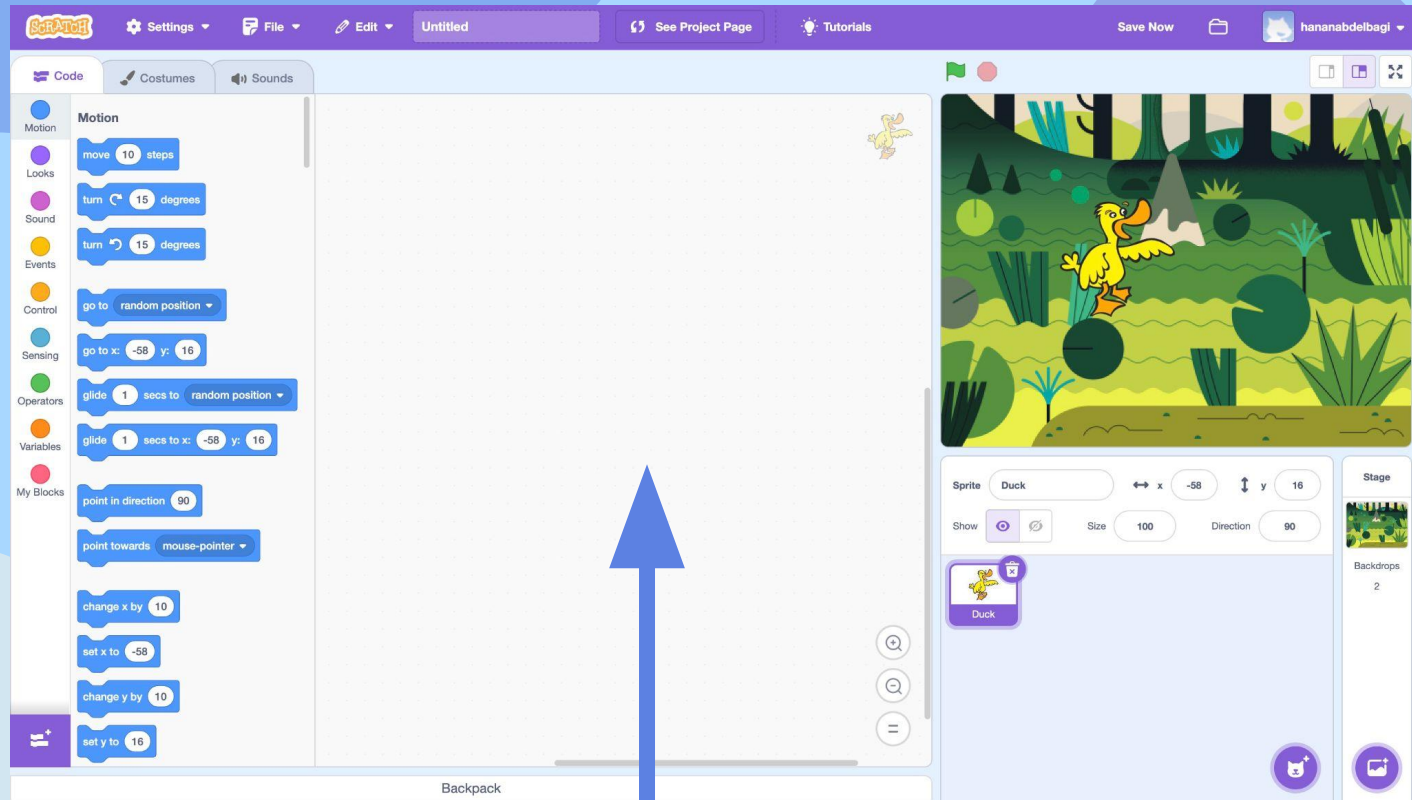
My **Duck** sprite  
and **Wetland** stage!

Now, We are Ready to  
Program!





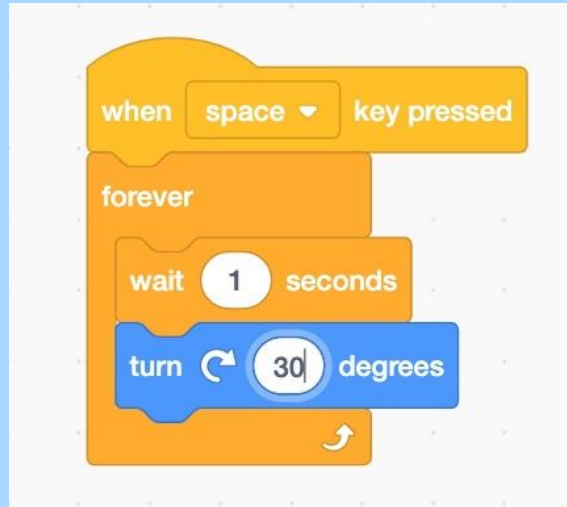
Instruction menu/panel



Programming Area

This is where we  
create scripts

# A script



This is another name for a program  
It tells the sprite what to do