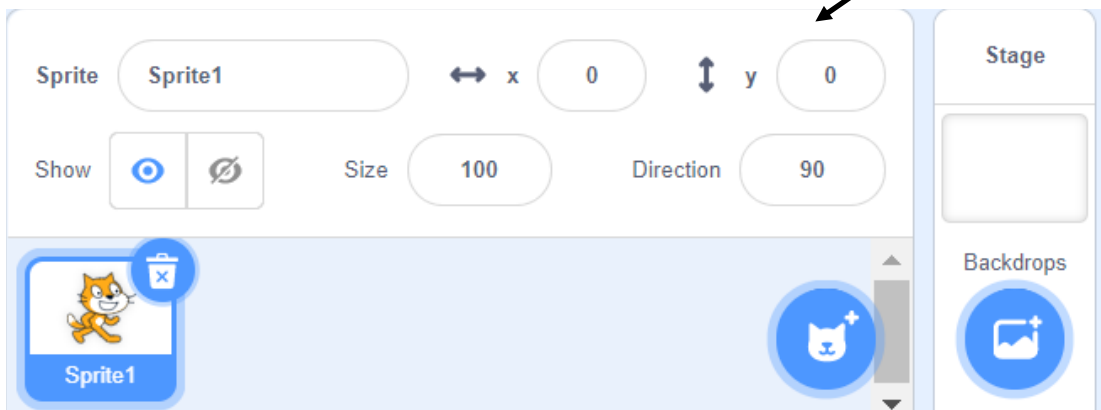
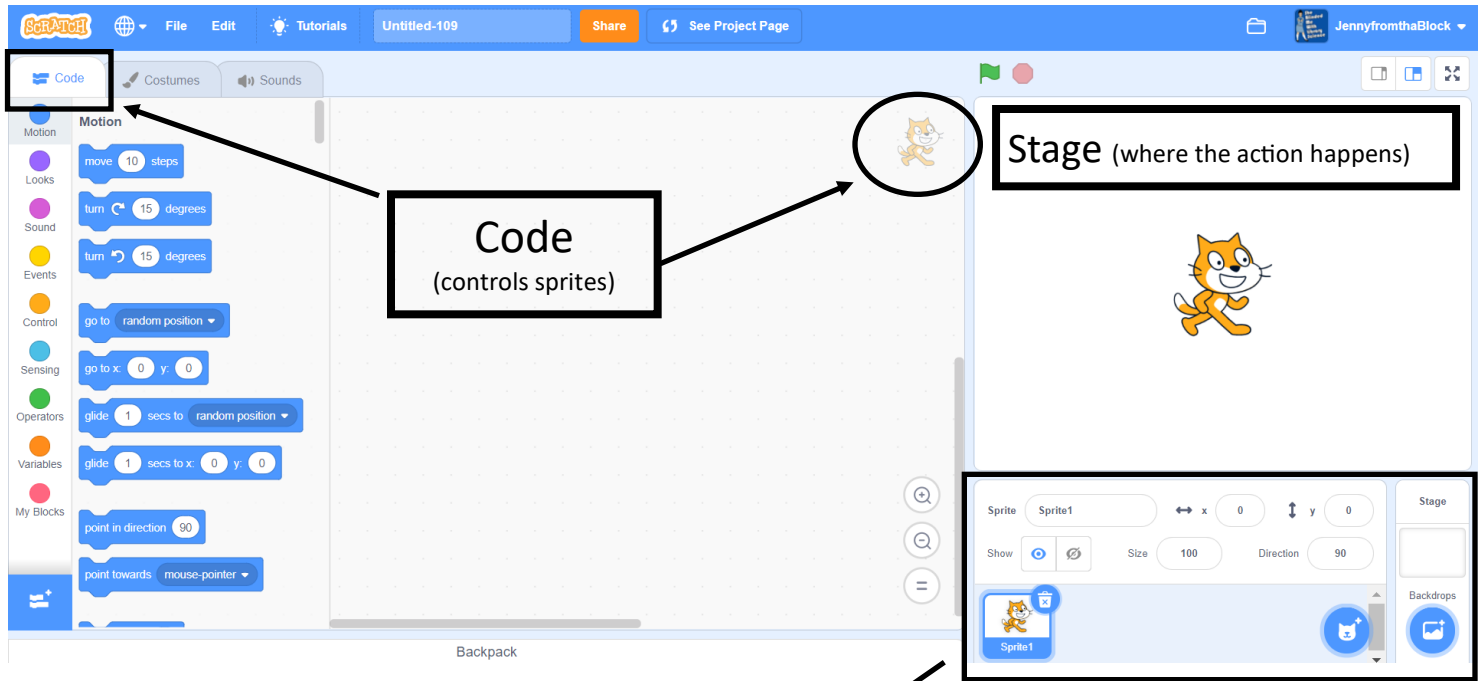


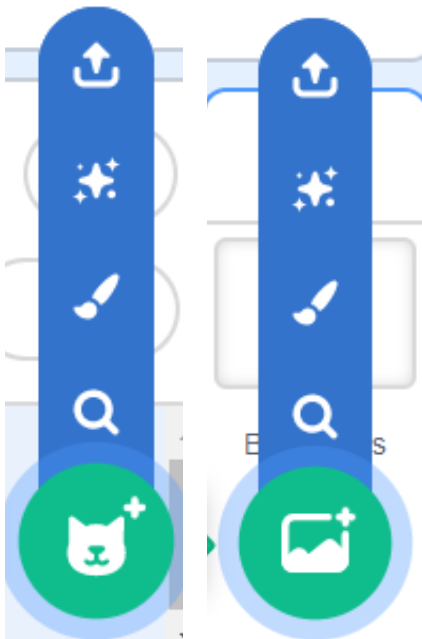
scratch.mit.edu



Sprite: a character that you control with blocks of code

Backdrop: the background image displayed on your stage

Click icon to add sprite or backdrop



Upload image for Sprite/Backdrop

Surprise (random Sprite/Backdrop)

Draw Sprite

Choose Sprite/Backdrop from Scratch library

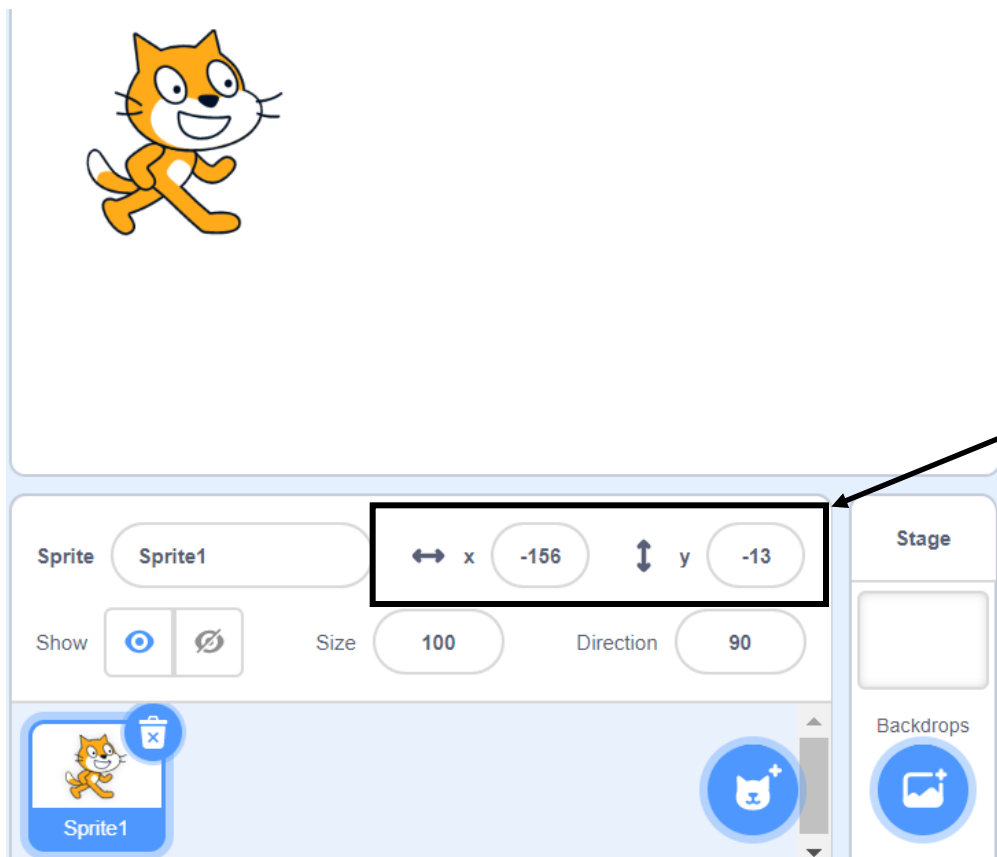
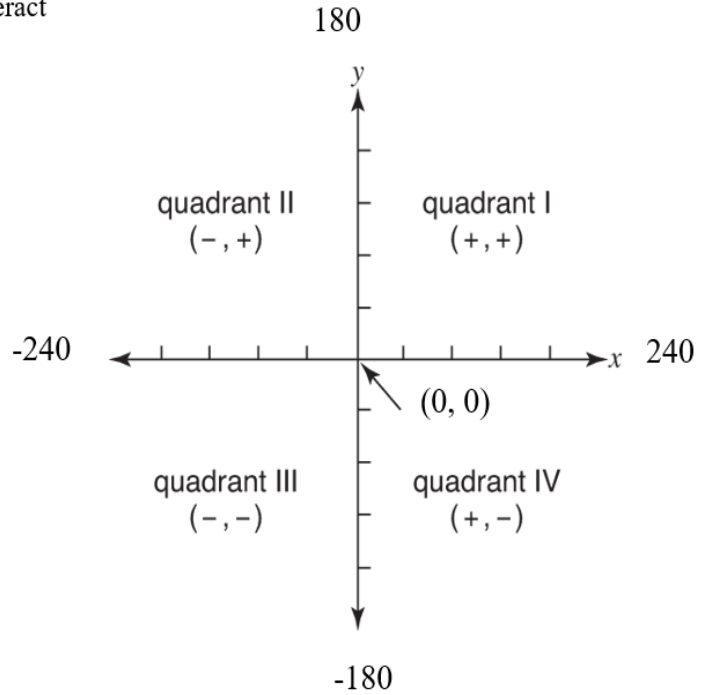
The Stage

Stage: where your sprites move, draw and interact

The stage is 480 steps wide and 360 steps tall.

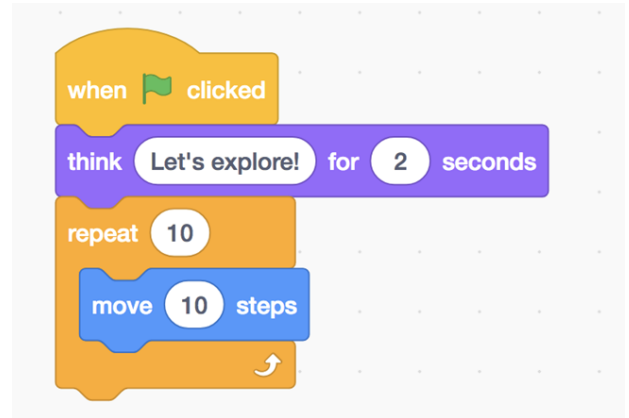
X is horizontal

Y is vertical



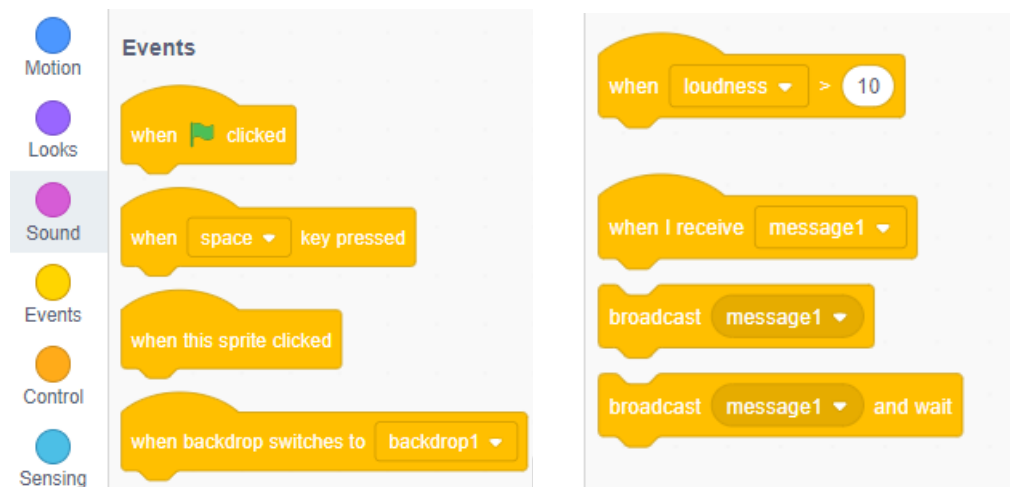
Scratch will show you where (what coordinates) your sprite is placed at

Scratch allows you to program by connecting a series of code blocks



Events

Triggers an action



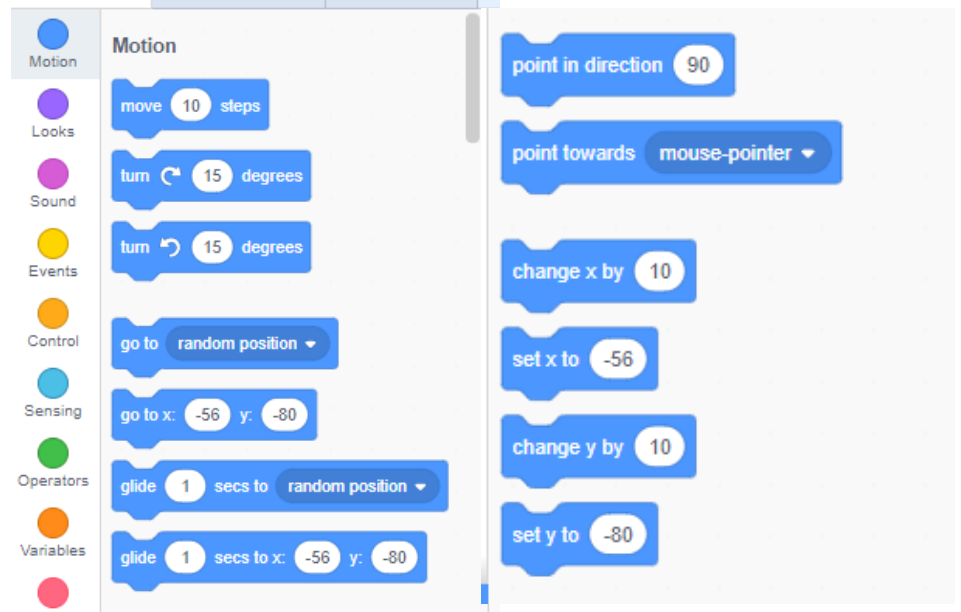
Control

Controls an action, causing it to wait, repeat, continue forever...



Motion

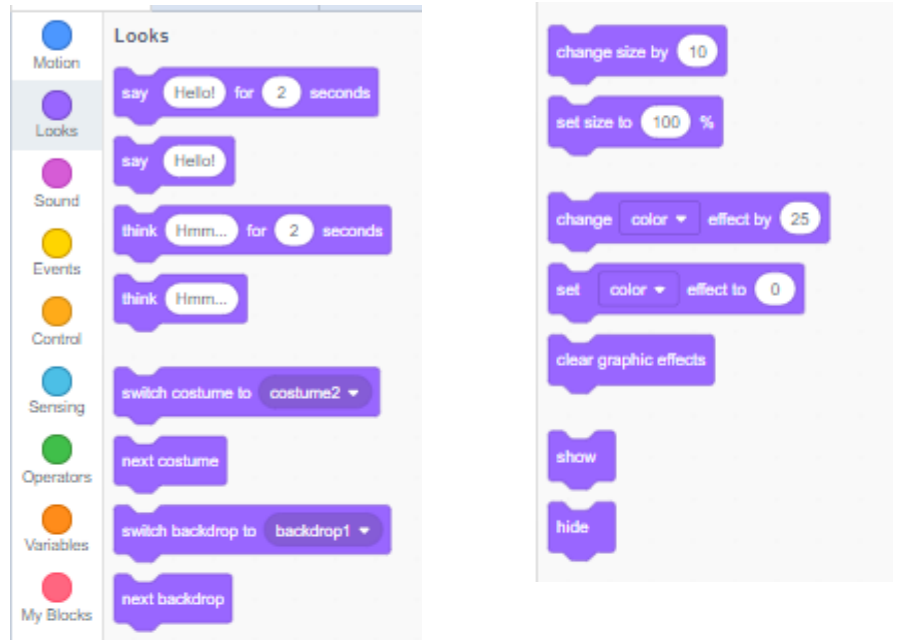
Controls sprite's movement and position on the stage



Looks

Controls sprite and backdrop's appearance

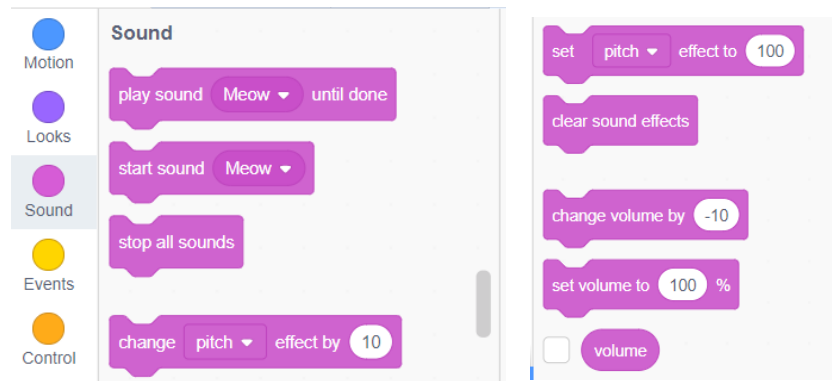
Can display text



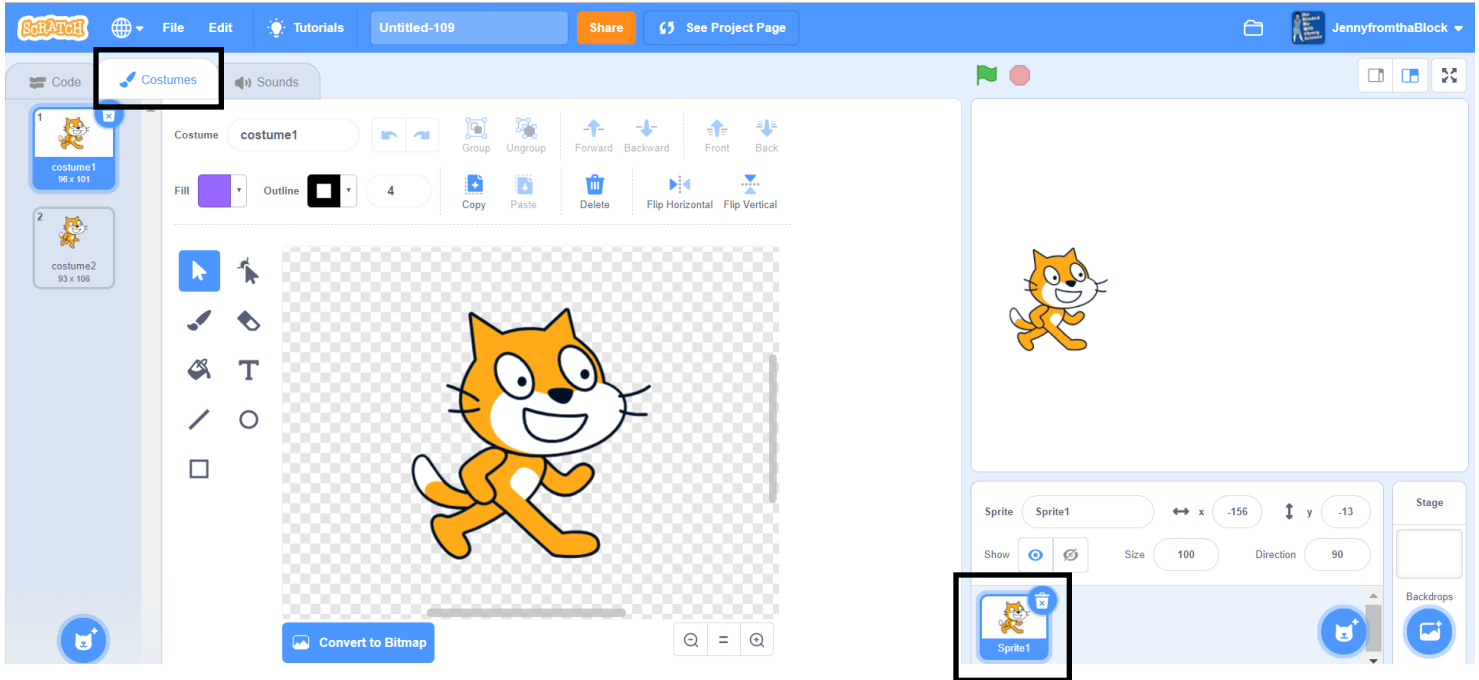
Sound

Play sounds, control volume and intensity

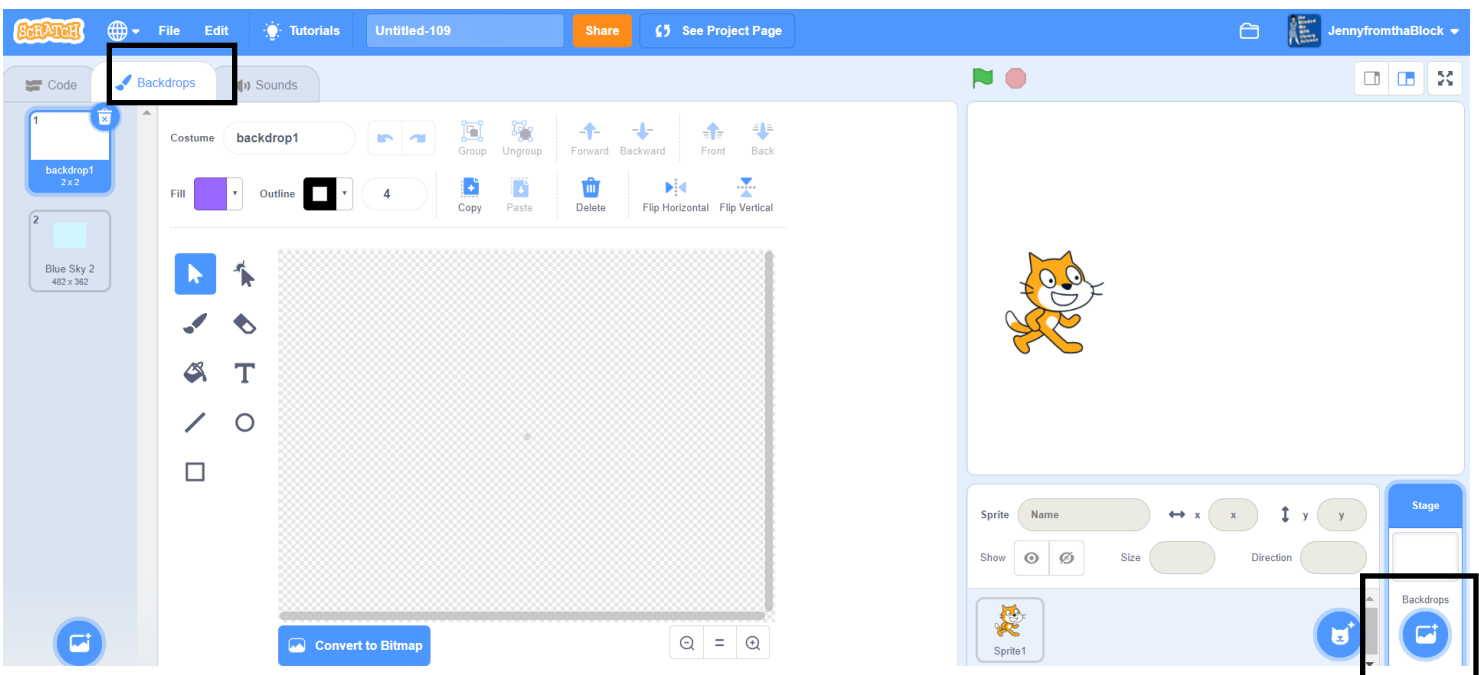
(you can record and upload sounds!)



Sprites have different “costumes” so you can change their appearance



Can you choose multiple different backgrounds to use at different points of your project



Find more info at
www.rphslibrary.org/scratch



Scratch.mit.edu