# General Navigation

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| **New** | Create an empty project |
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| **Save As** | Save a copy of the current project. |
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Produced by Mr. C. Coleman
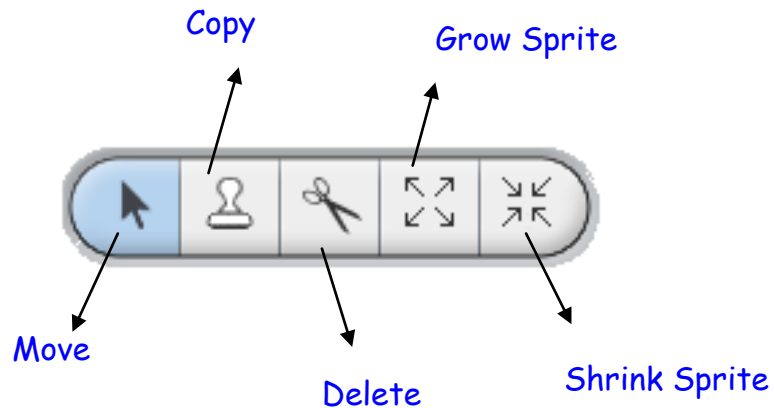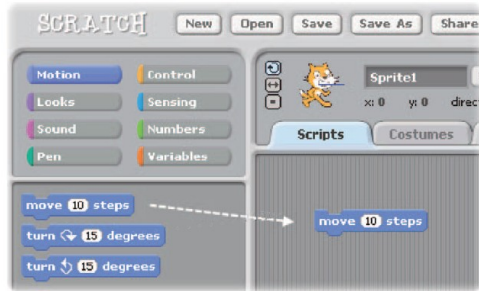
# Conyers BITE

# SCRATCH
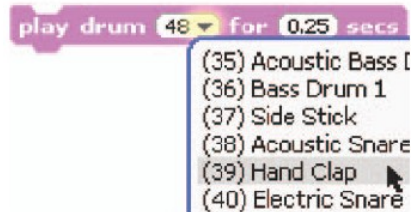
# A Basic Introduction
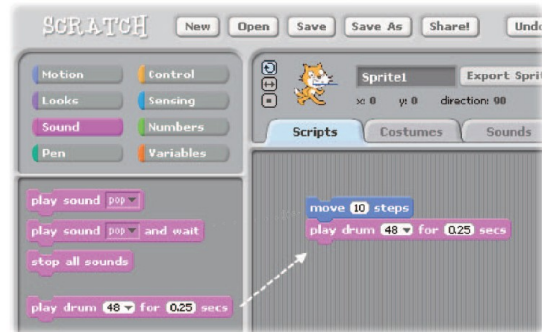
## Lets Get Moving...



Each character has its own script to follow.

1. **Drag a MOVE block onto scratch's script.**

*Double click on the block(s) in the script area to make it move.*

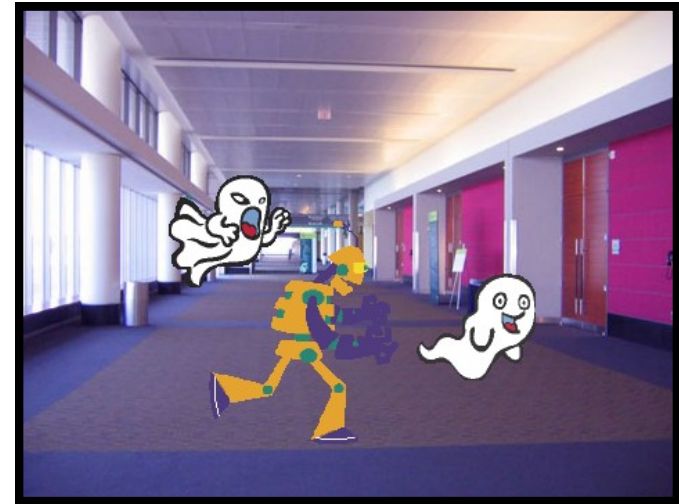2. Make a sound. Drag a **PLAY DRUM** onto the script. Connect it to the **MOVE** block.



3. You can change the white boxes. Change the drum to a '**hand clap**'



### LETS MAKE HIM DANCE!

4. Add another **MOVE** block. Change the number to –10.



5. Add another **PLAY DRUM** and change the drum type from the list.



# Scratch Challenge



**Scenario:**

Can you make the Robot **chase** Casper, whilst being chased by a ghost. The ghosts will make **scary noises**, whilst the Robot will make a **beeping noise**. The ghosts will **talk** to scare the Robot, whilst the Robot will **think** about how scared he is. When the **space bar is pressed**, the robot will **turn white** from fear!

You need to use everything you have learnt to…

- Add appropriate backgrounds, sprites, sounds and costumes.
- Use motion, sound and looks blocks.
- Make it as fun and exciting as you can!

**Experiment! See how entertaining you can make it!**

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# Lets Get Jodi Dancing...

Sprites can have different costumes to make them animate.

1. Press the **COSTUMES** tab then select **IMPORT**.

2. Go to the **PEOPLE** folder, then select **JODI2**

3. Click the **SCRIPTS** tab.

4. Create this **FOREVER** loop. Once you have, double click on it to test it. See what happens!

**Remember**: Press the **STOP** button to stop Jodi dancing!
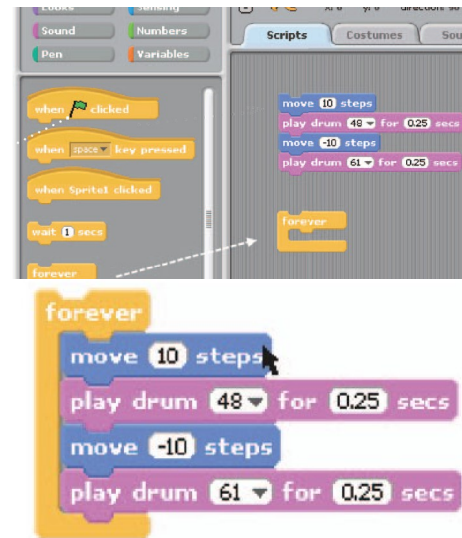
# Lets add some scenery...

Your stage can have a different background.

1. Click on your **STAGE** button.

2. Select the **BACKGROUND** tab.

3. Press **IMPORT**. You will get a selection of backgrounds. Pick the one you want and press OK.
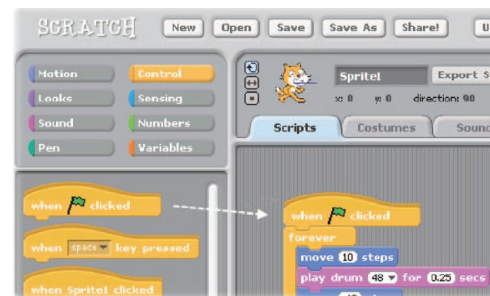
# Lets Keep Moving...

You can make your dance, **loop** forever…

1. Drag a **FOREVER** block on.

2. Drag your stack of blocks into the mouth of the **FOREVER** block.
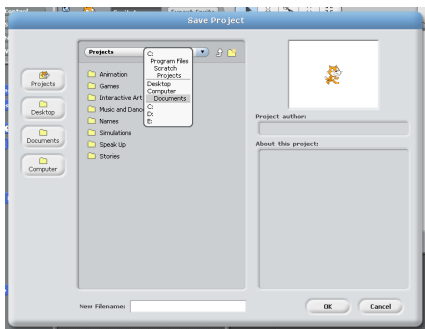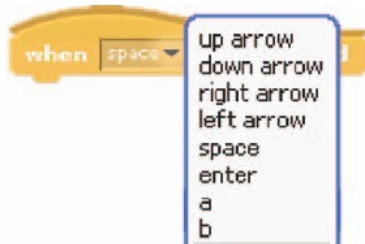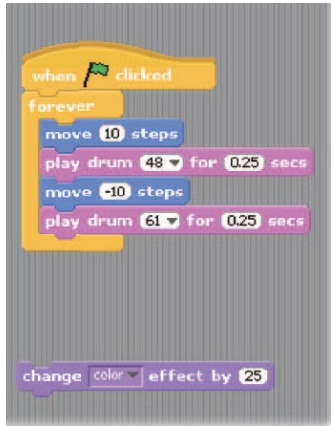
It should now look like this!

# Lets Take Control...

We can say when we want our script to start.

1. Add a **GREEN FLAG** block. Snap it on top of your **FOREVER** stack.

Press the **GREEN FLAG** to start your script.

Press the **RED STOP** to stop your script.

# Lets Add Colour

You can make your sprite change colour.

1. Drag a **CHANGE EFFECT** block underneath your script.

2. Double click on it in the script area. See what happens.

## LETS MAKE IT INTERACTIVE

1. Snap on a **WHEN KEY** block to your **CHANGE EFFECT block**.

2. Press **SPACE** on your keyboard. See what happens.

3. Try changing the key, by clicking on the dropdown of your **WHEN KEY** block. Experiment!

**You now know the basics!**

4. Press **SAVE**. Save in your My Documents —› ICT —› Scratch folder. (You might need to create one)

# Lets Have Some FUN
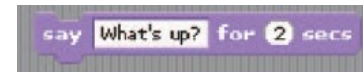
Every object in Scratch is called a Sprite.

Using these buttons you can:
- Paint your own sprite
- Choose a new sprite from file.
- Get a surprise.

## LETS GET JODI TALKING

1. Press the **OPEN SPRITE** button. Go to the **PEOPLE** folder. Select **JODI1**.

2. Add a **SAY** block to Jodi's script. Type in something to say and for how long. Try the **THINK** block too.

## LETS CHANGE JODI'S LOOKS

1. Add a **CHANGE** block to Jodi's script. Select 'Mosaic'

2. To clear the effect. Press **STOP**