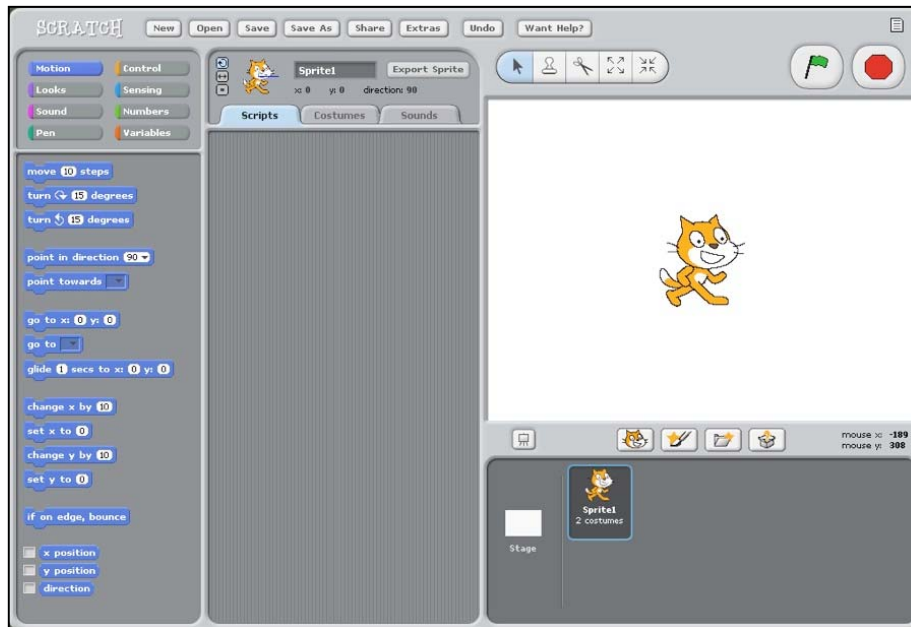


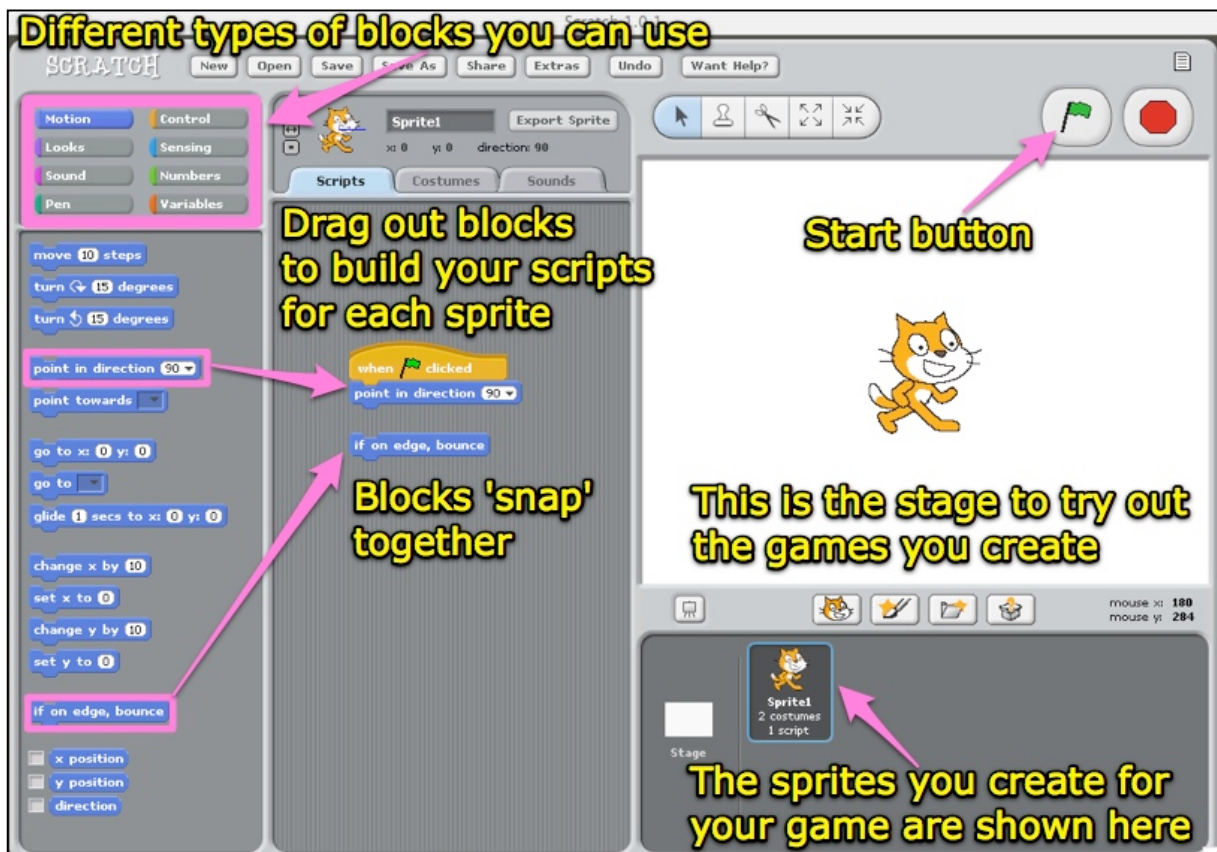
A Visual Guide to Scratch



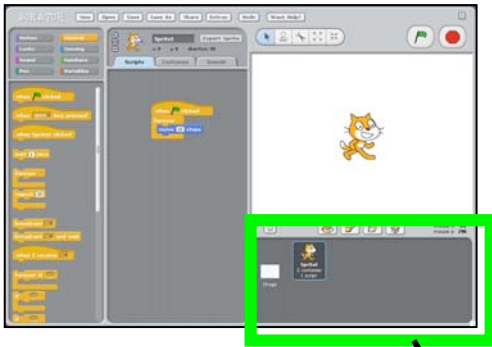
The default new project



The main interface



Working with sprites



Enter presentation mode
Create a new sprite
Paint a new sprite
Choose a new sprite
Get a surprise sprite!

mouse x: 218
mouse y: 274

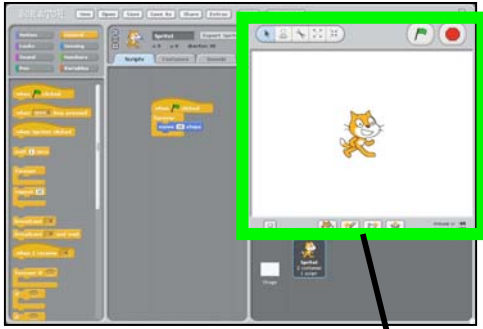
Stage

Sprite1
2 costumes

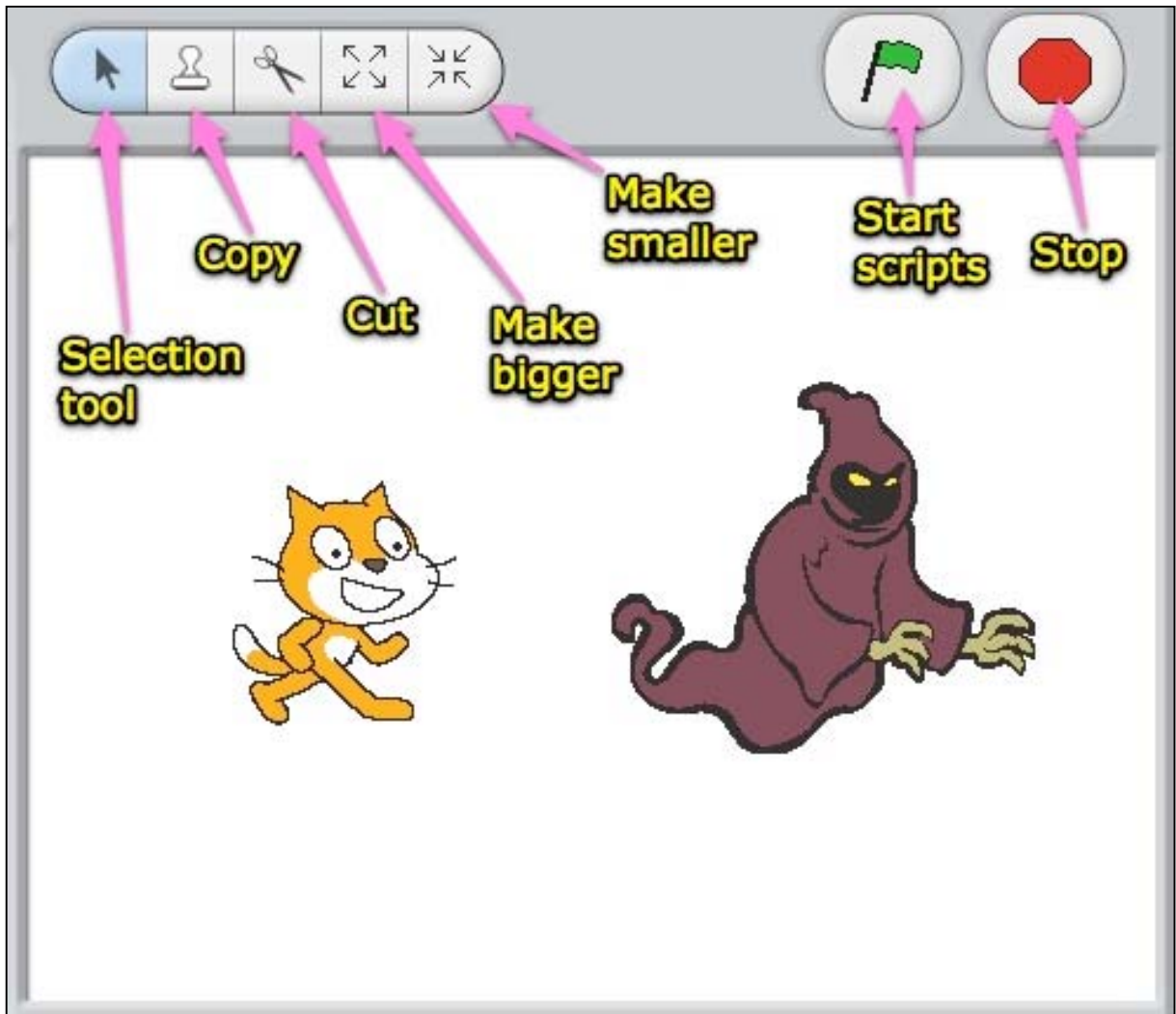
Sprite2

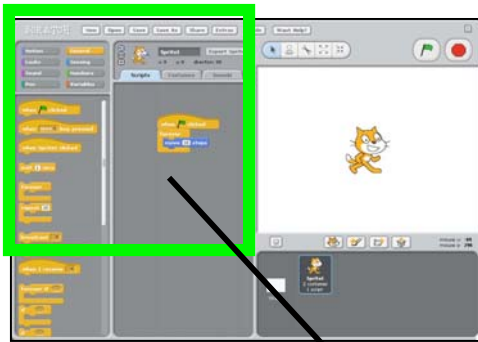
The sprites you create will be shown here

A detailed view of the Scratch 'Sprites' area. At the top, five icons are shown with pink arrows pointing to them from text labels above: a presentation mode icon, a cat icon, a paint palette icon, a folder icon, and a surprise box icon. Below the icons, a 'Stage' preview window is on the left. In the center, two sprites are shown: 'Sprite1' (a cat) and 'Sprite2' (a purple alien). Below the sprites, a text box says 'The sprites you create will be shown here' with two pink arrows pointing to the sprites. In the top right corner, mouse coordinates are displayed: 'mouse x: 218' and 'mouse y: 274'.



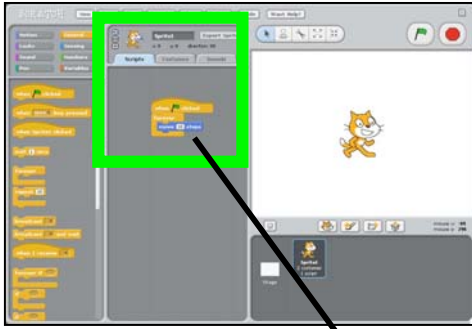
Working with sprites
on the stage





Working with **code blocks** for your sprites

Choosing different types of blocks will change the types of instructions available for your sprite



Working with sprite properties and scripts

Rotate smoothly

Flip

Don't rotate

Grab the blue bar to rotate

Sprite name

Export Sprite

Scripts **Costumes** **Sounds**

X & Y coordinates

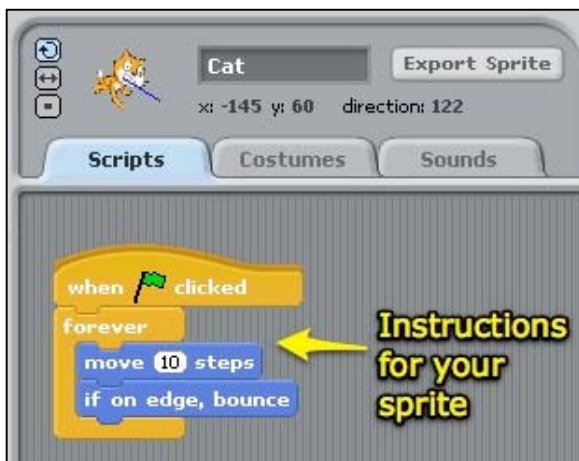
The direction the sprite will move towards

Instructions (code) for this sprite

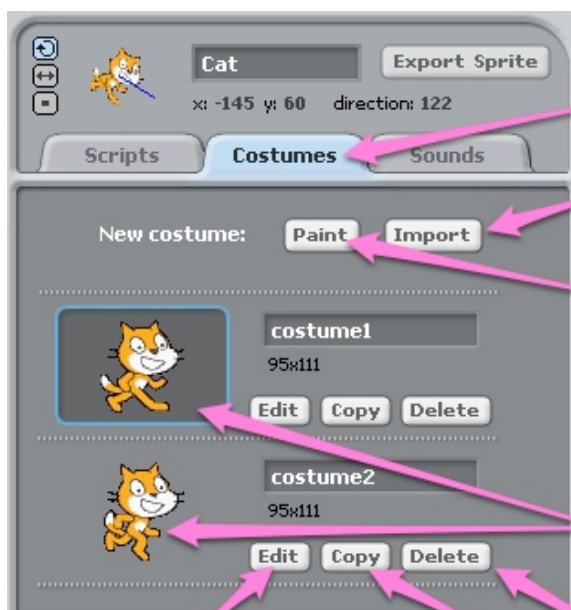
when clicked
forever
move 10 steps
if on edge, bounce

Cat
x: -145 y: 60 direction: 90

Detailed description: This image shows a close-up of the Scratch interface for a cat sprite named 'Cat'. The sprite is positioned at x: -145, y: 60 and is facing a direction of 90 degrees. The interface includes tabs for 'Scripts', 'Costumes', and 'Sounds'. The 'Scripts' tab is active, showing a code block with a 'when clicked' event, a 'forever' loop containing 'move 10 steps' and 'if on edge, bounce' blocks. Annotations with pink arrows point to various features: 'Rotate smoothly', 'Flip', and 'Don't rotate' are icons on the left; 'Grab the blue bar to rotate' points to the blue bar on the cat sprite; 'Sprite name' points to the 'Cat' text box; 'Export Sprite' is a button; 'X & Y coordinates' points to the 'x: -145 y: 60' text; 'The direction the sprite will move towards' points to 'direction: 90'; and 'Instructions (code) for this sprite' points to the script area.



Sprite instructions or code



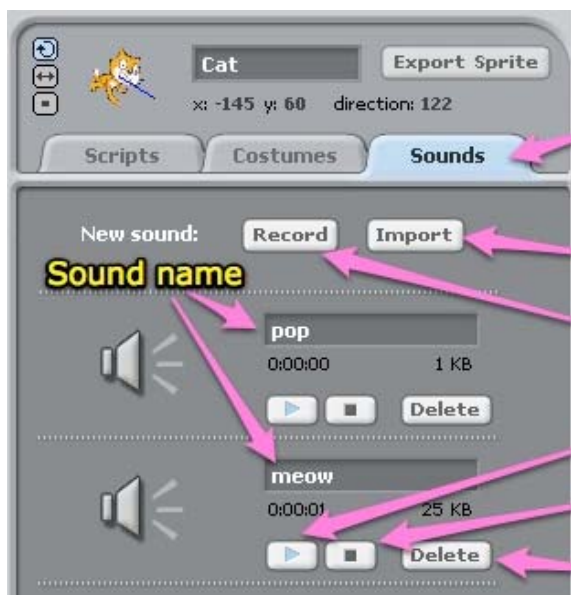
Sprite costumes

You can 'edit' the costume or 'copy' it and then alter it by going to 'edit'.

This is how you create animation!!!!

eg alternate the costumes

Delete a costume



Sprite sounds

Sounds for your sprite!!

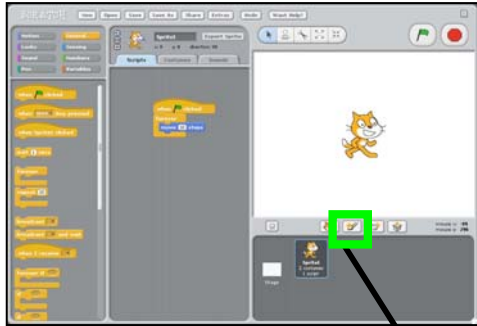
Import a sound

Record a sound

Play

Stop

Delete



Painting a new sprite

