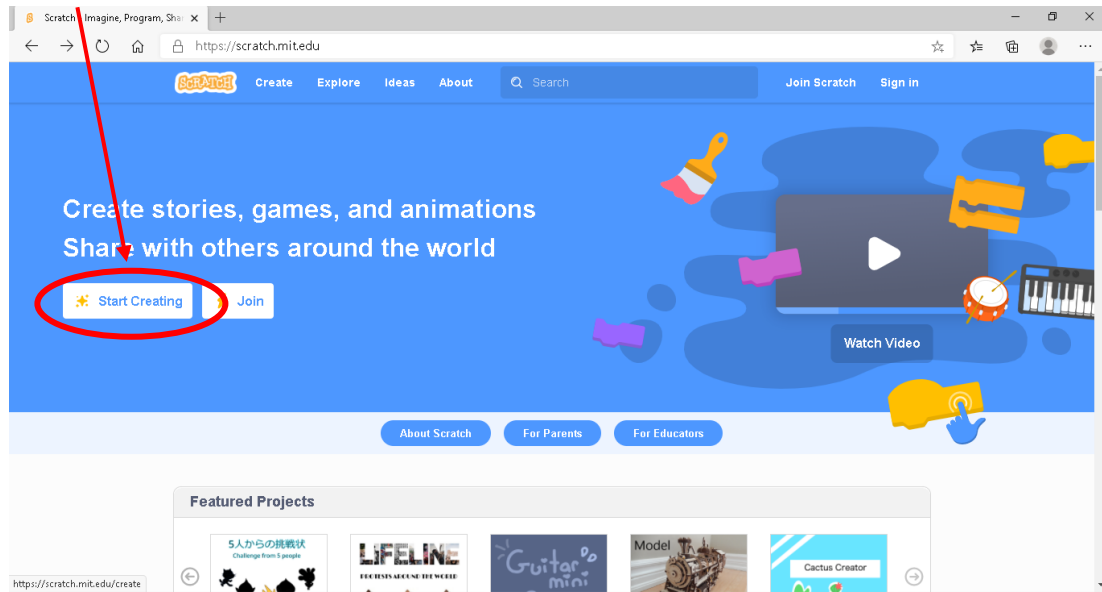


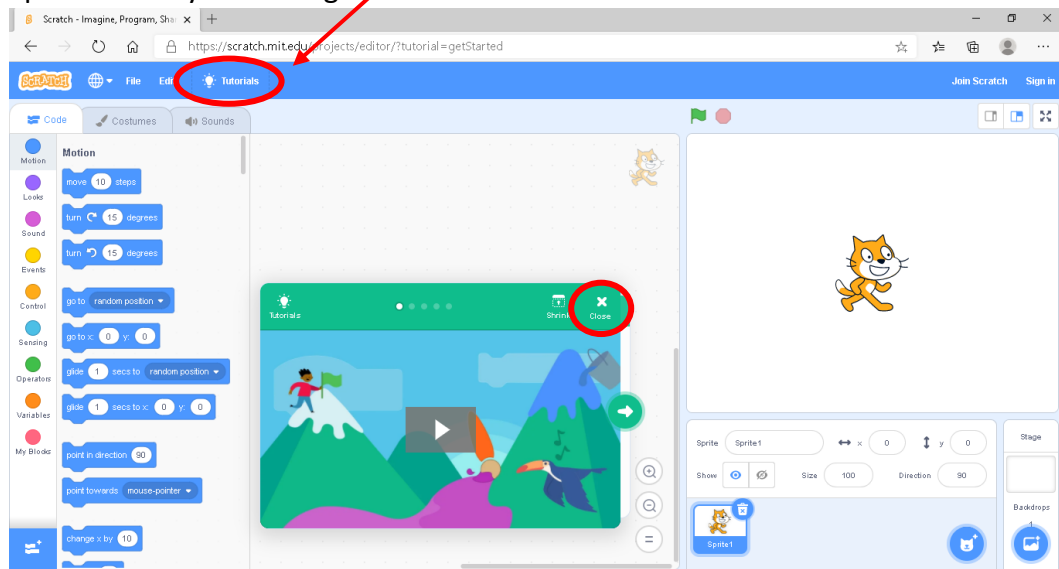
# Computing – Scratch

## Session 1 Helpsheet:

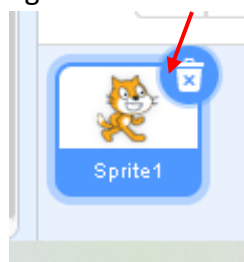
1. Go online to <https://scratch.mit.edu/> . This opens the webpage shown below. Click on **Start Creating**:



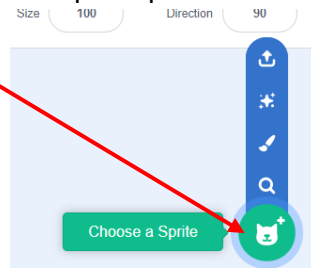
2. Scratch will open a new project. It provides a tutorial video which can be helpful to watch and then can be closed by clicking on the small **x** in the corner. More tutorials can be found by clicking the **'Tutorial'** button. The **'Animate A Character'** tutorial will be helpful for today's challenge:



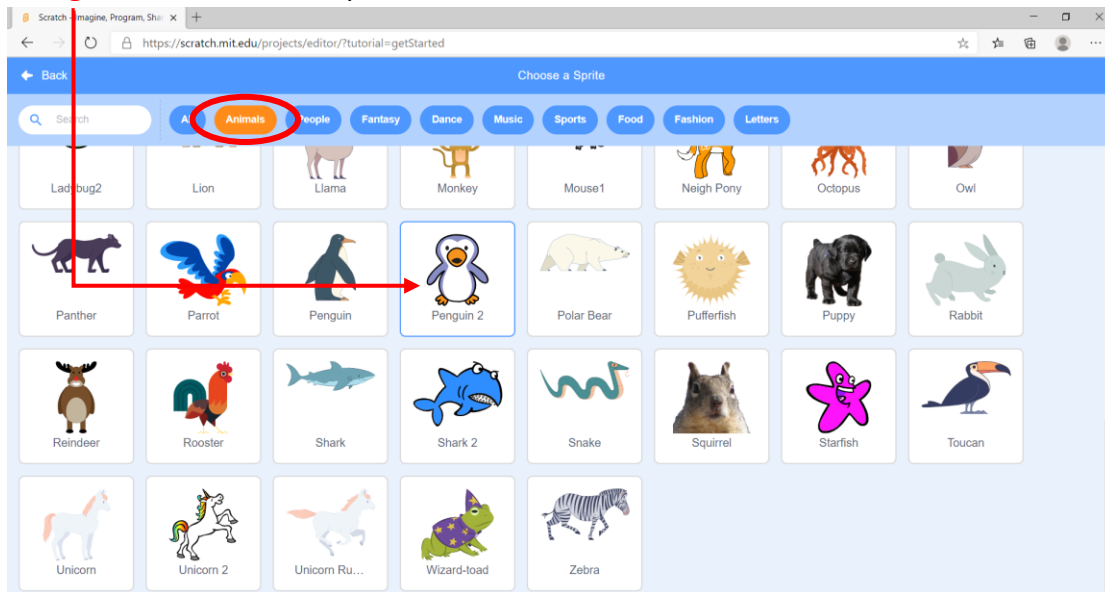
3. The cat sprite that you can see is the Scratch mascot. You do not need it for today's challenge, so get rid of it by clicking on the **rubbish bin** in the corner:



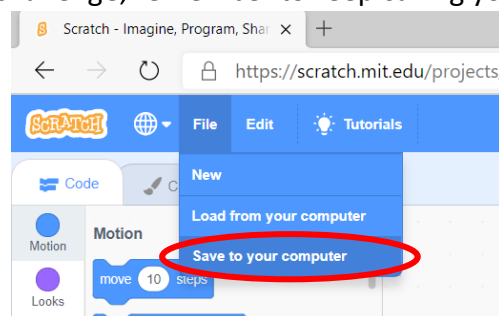
4. Next, click on **'Choose a Sprite'** to open up a list of all the Scratch sprites:



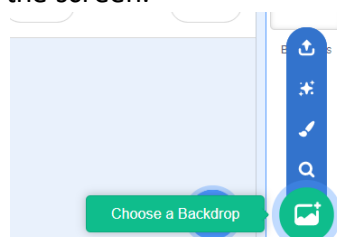
5. The sprite library will appear. Click on the **'Animals'** tab and then scroll down till you see **'Penguin 2'**. Click on this sprite to select it:



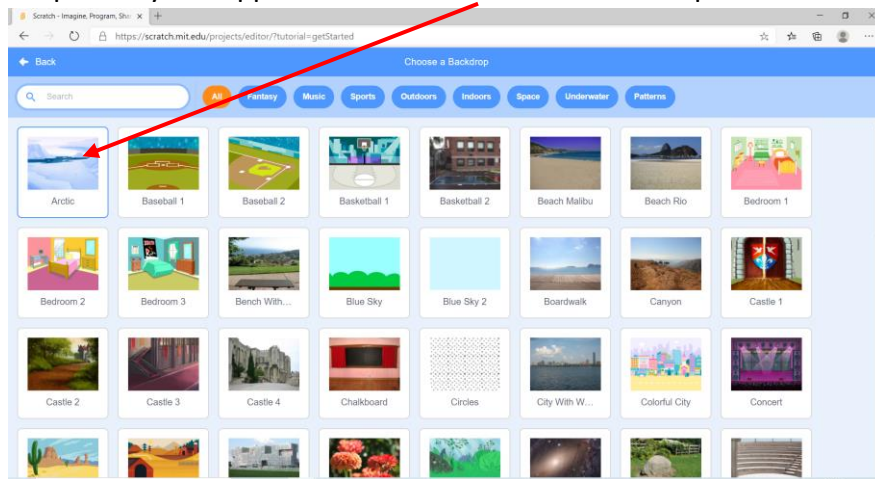
6. To save the work you have done so far, click on **'File'** and then **'Save to your computer'**. This should download the project file and then you can move this file to where you want to keep it on your computer. The next time you open Scratch online you can go to **'File'** and then **'Load from your computer'** to continue working on this project. As you continue with today's challenge, remember to keep saving your work!



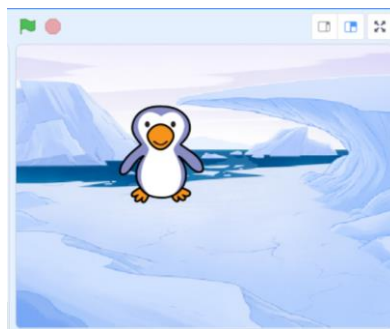
7. The Stage is the square on the top right where you can see your sprite, and is where your project comes to life. Think of it as a performance area, just like a real stage! At the moment, the stage is white and boring. Add a backdrop by clicking **'Choose a Backdrop'** in the bottom right corner of the screen:



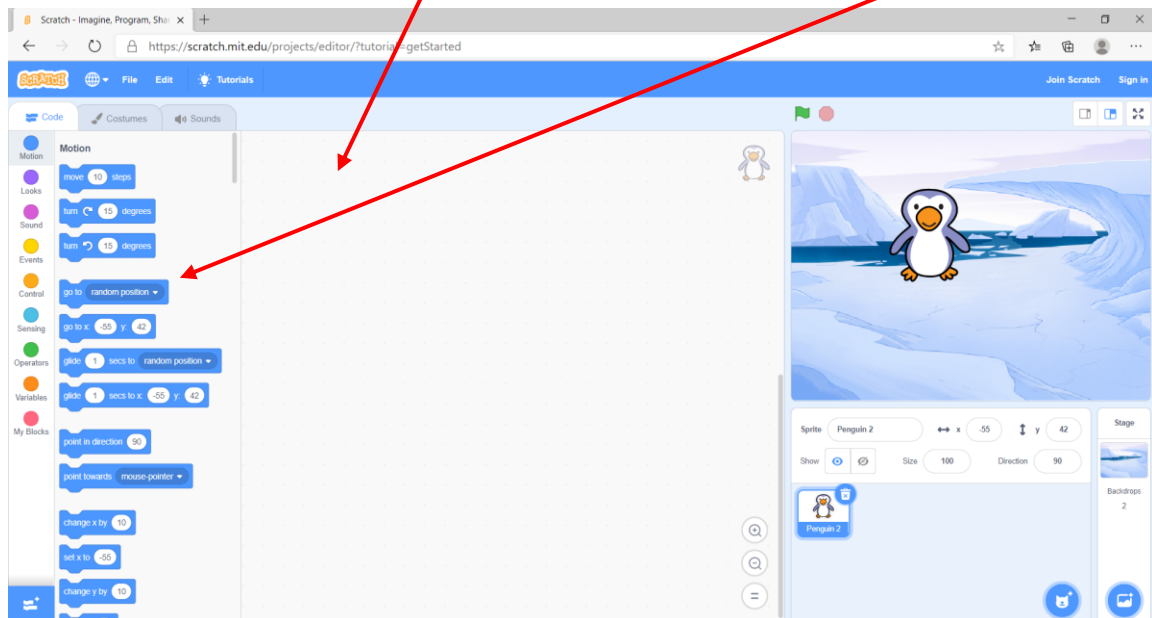
8. The backdrop library will appear. Click on the 'Arctic' backdrop to select it:



9. Your stage should now look like this!

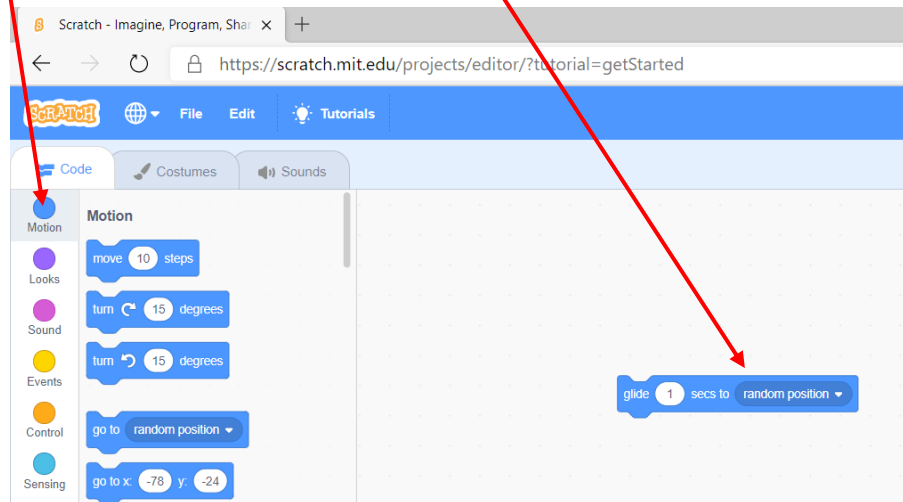


10. We are now going to animate your penguin to make it come to life! The area in the middle of the screen is the 'Code Area' and to the left are all the 'Code Blocks' you can choose from:



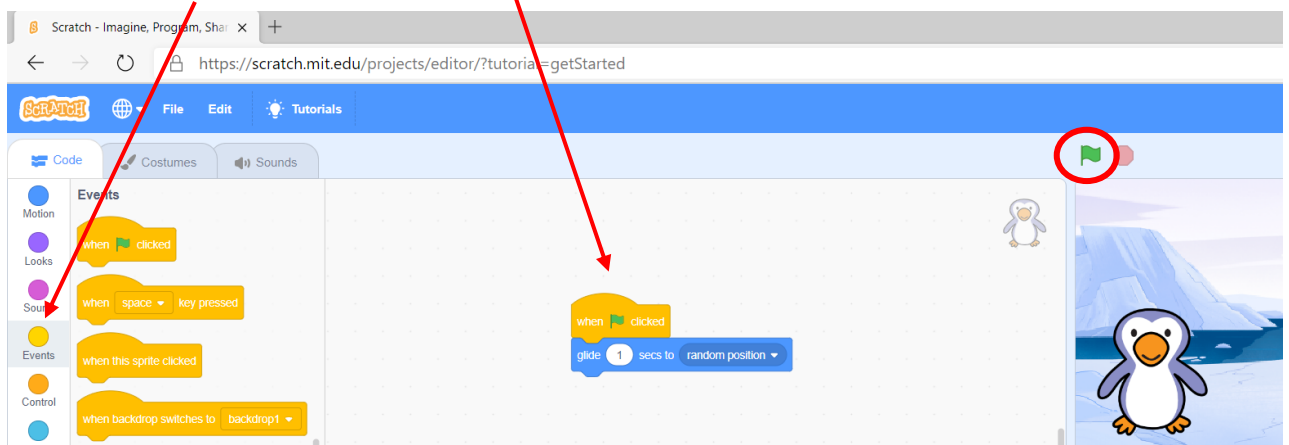
If you drag one of these code blocks into the code area and click on it, it will animate your penguin sprite. If you want to get rid of a code block drag it back into the block area and it will be removed.

11. In the **'Motion'** code select **'glide 1 secs to random position'** and drag it into your code area:

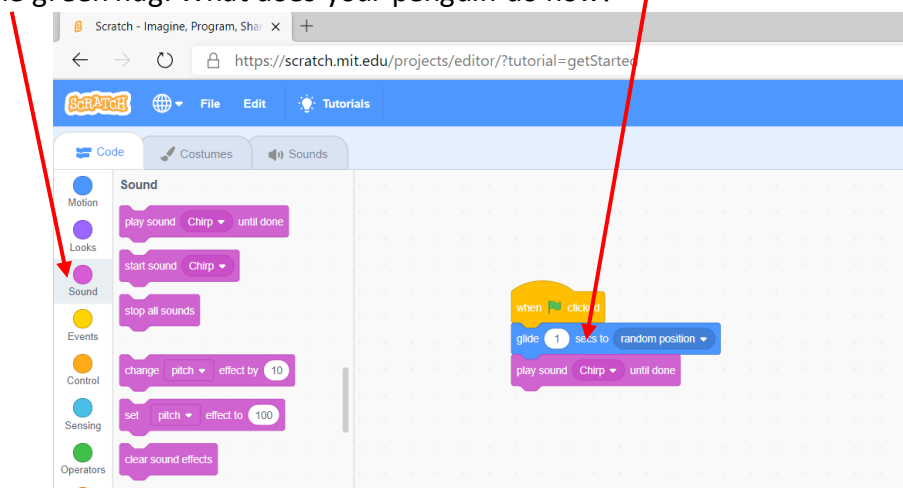


12. Click on this block of code in the code area and see what happens to your penguin sprite. They should start skating around the stage. To put your penguin back in its starting position, you can always click on it and drag it to where you want it to start.

13. In the **'Events'** code select **'When clicked'** and drag it into your code area. Click this piece of code onto your first piece (like jigsaw pieces). Now when you click the green flag the penguin should skate :



14. In the **'Sound'** code select **'Play sound chirp until done'** and add it onto the code blocks. Press the green flag. What does your penguin do now?



15. Have an explore adding different code blocks and see what other tricks you can get your penguin to do!