

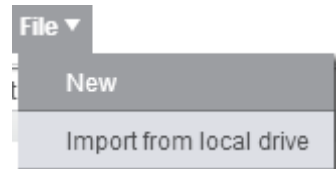


Scratch Programming Lesson 1

① Open *Scratch*:  → scratch.mit.edu → 

Google Chrome

② Import the 'new program' file from the desktop:



③ Copy these commands:



pen down — Copy these commands and then double-click on them to run them:

- move 50 steps
- turn 90 degrees
- turn 90 degrees
- move -50 steps

clear — Use these commands before starting a new drawing.

- point in direction 0
- go to x: 0 y: 0

Drag a command to the left to delete it.

repeat 4 — Repeat these commands 4 times to draw a four-sided square.

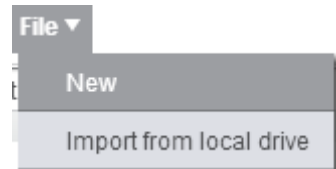
- pen down
- move 50 steps
- turn 90 degrees
- pen up

Angle to turn for a square is 90 degrees.

Can you draw these shapes?

- Triangle (3 sides) - 120 degrees
- Pentagon (5 sides) - 72 degrees
- Hexagon (6 sides) - 60 degrees
- Octagon (8 sides) - 45 degrees

- ④ Import the 'new program' file from the desktop:



(Press OK to replace the contents of the current project.)

- ⑤ Copy these commands to make your own game:



A screenshot of a Scratch script area on a grey grid background. It contains several event-driven code blocks. The first block is 'when green flag clicked', followed by 'go to x: 0 y: 0', 'set pen color to red', 'set pen size to 1', 'pen down', and 'clear'. A yellow callout box points to this block with the text: 'These commands reset the game when the green flag is clicked.' The second block is 'when up arrow key pressed', followed by 'point in direction 0' and 'move 10 steps'. A yellow callout box points to this block with the text: 'Can you change the direction of movement when the arrow keys are pressed on the keyboard?'. The third block is 'when down arrow key pressed', followed by 'point in direction 180' and 'move 10 steps'. The fourth block is 'when right arrow key pressed', followed by 'point in direction 90' and 'move 10 steps'. The fifth block is 'when left arrow key pressed', followed by 'point in direction -90' and 'move 10 steps'. The sixth block is 'when 1 key pressed', followed by 'set pen color to blue', 'set pen size to 2', and 'pen down'. A yellow callout box points to this block with the text: 'Can you add extra commands that change the pen colour or size when different numbers are pressed on the keyboard?'.



Click to play full-screen.