

# Introduction to Scratch

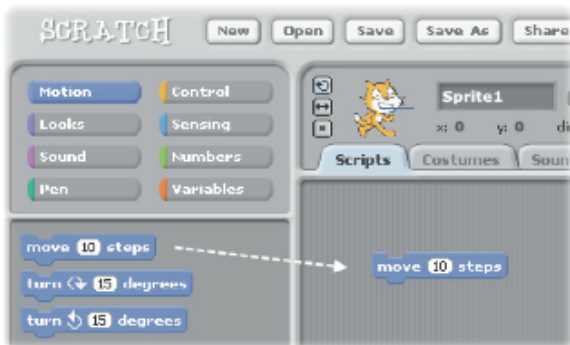
## Task Summary

You're going to learn to use **Scratch** by creating a few short animations.

## Scratch Exercise #1: Basic Script



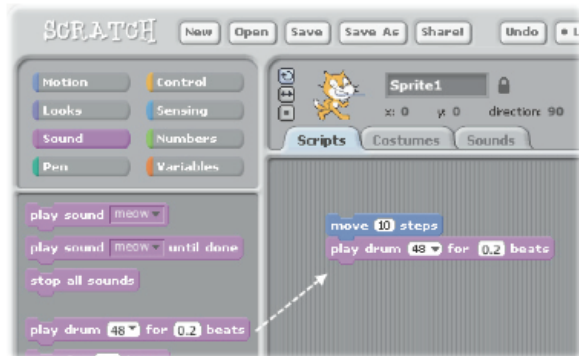
*Scratch is a programming language that makes it easy to create interactive stories, games, and animations – and share your creations with others on the web.*



Drag a **MOVE** block into the Scripts area.



Double-click the block to make the cat move.

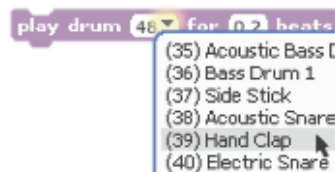


Drag out a **PLAY DRUM** and snap it onto the **MOVE** block.



Double-click and listen.

*If you can't hear it, check that the sound on your computer is on.*



You can choose different drums from the pull-down menu.



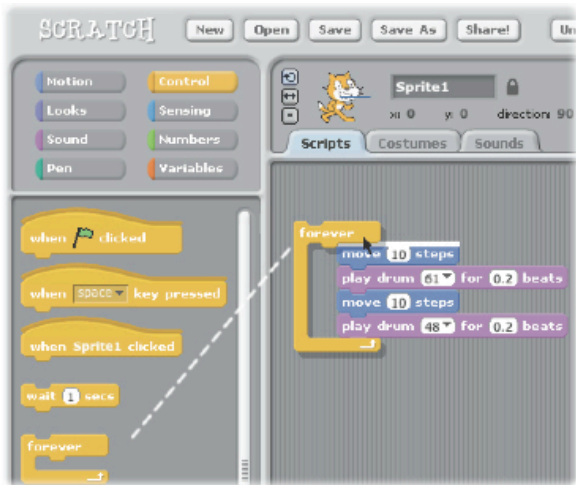
Add another **MOVE** block, then type in a minus sign.



Double-click anywhere on the stack.



Add another **PLAY DRUM** block, then choose a drum from the menu. Double-click again.



Drag out a **FOREVER** block and drop it on top of the stack. You want the mouth of the **FOREVER** to wrap around the other blocks.

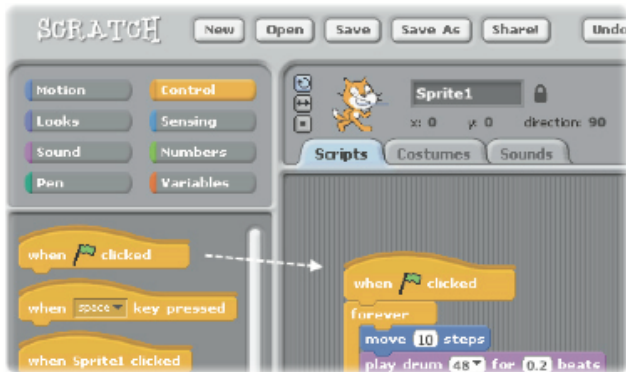
To drag a stack, pick it up from the top block.



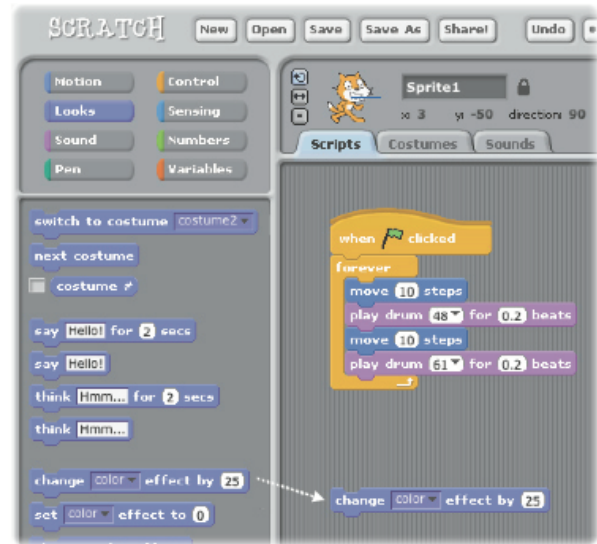
Double-click to start.



To stop, click the stop button at the top of the screen.



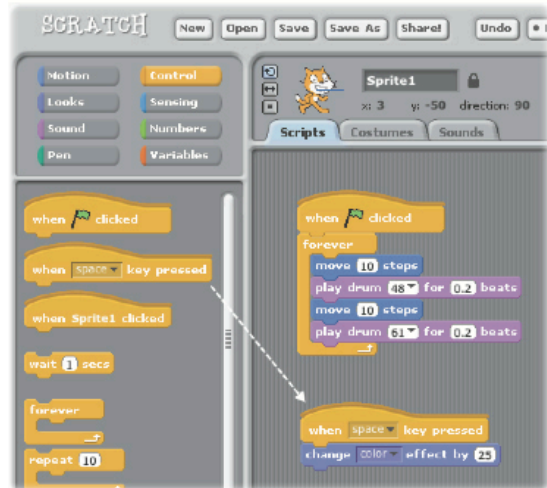
Drag out a **when clicked** block and snap it on top.



Drag out a **CHANGE EFFECT** block.



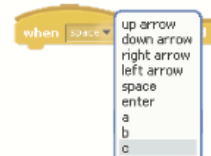
Double-click to see what it does.



Snap on a **when space key pressed**



Now press the space bar on your keyboard.



You can choose a different key from the pull-down menu.



Whenever you click the green flag, your script will start. To stop, click the stop button.

To delete a command, drag it back onto the library.

**TASK:** Program the 4 different arrow keys to have a different effect on your sprite.