Getting Started with

Scratch

http://scratch.mit.edu
**SCRATCH** is a new programming language that lets you create your own interactive stories, animations, games, music, and art.
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.

Drag the stack of blocks into the mouth of the **FOREVER**.  
*To drag a stack, pick it up from the top block.*

Double-click and watch it keep going.

To stop, click the stop button at the top of the screen.
Whenever you click the green flag, your script will start. To stop, click the stop button.

Drag out a `when [flag] clicked` block and snap it on top.
Now try something different...

Drag out a CHANGE EFFECT block.

Double-click to see what it does.
Now press the space bar on your keyboard.

You can choose a different key from the pull-down menu.
Each object in Scratch is called a sprite. To add a new sprite, click one of these buttons.

NEW SPRITE BUTTONS:

- Paint your own sprite
- Choose a new sprite from a file
- Get a surprise sprite

To add this sprite, click then go to the People folder and select “jodi1”.

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Now you can tell the sprite what to do. Try the following, or explore on your own.

**SAY SOMETHING**
Click inside the **SAY** block and type to change the words.
Try the **THINK** block, too...

**IMAGE EFFECTS**
Use the pull-down menu to choose different effects.
Then double-click the block.
*To clear the effects, click the Stop button.*
ADD SOUND
Click the SOUNDS tab.
Record your own sound.

Or IMPORT a sound file (MP3, AIF, or WAV format).

Then, click the SCRIPTS tab, and use a PLAY SOUND block.
Choose your sound from the pull-down menu.

ANIMATE
By switching between costumes, you can animate your own sprite.

To add a costume, click the COSTUMES tab.

Then, click IMPORT to choose a second costume. (For example, try the image “jodi2” from the People folder.)

Now, click the SCRIPTS tab.
Create a script that switches between costumes.
You can create many different types of projects with Scratch.

To see example projects, click the OPEN button, and choose from the folders.

You may want to start with a photo of yourself. Or your favorite character. Or, start by animating the letters in your name.

If you have an idea for a project, click NEW and start creating.

Click SHARE! to upload your project to the Scratch website:
http://scratch.mit.edu
Visit the Scratch website to learn more!
Scratch is a new programming language that makes it easy to create your own interactive stories, games, and animations – and share your creations with others on the web.

The development of Scratch is a collaboration with the UCLA Graduate School of Education and Information Studies, with funding from National Science Foundation, Intel Foundation, and the MIT Media Lab research consortia. Our group develops new technologies that, in the spirit of the blocks and finger-paint of kindergarten, expand the range of what people can design, create, and learn.

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This guide and other Scratch print materials were created by Natalie Rusk and other members of the Scratch development team.

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