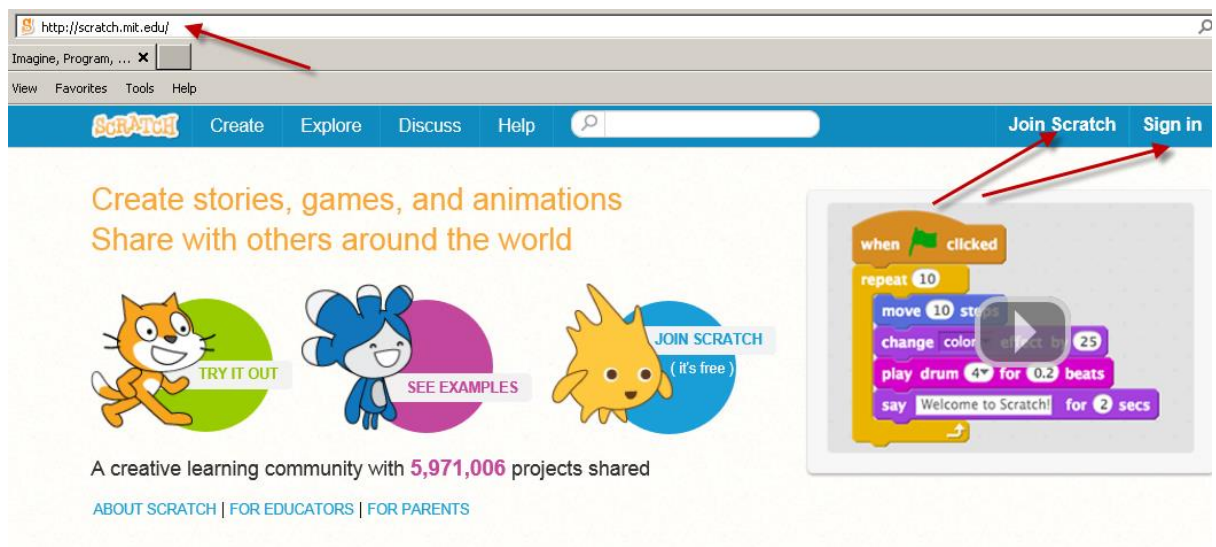


FIRST SCRATCH PROJECT

In this first Scratch project you will learn how to use: Motion, Animation and Sound.

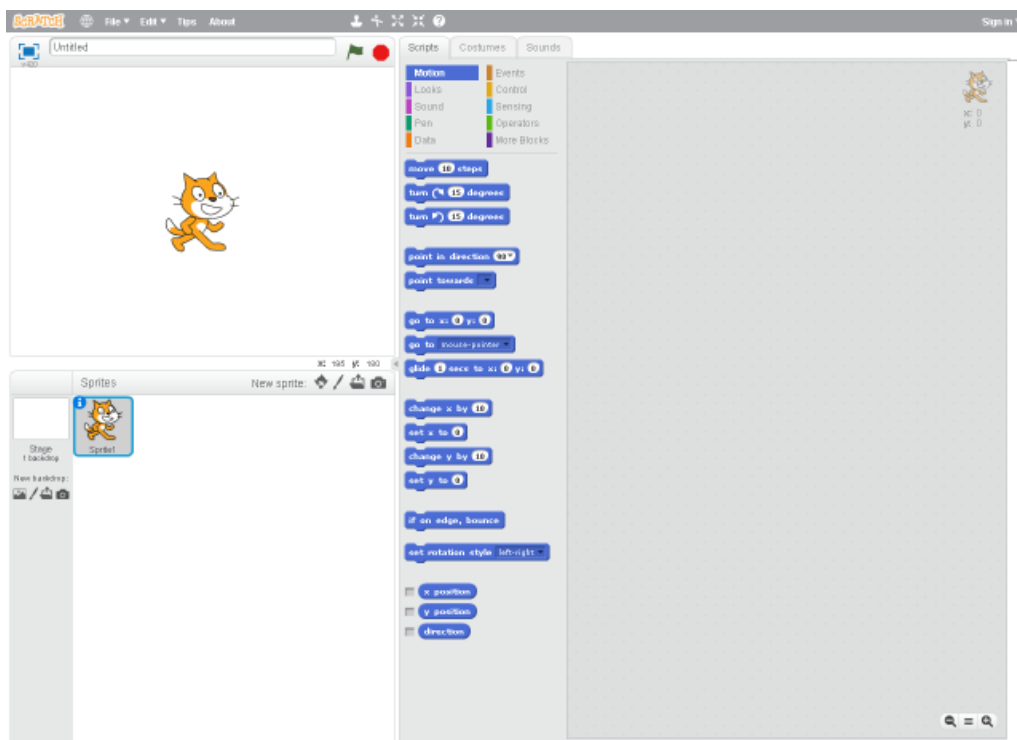
1. Open your browser (Internet Explorer, Chrome, Safari) and go to the Scratch website: scratch.mit.edu
2. If you don't have a User Name yet, Click **Join Scratch** (it's FREE). If you have a User Name already, click **Sing in**.



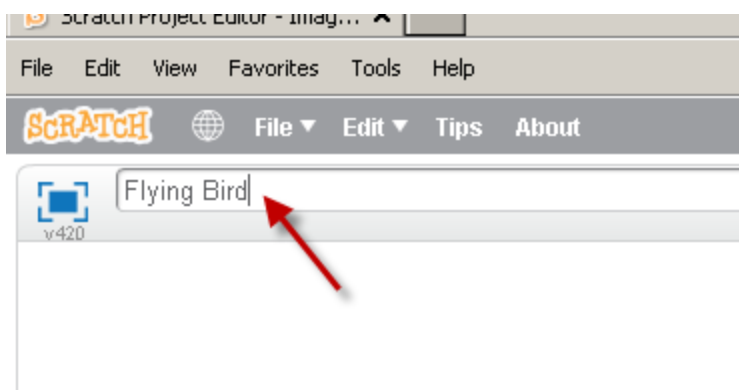
3. Click on the **Create** link, to create a New Project.



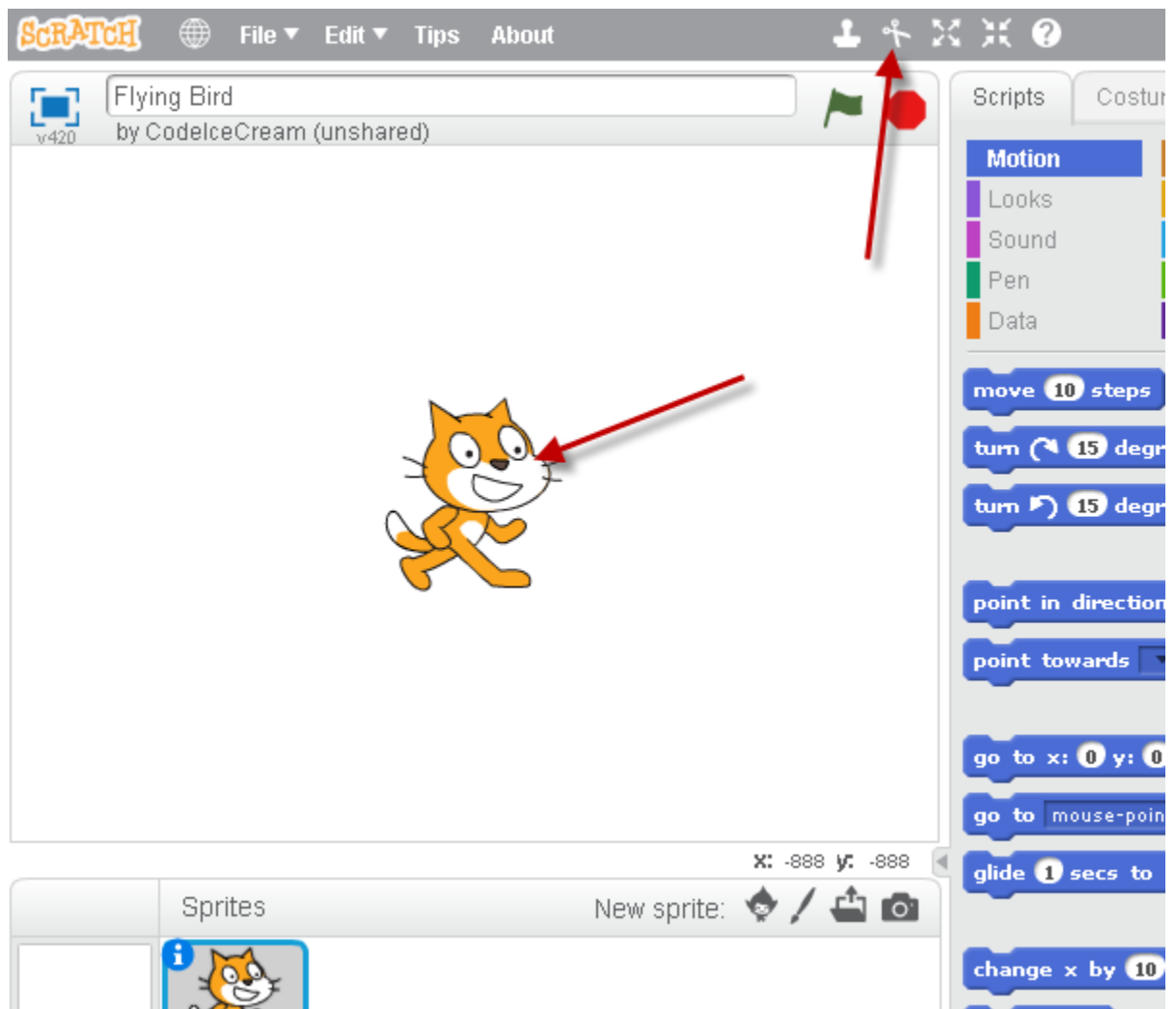
4. The Scratch Editor opens and looks like this:



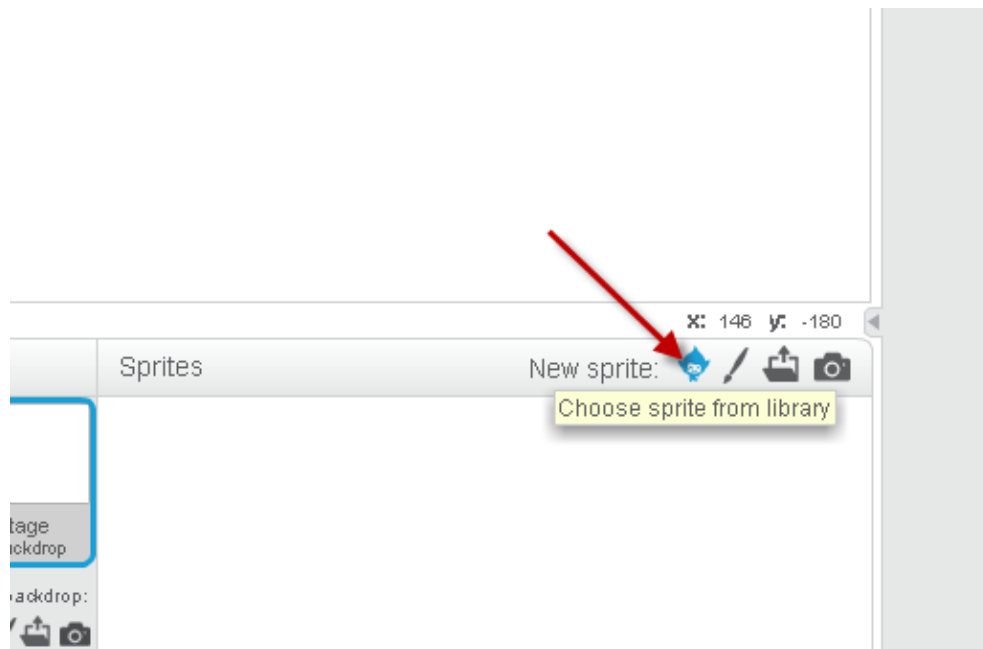
5. Name your project by typing the **Title of Your Project** into the Title Box:
(Example: Flying Bird)



6. Delete the **Cat** sprite by clicking on the **Scissors** icon, then clicking on the **Cat**



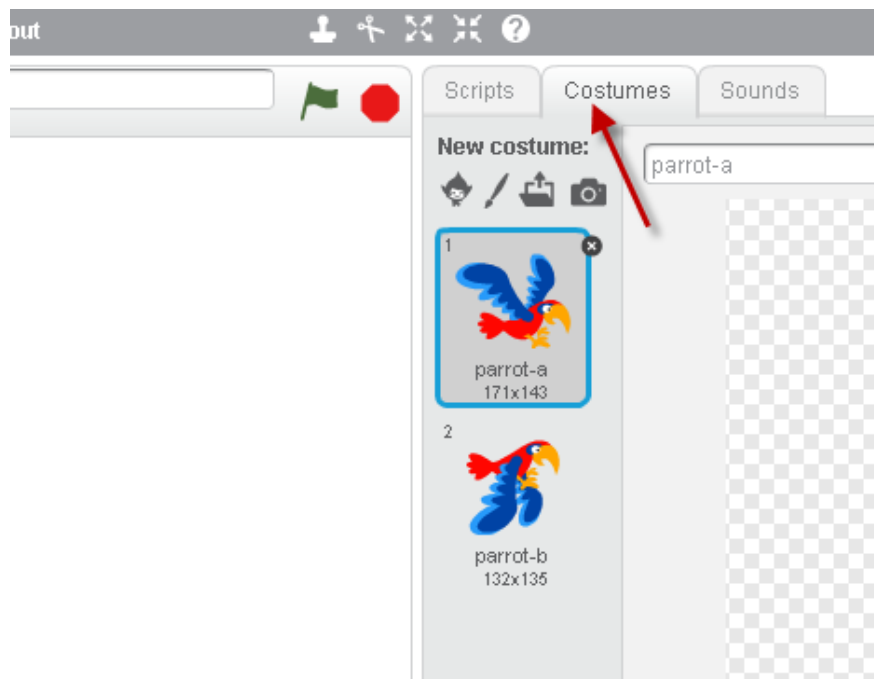
7. Add a new sprite from the **Library** by clicking on 'Choose sprite from library' icon.



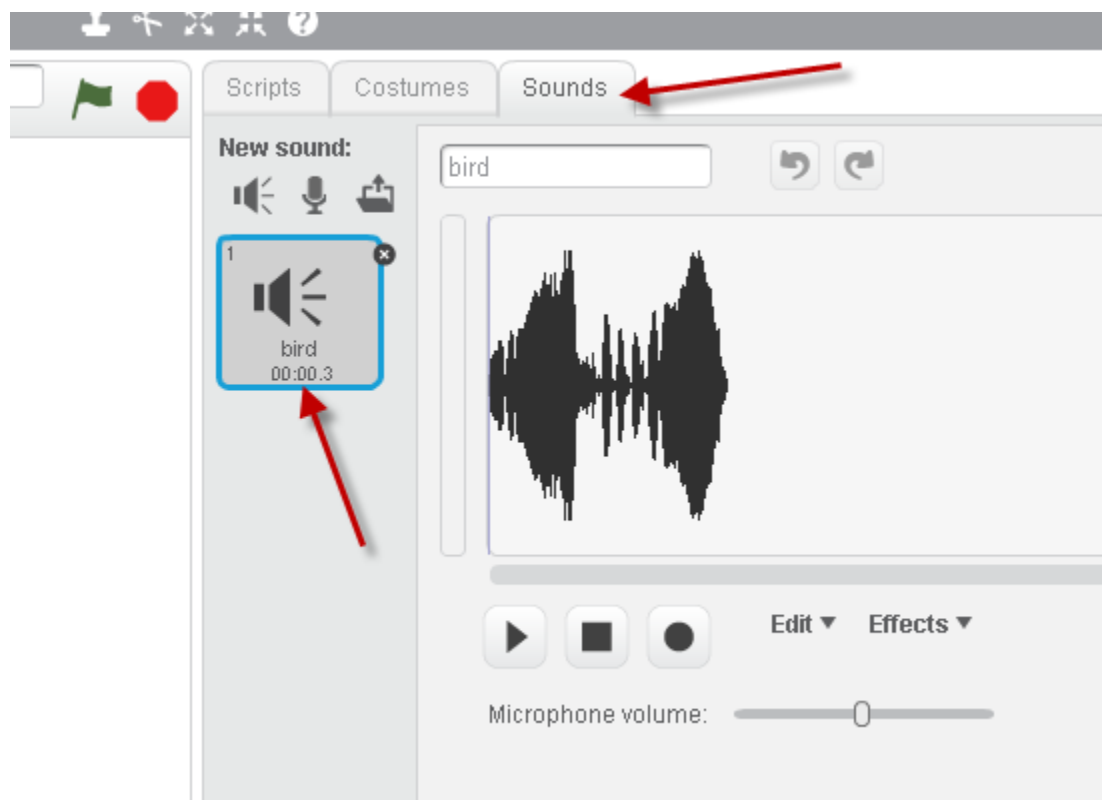
8. Select the 'Parrot' and click OK.



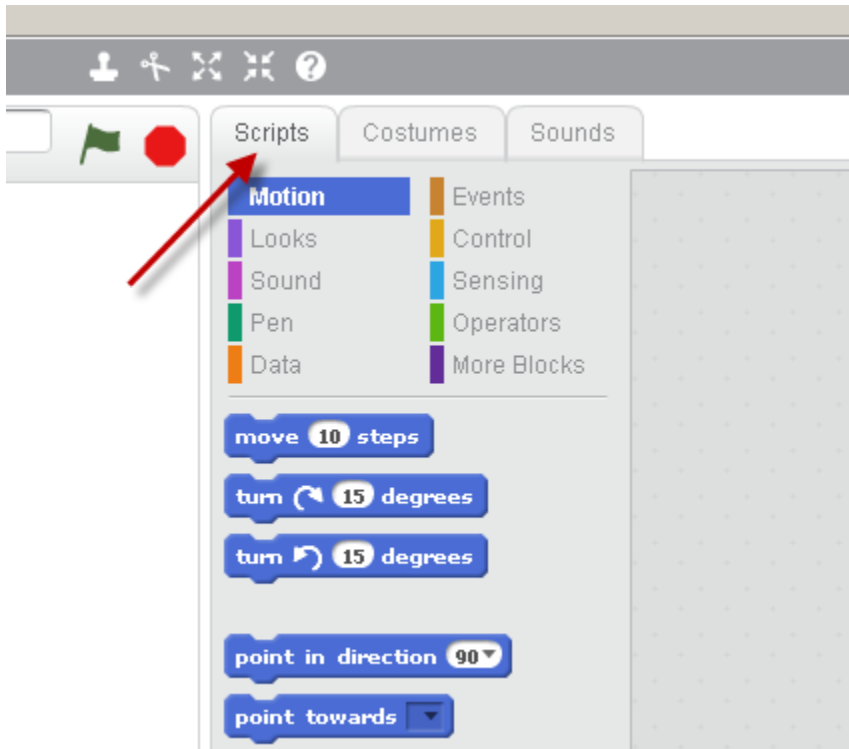
9. Click on the **Costumes** tab. You will notice that the **Parrot** has two costumes: **parrot-a** and **parrot-b**.



10. You will also notice that the **bird** sound has been imported under the **Sounds** tab, when we imported the **Parrot** from the library.



11. Click on the **Scripts** tab

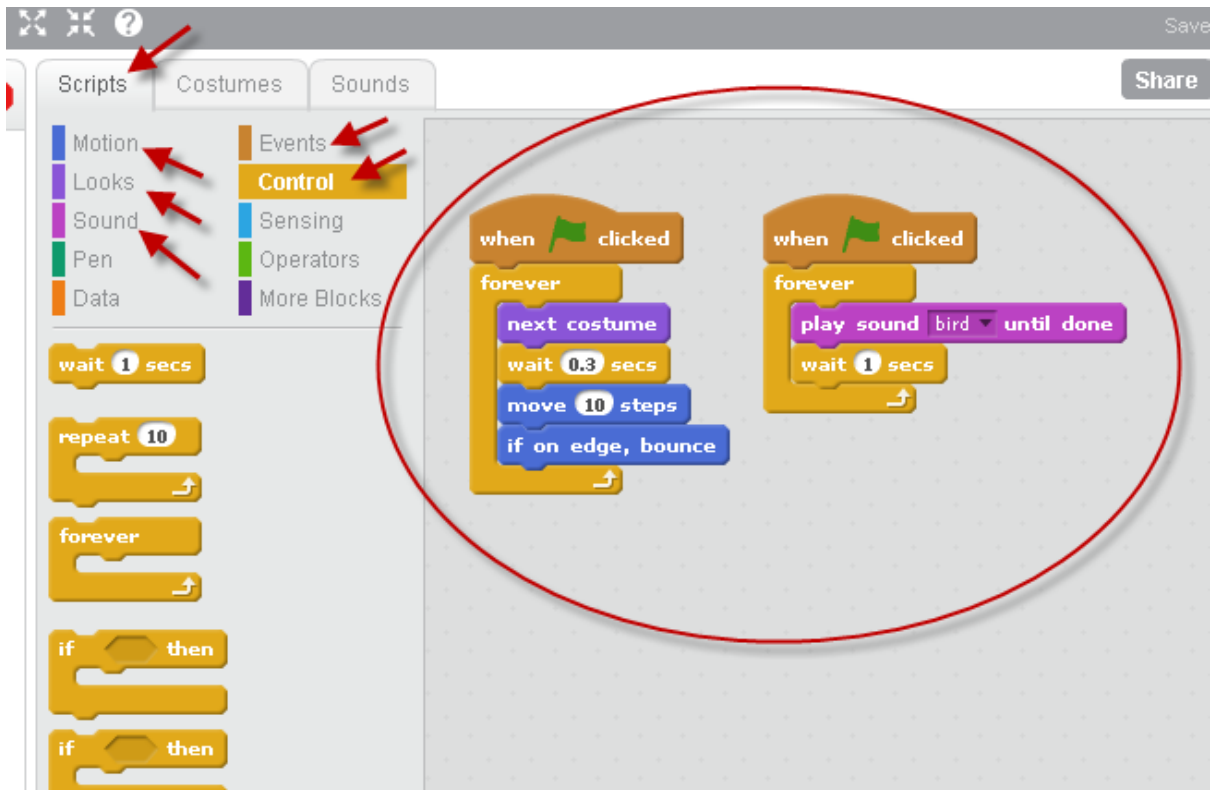


12. Add the following scripts to the “scripting area” (The “scripting area” is marked by the oval in the picture below).

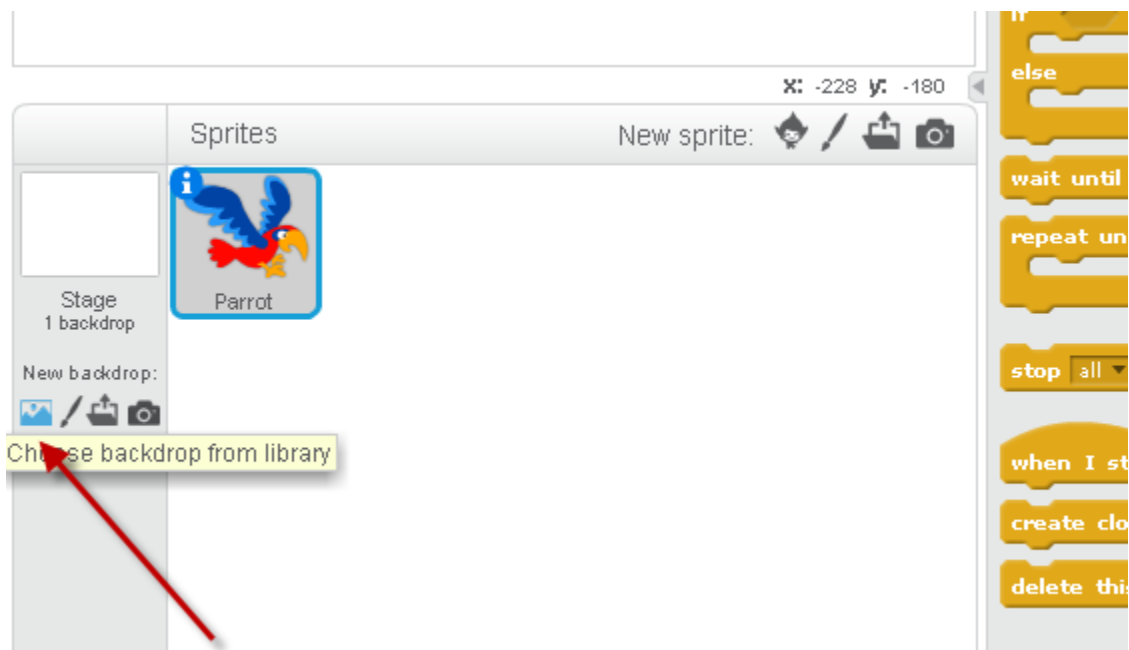
To add the scripts you select the script from under the ‘Scripts’ tab and drag it onto the “scripting area”.

You stick the script together – just like LEGO blocks - as shown in the picture below.

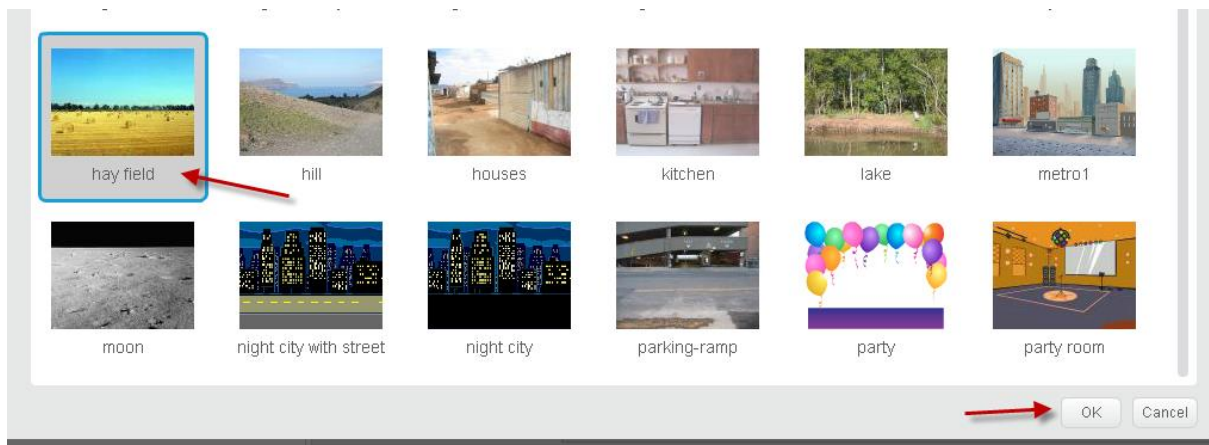
The scripts used below are found under the ‘Scripts’ tab under following script-categories: ‘Events’, ‘Control’, ‘Motion’, ‘Looks’ and ‘Sound’.



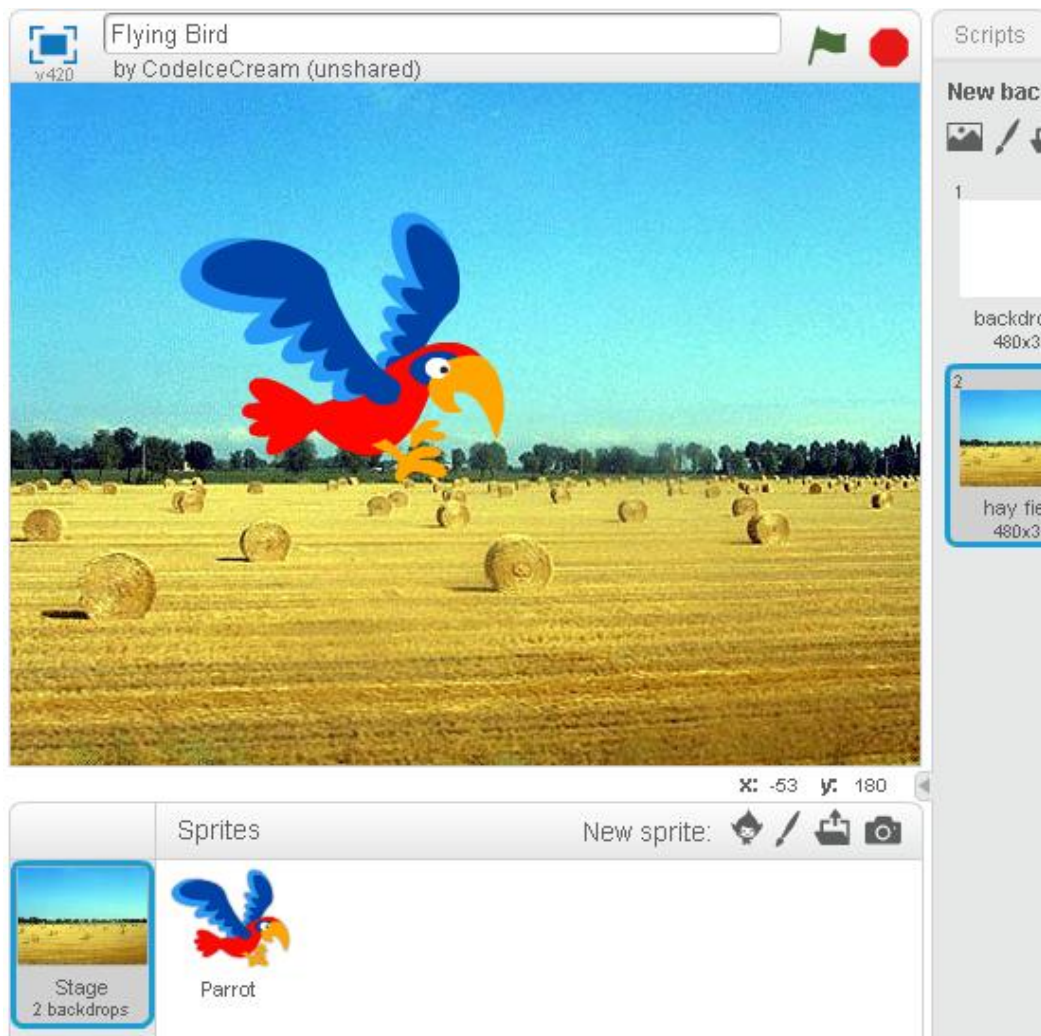
13. Add a backdrop to the stage, by clicking on 'Choose backdrop from library'



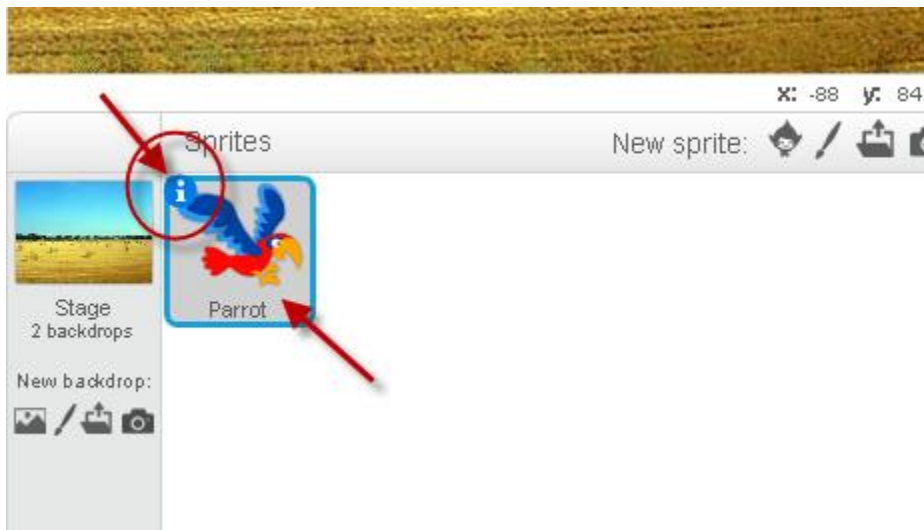
14. Select **hay field** and click **OK**.



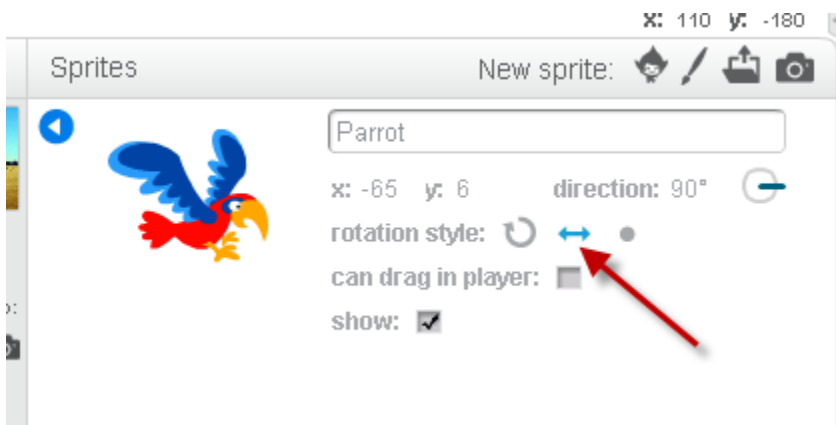
15. The **hay field** backdrop has been added. Your project should look like this now.



16. Click on the **Parrot** sprite, and then click on the “i” icon located on the top-left side of the parrot.



17. Change the **rotation style** to horizontal by clicking on the “left-right” arrows.
(This will ensure the parrot does not turn upside-down when moving across the screen.)



18. Click on the **GREEN FLAG** to run your program.

CONGRATULATIONS! You’ve created your first Scratch Project.

