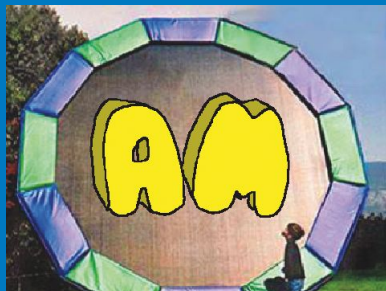


Animate a Name Cards



Animate the letters of your name, initials, or favorite word.

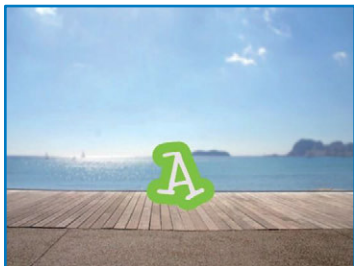
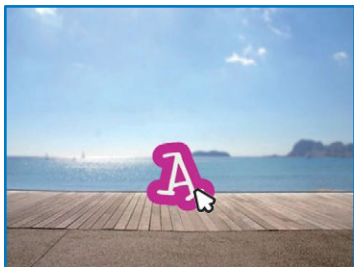
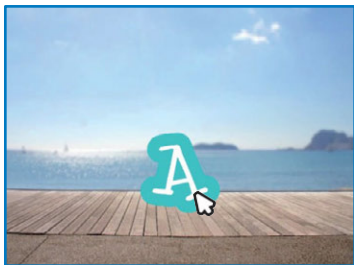
Animate a Name Cards

Try these cards in any order:

- Color Clicker
- Spin
- Play a Sound
- Dancing Letter
- Change Size
- Press a Key
- Glide Around

Color Clicker

Make a letter change color when you click it.



Color Clicker

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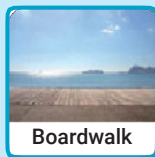
GET READY



Choose a letter from the Sprite Library.



Choose a backdrop.



Food

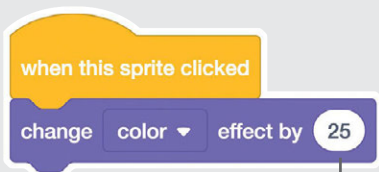
Fashion

Letters



To see just the letter sprites, click the **Letters** category at the top of the Sprite Library.

ADD THIS CODE



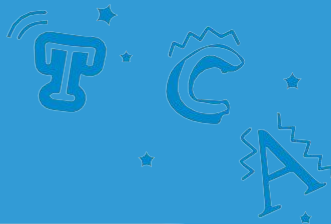
Try different numbers.

TRY



Click your letter.

Spin



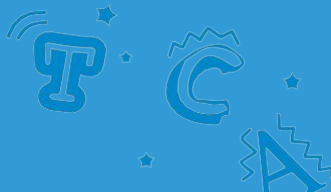
Make a letter turn when you click it.

A green, stylized letter 'B' with a white outline and a 3D effect. A small mouse cursor is pointing at the bottom right of the letter.

A green, stylized letter 'B' with a white outline and a 3D effect, rotated 45 degrees clockwise.

A green, stylized letter 'B' with a white outline and a 3D effect, rotated 90 degrees clockwise.

A green, stylized letter 'B' with a white outline and a 3D effect, rotated 180 degrees.



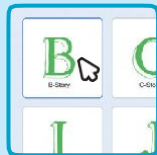
GET READY



Go to the Sprite Library.

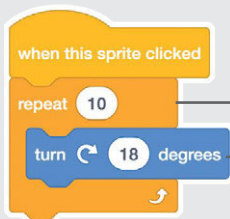


Click the Letters category.



Choose a letter sprite.

ADD THIS CODE



Try different numbers.

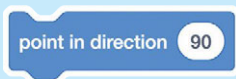
TRY IT

Click your letter.

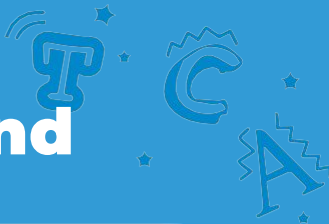


TIP

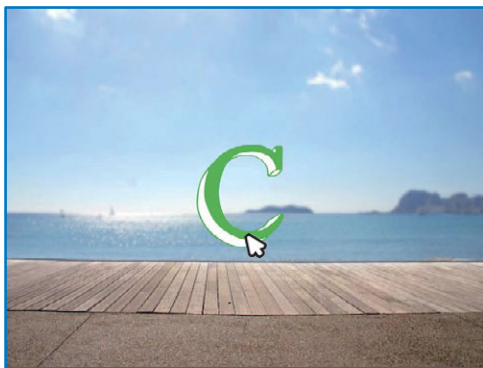
Click this block to reset the sprite's direction.



Play a Sound

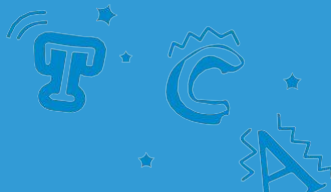


Click a letter to play a sound.



Play a Sound

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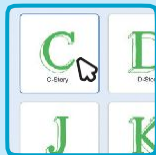
GET READY



Go to the Sprite Library.



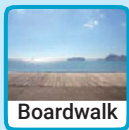
Click the Letters category.



Choose a letter sprite.



Choose a backdrop.



Click the Sounds tab.

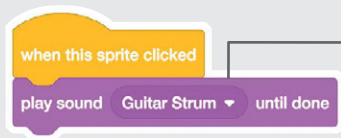


Choose a sound.

ADD THIS CODE



Click the Code tab.



Choose a sound from the menu.

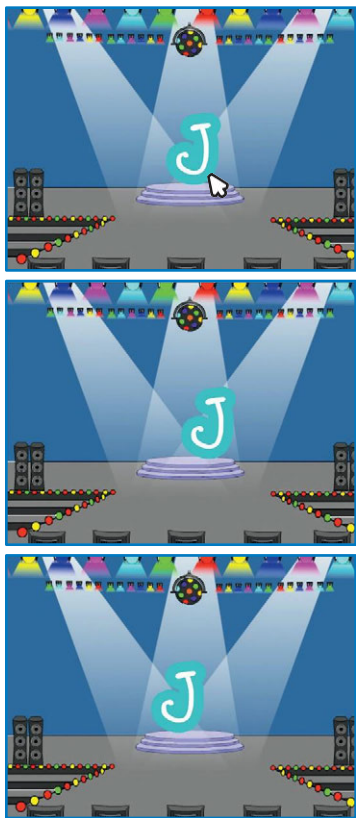
TRY IT

Click your letter.



Dancing Letter

Make a letter move to the beat.



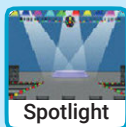
Dancing Letter

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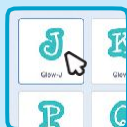
GET READY



Choose a backdrop.



Choose a letter from the Sprite Library.

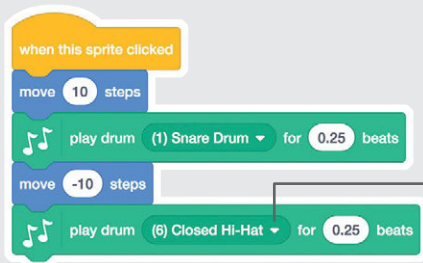


Click the Extensions button (at the bottom left).



Then click **Music** to add the music blocks.

ADD THIS CODE



Type a minus sign to move backward.

Choose a drum from the menu.

TRY IT

Click your letter.



Change Size

Make a letter get bigger and then smaller.



Change Size

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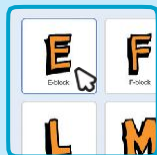
GET READY



Go to the Sprite Library.

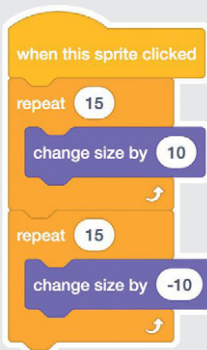


Click the Letters category.



Choose a letter sprite.

ADD THIS CODE



Type a minus sign to get smaller.

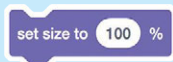
TRY IT

Click your letter.

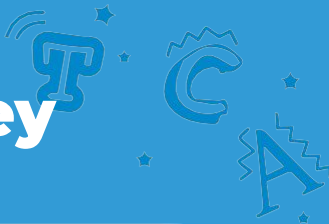


TIP

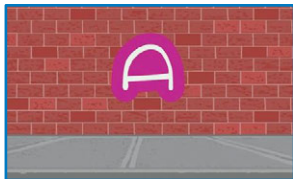
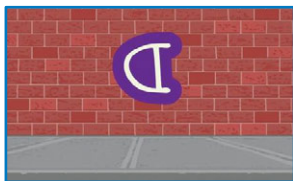
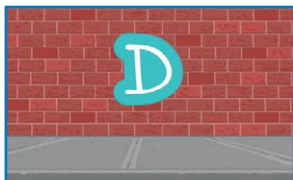
Click this block to reset the size.



Press a Key



Press a key to make your letter change.



Press a Key

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GET READY



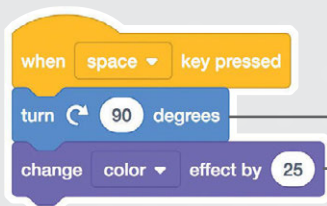
Choose a backdrop.



Choose a letter from the Sprite Library.



ADD THIS CODE



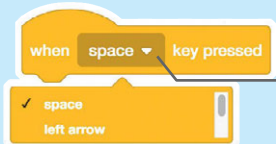
Try different numbers.

TRY IT



Press the space key.

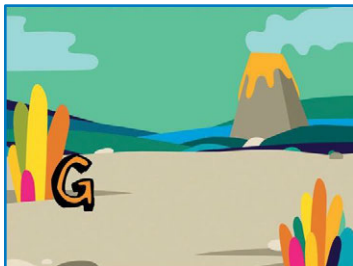
TIP



You can choose a different key from the menu. Then press that key!

Glide Around

Make a letter glide smoothly from place to place.



Glide Around

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GET READY



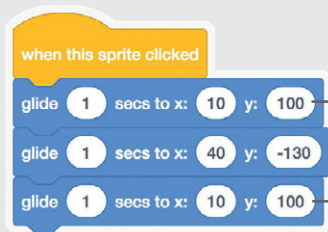
Choose a backdrop.



Choose a letter from the Sprite Library.



ADD THIS CODE



Try different numbers.

TRY IT

Click your letter to start.



TIP



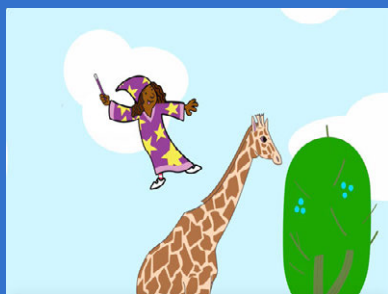
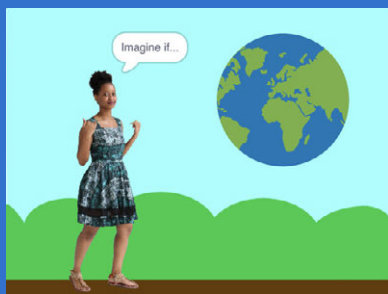
When you move a sprite, you can see the numbers for x and y update.

x is the position from left to right.

y is the position up and down.



Imagine a World



Imagine a world where anything is possible!

Imagine a World

Try these cards in any order:

- **Say Something**
- **Fly Around**
- **Go Right and Left**
- **Go Up and Down**
- **Change Costumes**
- **Glide from Here to There**
- **Grow and Shrink**
- **Change Backdrops**
- **Add a Sound**

Say Something



Type what you want your sprite to say.



Imagine if...



Say Something

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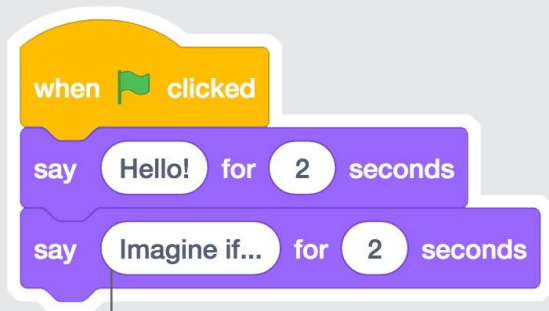


GET READY



Select the sprite you want to talk.

ADD THIS CODE



Type what you want to say.

TRY IT

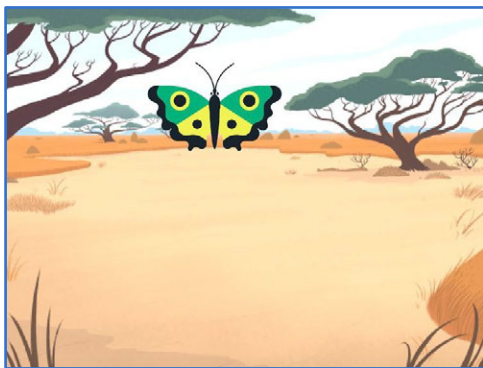
Click the green flag to start.



Fly Around



Press the space key to glide glide.



Fly Around

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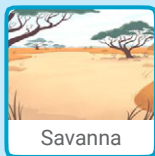
GET READY



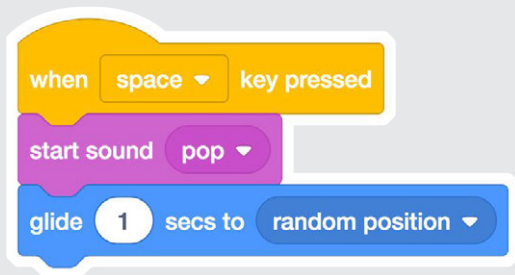
Choose a sprite.



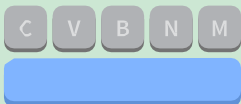
Choose a backdrop.



ADD THIS CODE



TRY IT



Press the space key to glide.

Go Right and Left



Press arrow keys to move right and left.



Go Right and Left

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GET READY



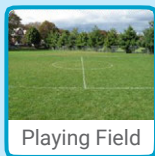
Choose a sprite.



Ben



Choose a backdrop.



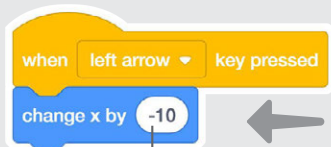
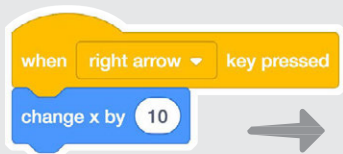
Playing Field

ADD THIS CODE

Change **x** to move your character *side to side*.



Ben



Type a minus sign to move *left*.

TRY IT



Press the right and left arrow keys on your keyboard.

Go Up and Down



Press arrow keys to move up and down.



Go Up and Down

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GET READY



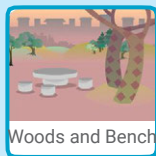
Choose a sprite.



Hedgehog



Choose a backdrop.



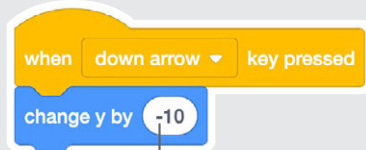
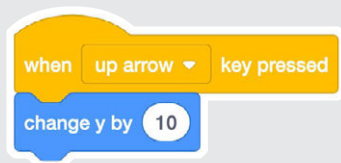
Woods and Bench

ADD THIS CODE

Change y to move your character *up and down*.



Hedgehog



Type a minus sign to move *down*.

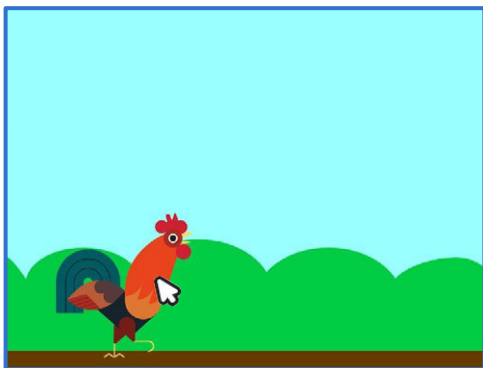
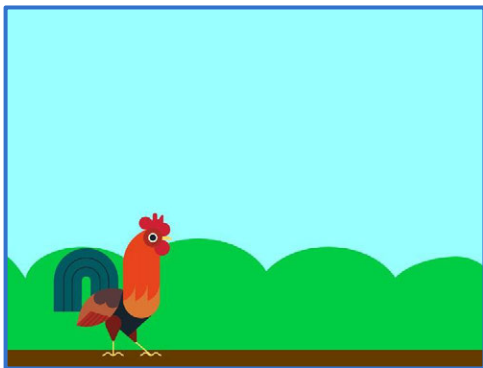
TRY IT



Press the up and down arrow keys on your keyboard.

Change Costumes

Animate a sprite when you click it.



Change Costumes

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GET READY



Choose a sprite.



Rooster

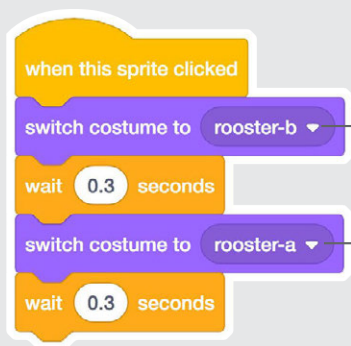


Choose a backdrop.



Blue Sky

ADD THIS CODE



Choose one costume.

Choose another.

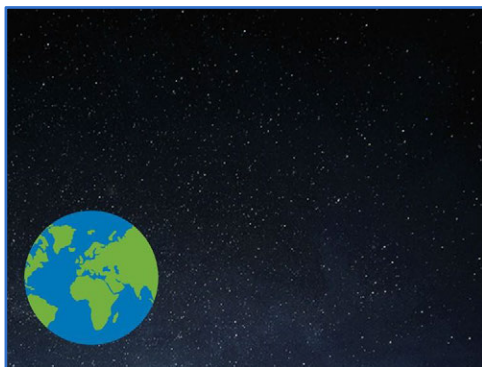
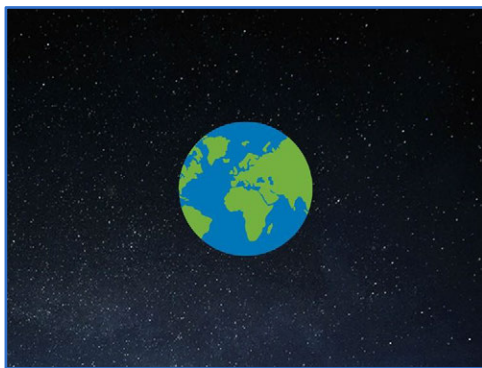
TRY IT



Click your sprite.

Glide From Here to There

Make a sprite glide from one point to another.



Glide From Here to There

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GET READY



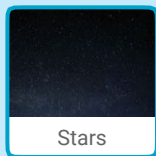
Choose a sprite.



Earth

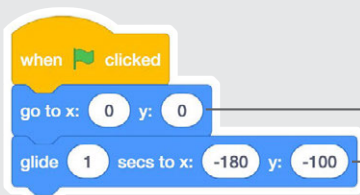


Choose a backdrop.



Stars

ADD THIS CODE



Set the starting point.

Set the end point.

TRY IT

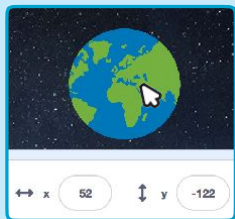
Click the green flag to start.



TIP

When you move a sprite, you can see the numbers for **x** and **y** update.

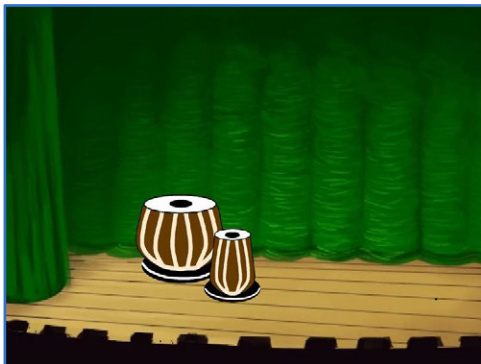
x is the position from left to right.
y is the position up and down.



Grow and Shrink



Make a sprite change size when you click it.



Grow and Shrink

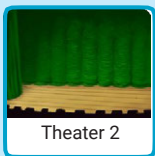
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GET READY



Choose a backdrop.



Theater 2



Choose a sprite.

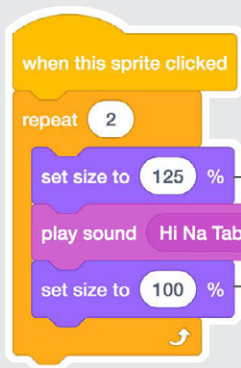


Drums Tabla

ADD THIS CODE



Drums Tabla



Type a larger number
to make it bigger.

Type 100 to return to
original size.

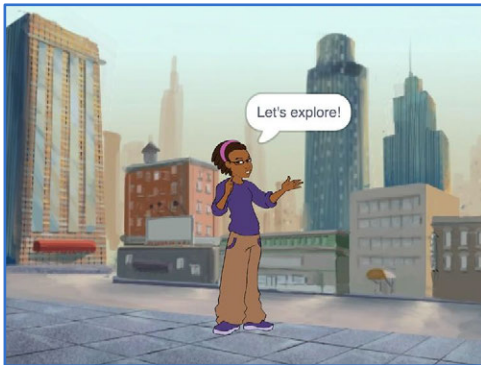
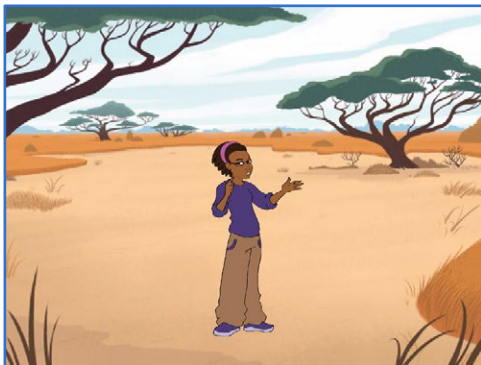
TRY IT



Click your sprite.

Change Backdrops

Change scenes by switching backdrops.



Change Backdrops

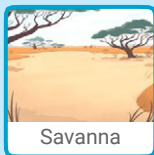
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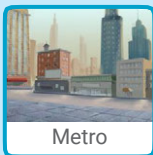
GET READY



Choose two backdrops.



Savanna



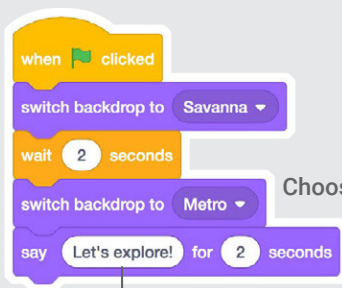
Metro



Choose a sprite.



ADD THIS CODE



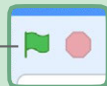
Choose the backdrop you want to start with.

Choose the second backdrop.

Type what you want to say.

TRY IT

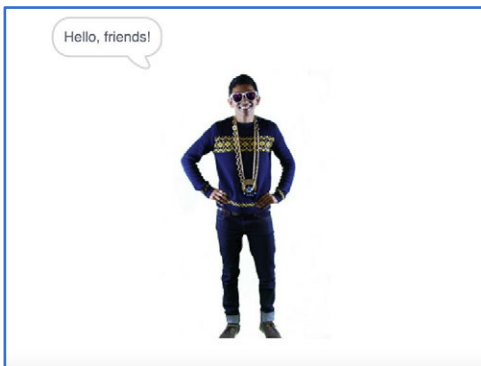
Click the green flag to start.



Add a Sound



Add your voice or other sounds
to your project.



Add a Sound

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GET READY



Choose a sprite.



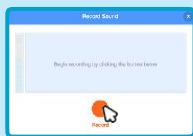
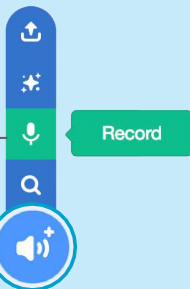
Champ99



Click the Sounds tab.

Then click Record
from the pop-up menu.

Or, click here to
choose a sound
from the
library.



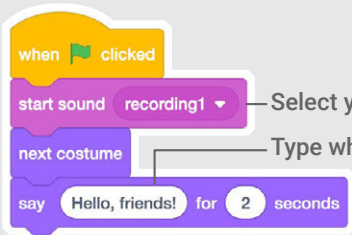
To record your voice or other
sound, click the red button.

If your device is unable to
record, you can choose a sound.

ADD THIS CODE



Click the Code tab.



Select your sound.

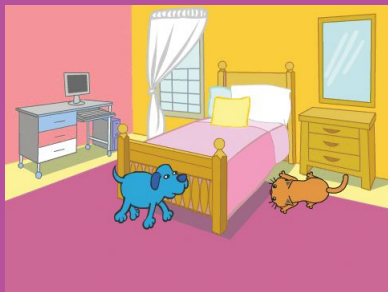
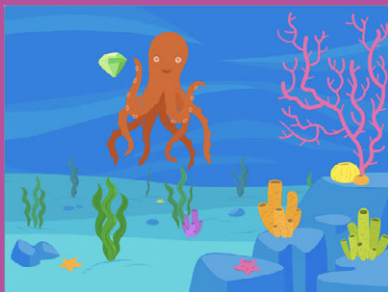
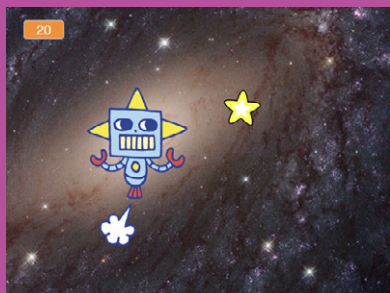
Type what you want to say.

TRY IT.

Click the green flag to start.



Chase Game Cards



Make a game where you chase a character to
score points.

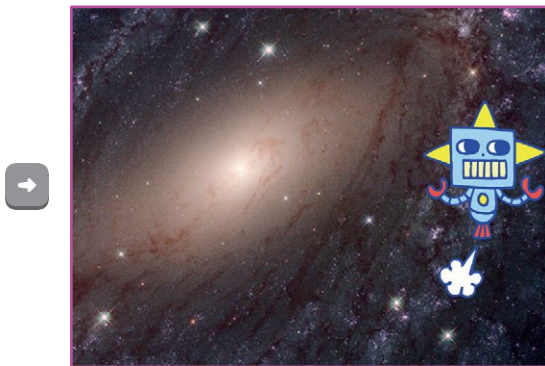
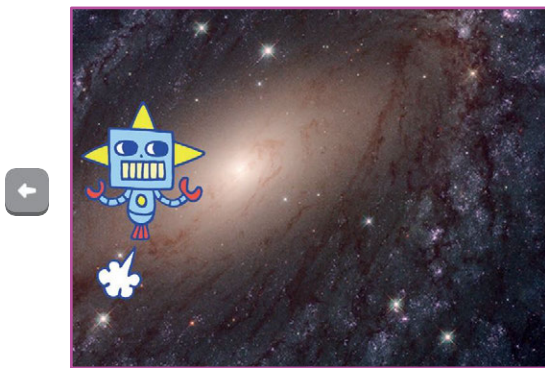
Chase Game Cards

Use these cards in this order:

- 1. Move Left and Right**
- 2. Move Up and Down**
- 3. Chase a Star**
- 4. Play a Sound**
- 5. Add a Score**
- 6. Level Up!**
- 7. Victory Message**

Move Left and Right

Press arrow keys to move left and right.



Move Left and Right

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GET READY



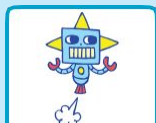
Choose a backdrop.



Galaxy

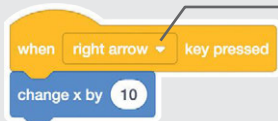
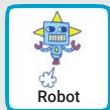


Choose a character.

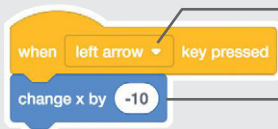


Robot

ADD THIS CODE



Choose **right arrow**.



Choose **left arrow**.

Type a minus sign to move left.

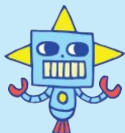
TRY IT

Press the arrow keys.



TIP

Type a negative number to move to the left.

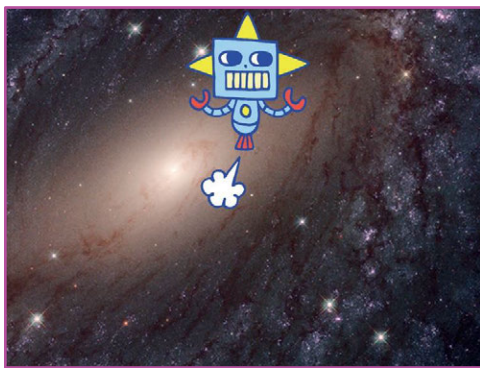


Type a positive number to move to the right.



Move Up and Down

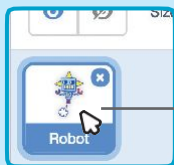
Press arrow keys to move up and down.



Move Up and Down

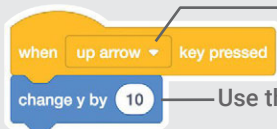
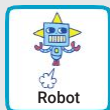
scratch.mit.edu

GET READY



Click your character to select it.

ADD THIS CODE



Choose up arrow.

Use the **change y by** block to move up.



Choose down arrow.

Type a minus sign to move down.

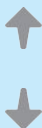
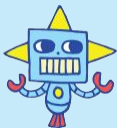
TRY IT

Press the arrow keys.



TIP

y is the position on the Stage from top to bottom.



change y by 10

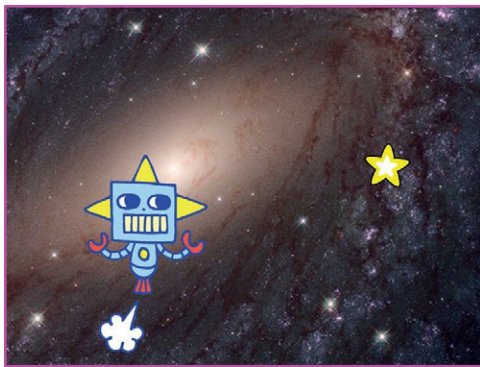
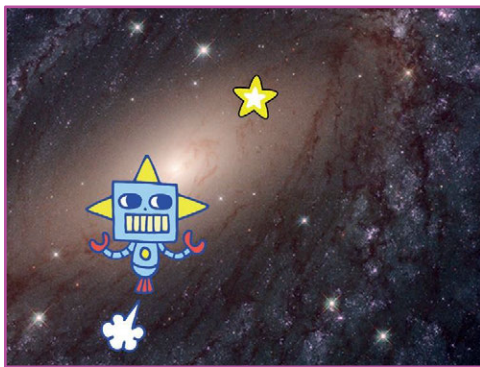
Type a positive number to move up.

change y by -10

Type a negative number to move down.

Chase a Star

Add a sprite to chase.



Chase a Star

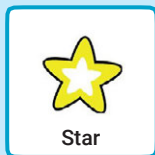
scratch.mit.edu



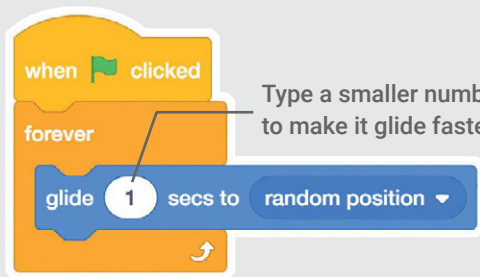
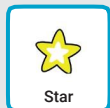
GET READY



Choose a sprite to chase, like Star.



ADD THIS CODE



Type a smaller number (like 0.5) to make it glide faster.

TRY IT

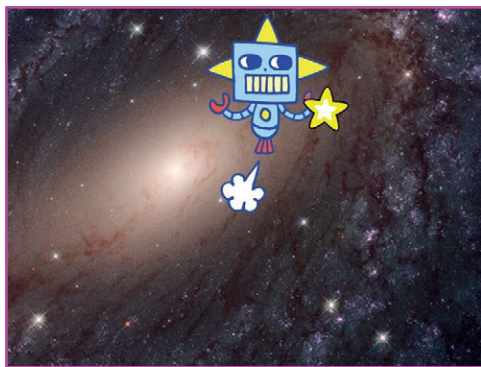
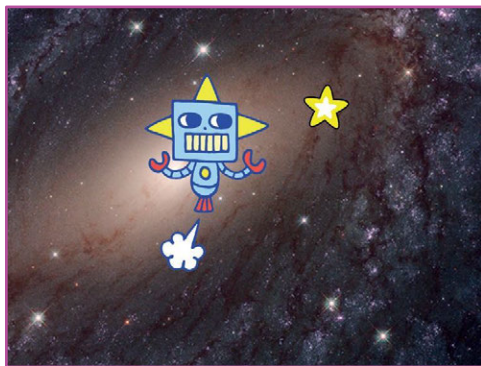
Click the green flag to start.



Click the stop sign to stop.

Play a Sound

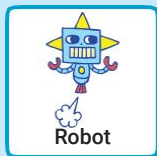
Play a sound when your character touches the star.



Play a Sound

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GET READY



Click to select the Robot sprite.

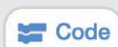


Click the **Sounds** tab.

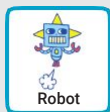


Choose a sound from the Sounds Library, like Collect.

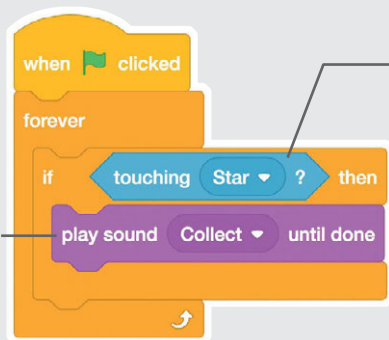
ADD THIS CODE



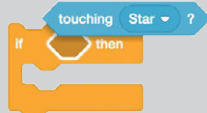
Click the **Code** tab and add this code.



Choose your sound from the menu.



Insert the **touching** block into the **if then** block.



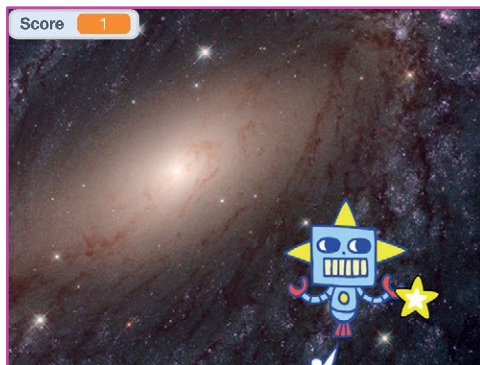
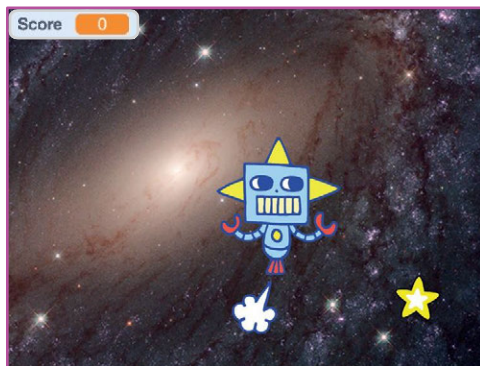
TRY IT

Click the green flag to start.



Add a Score

Score points when you touch the star.



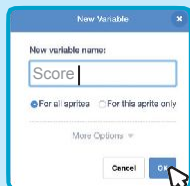
Add a Score

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GET READY

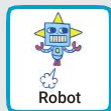
Choose **Variables**.

Click the **Make a Variable** button.

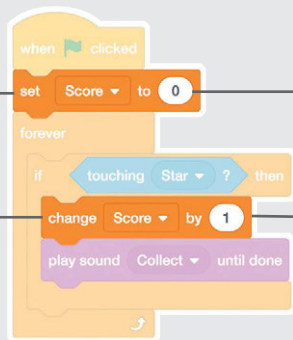


Name this variable **Score** and then click **OK**.

ADD THIS CODE



Select **Score** from the menu.



Add this block to reset the score.

Add this block to increase the score.

TIP



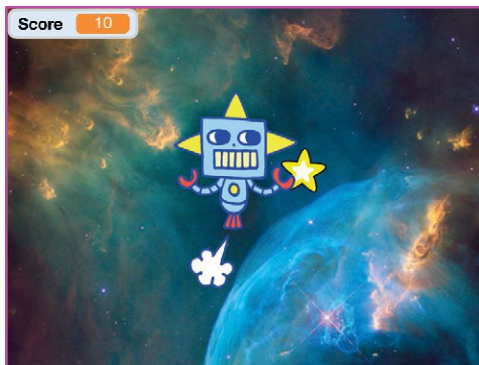
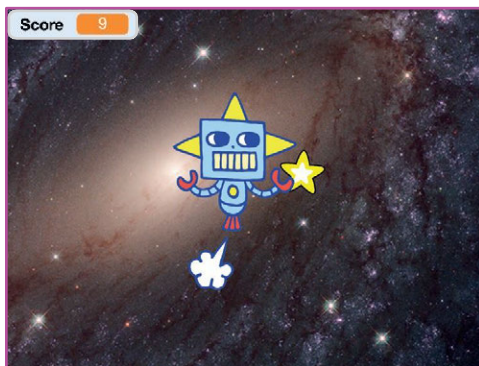
Use the **set variable** block to reset the score to zero.



Use the **change variable** block to increase the score.

Level Up!

Go to the next level.



Level Up!

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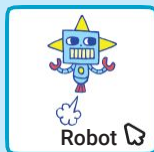
GET READY



Choose a second backdrop, like Nebula.



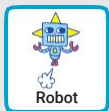
Nebula



Robot

Select the Robot

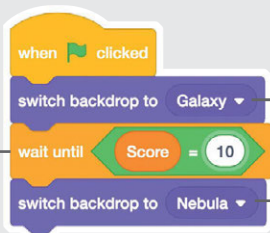
ADD THIS CODE



Robot

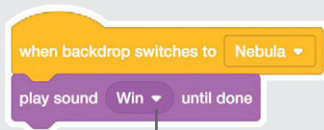


Insert the **Score** block into the **equals** block (from the Operators category).



Choose your first backdrop.

Choose the backdrop to switch to.



Choose a sound.

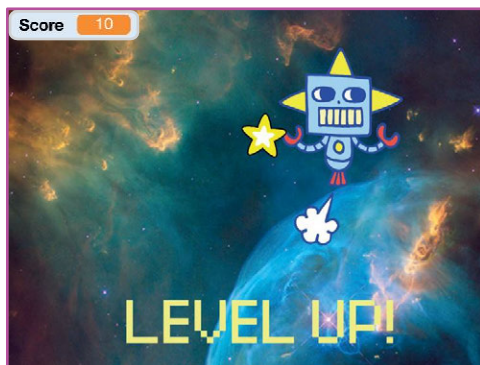
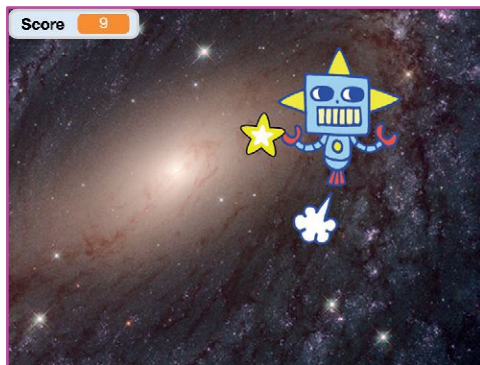
TRY IT

Click the green flag to start the game!



Victory Message

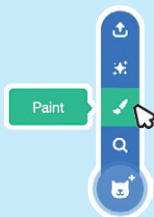
Show a message when you go to the next level.



Victory Message

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GET READY



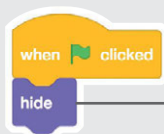
Click the **Paint** icon to make a new sprite.

Use the **Text** tool to write a message, like "Level Up!"

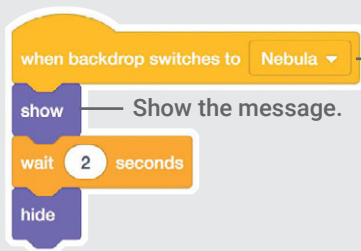


You can change the font color, size, and style.

ADD THIS CODE



Hide the message at the beginning.



Choose the backdrop for the next level.

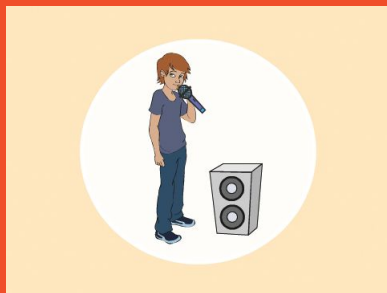
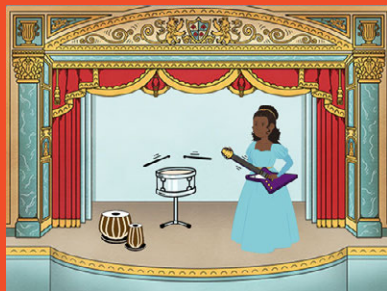
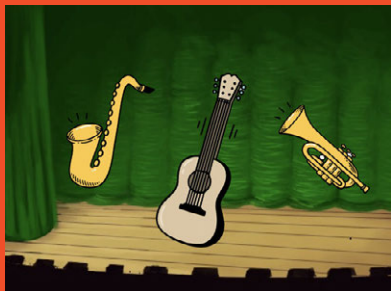
Show the message.

TRY IT

Click the green flag to play your game.



Make Music Cards



**Choose instruments, add sounds,
and press keys to play music.**

Make Music Cards

Try these cards in any order:

- **Play a Drum**
- **Make a Rhythm**
- **Animate a Drum**
- **Make a Melody**
- **Play a Chord**
- **Surprise Song**
- **Beatbox Sounds**
- **Record Sounds**
- **Play a Song**

Play a Drum

Press a key to make a drum sound.



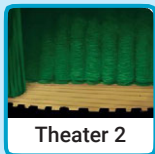
Play a Drum

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GET READY



Choose a
backdrop.



Theater 2

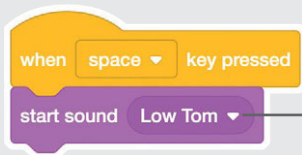


Choose a drum.



Drum

ADD THIS CODE



Select the sound you
want from the menu.

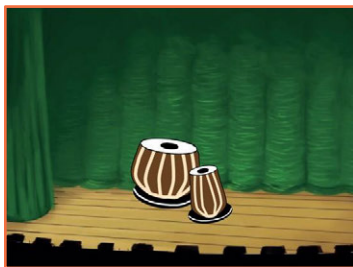
TRY IT



Press the **space** key on your keyboard.

Make a Rhythm

Play a loop of repeating drum sounds.



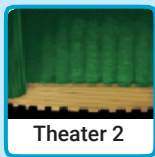
Make a Rhythm

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GET READY



Choose a backdrop.



Choose a drum from the Music category.



Drum Tabla

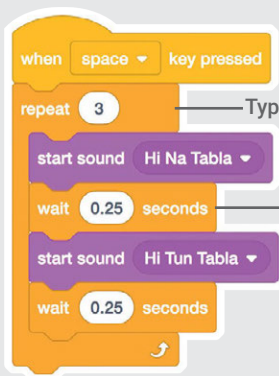
Dance

Music

Sports

To see just the music sprites, click the **Music** category at the top of the Sprite Library.

ADD THIS CODE



Type how many times you want to repeat.

Try different numbers to change the rhythm.

TRY IT



Press the **space** key on your keyboard.

Animate a Drum

Switch between costumes to animate.



Animate a Drum

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GET READY

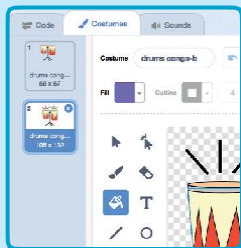


Choose
a drum.



Click the **Costumes** tab
to see the costumes.

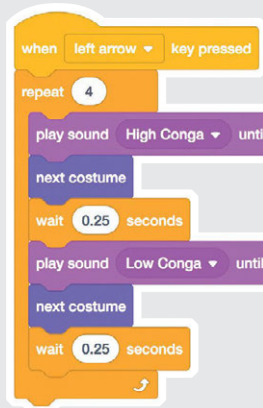
You can use the paint
tools to change colors.



ADD THIS CODE



Click the **Code** tab.



Choose a sound
from the menu.

TRY IT



Press the **left arrow** key on your keyboard.

Make a Melody

Play a series of notes.



Make a Melody

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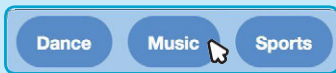
GET READY



Choose an instrument, like Saxophone.

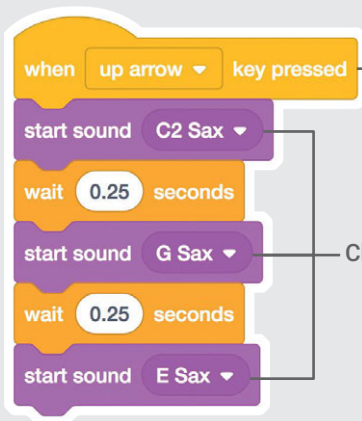


Saxophone



To see just the music sprites, click the **Music** category at the top of the Sprite Library.

ADD THIS CODE



Choose **up arrow** (or another key).

Choose different sounds.

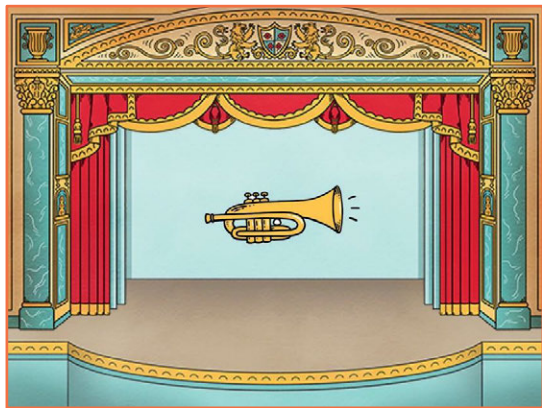
TRY IT



Press the **up arrow** key.

Play a Chord

Play more than one sound at a time to make a chord.



Play a Chord

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GET READY



Choose an instrument, like Trumpet.



Trumpet

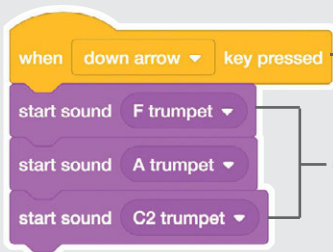
Dance

Music

Sports

To see just the music sprites, click the **Music** category at the top of the Sprite Library.

ADD THIS CODE



Choose **down arrow** (or another key).

Choose different sounds.

TRY IT



Press the **down arrow** key.

TIP

Use **start sound** to play sounds play at the same time.

Use **play sound until done** to play sounds one after another.

Surprise Song

Play a random sound from a list of sounds.



Surprise Song

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GET READY

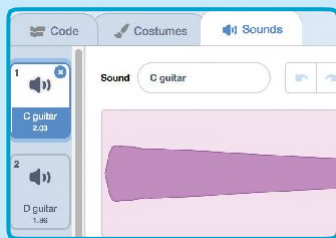


Choose an instrument,
like Guitar.



 Sounds

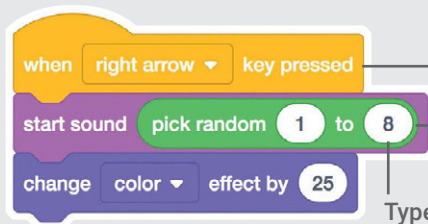
Click the **sounds** tab to see how many sounds are in your instrument.



ADD THIS CODE

 Code

Click the **Code** tab.



Choose **right arrow**.

Insert a **pick random** block.

Type the number of sounds in your instrument.

TRY IT



Press the **right arrow** key.

Beatbox Sounds

Play a series of vocal sounds.



Beatbox Sounds

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GET READY



Choose the
Microphone sprite.



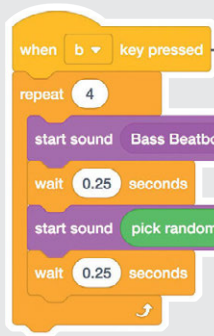
Click the **Sounds** tab to see how many sounds are in your instrument.



ADD THIS CODE



Click the **Code** tab.



Choose **b** (or another key).

Insert a **pick random** block.

Type the number of sounds in this sprite.

TRY IT



Press the **B** key to start.

Record Sounds

Make your own sounds to play.



Record Sounds

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GET READY



Choose a backdrop.



Beach Malibu



Choose any sprite.

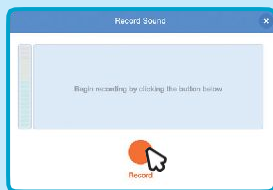
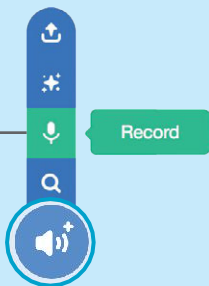


Beachball



Click the **Sounds** tab.

Then choose **Record** from the pop-up menu.

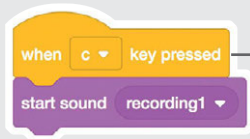


Click the **Record** button to record a short sound.

ADD THIS CODE



Click the **Code** tab.



Choose **c**
(or another key).

TRY IT



Press the **C** key to start.

Play a Song

Add a music loop as background music.



Play a Song

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GET READY



Choose a sprite,
like Speaker.



Sounds

Click the **Sounds** tab.



Choose a sound from
the Loops category,
like Drum Jam.

All

Animals

Effects

Loops

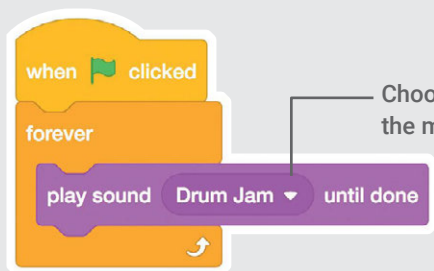
To see just the music loops, click the **Loops** category at the top of the Sounds Library.

ADD THIS CODE



Code

Click the **Code** tab.



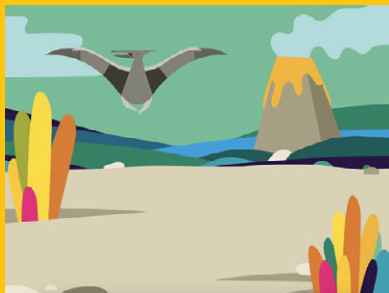
Choose your sound from
the menu.

TRY IT

Click the green flag to start.



Animate a Character Cards



Bring characters to life with animation.

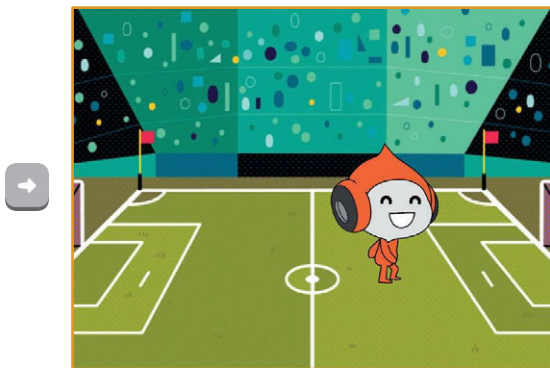
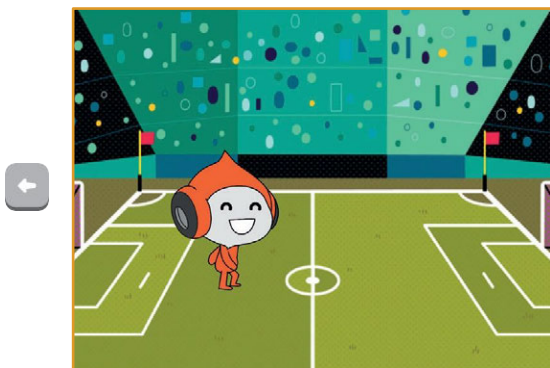
Animate a Character Cards

Try these cards in any order:

- **Move with Arrow Keys**
- **Make a Character Jump**
- **Switch Poses**
- **Glide from Point to Point**
- **Walking Animation**
- **Flying Animation**
- **Talking Animation**
- **Draw an Animation**

Move with Arrow Keys

Use the arrow keys to move your character around.



Move with Arrow Keys

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GET READY



Choose a backdrop.



Soccer 2



Choose a character.

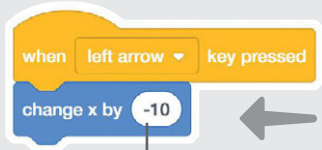
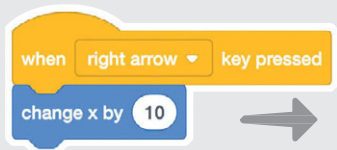


Pico Walking

ADD THIS CODE

Change x

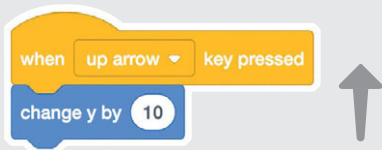
Move your character *side to side*.



Type a minus sign to move *left*.

Change y

Move your character *up and down*.



Type a minus sign to move *down*.

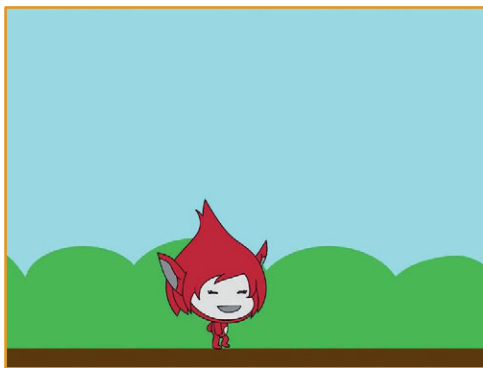
TRY IT



Press the arrow keys on your keyboard to move your character around.

Make a Character Jump

Press a key to jump up and down.



Make a Character Jump

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GET READY



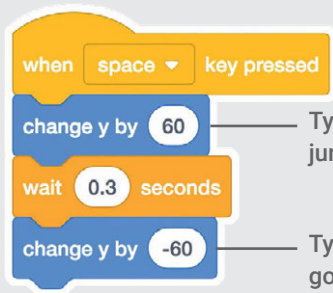
Choose a backdrop.



Choose a character.



ADD THIS CODE



Type how high to jump.

Type a minus sign to go back down.

TRY IT



Press the space key on your keyboard.

Switch Poses

Animate a character when you press a key.



Switch Poses

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GET READY

Choose a character with multiple costumes, like Max.



Scroll over sprites in the Sprite Library to see if they have different costumes.

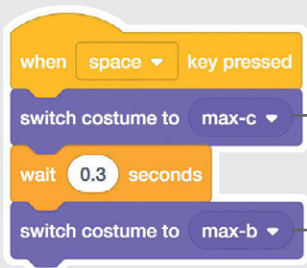


Click the **Costumes** tab to view all of your sprite's costumes.

ADD THIS CODE



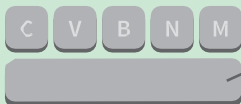
Click the **Code** tab.



Choose a costume.

Choose a different costume.

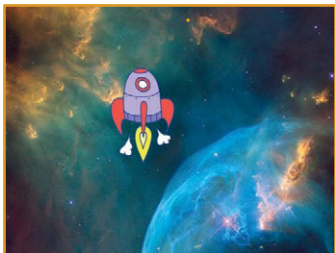
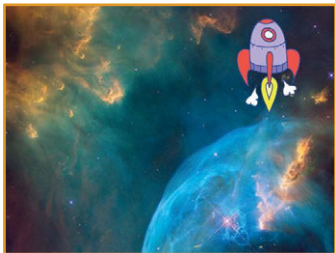
TRY IT



Press the space key on your keyboard.

Glide from Point to Point

Make a sprite glide from point to point.



Glide from Point to Point

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GET READY



Choose a backdrop.



Nebula



Choose a character.



Rocketship

ADD THIS CODE



when  clicked

go to x: -160 y: -130

Set the starting point.

glide 1 secs to x: -40 y: 10

Set another point to glide to.

glide 1 secs to x: 140 y: 80

Set the end point.

TRY IT

Click the green flag to start.



TIP



When you drag a sprite, its x and y positions will update in the blocks palette.

Walking Animation

Make a character walk or run.



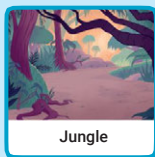
Walking Animation

scratch.mit.edu

GET READY



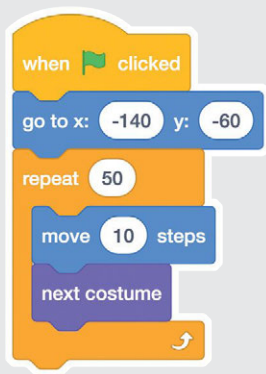
Choose a backdrop.



Choose a walking or running sprite.



ADD THIS CODE

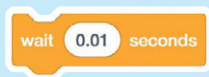


TRY IT



Click the green flag to start.

TIP



If you want to slow down the animation, try adding a wait block inside the repeat block.

Flying Animation

Have a character flap its wings as it moves across the stage.



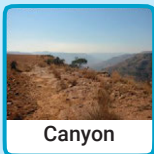
Flying Animation

scratch.mit.edu

GET READY



Choose a
backdrop.



Canyon



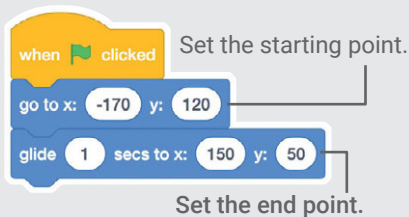
Choose Parrot
(or another flying sprite).



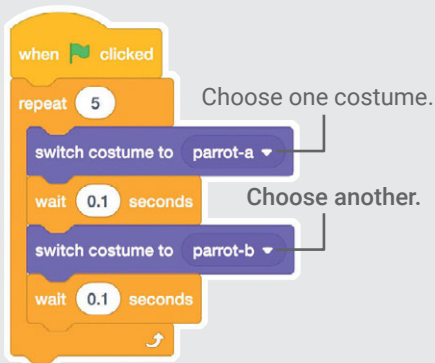
Parrot

ADD THIS CODE

Glide across the screen



Flap the wings



TRY IT

Click the green flag to start.



Talking Animation

Make a character talk.



Talking Animation

scratch.mit.edu

GET READY



Choose Penguin 2.

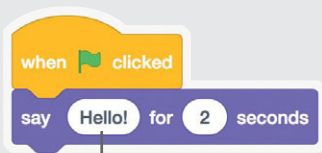


Click the Costumes tab to view the penguin's other costumes.

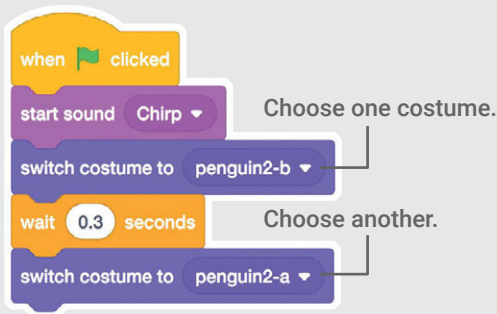
ADD THIS CODE



Click the Code tab.



Type what you want your character to say.



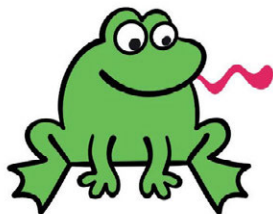
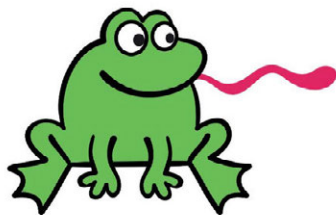
TRY IT

Click the green flag to start.



Draw an Animation

Edit a sprite's costumes to create your own animation.



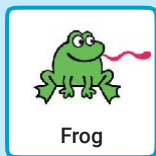
Draw an Animation

scratch.mit.edu

GET READY



Choose a character.

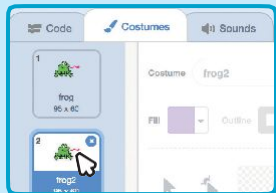


Click the Costumes tab.



Right-click (on a Mac, control-click) a costume to duplicate it.

Now you should have two identical costumes.

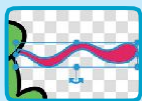


Click a costume to select and edit it.

Click the Select tool.



Select a part of the costume to squeeze or stretch it.



Drag the handle to rotate an object you've selected.



ADD THIS CODE



Click the Code tab.

Use the next costume block to animate your character.

TRY IT



Click the green flag to start.

Create a Story Cards



**Choose characters, add conversation,
and bring your story to life.**

Create a Story Cards

Start with the first card, and then try the other cards in any order:

- **Start a Story**
- **Start a Conversation**
- **Switch Backdrops**
- **Click a Character**
- **Add Your Voice**
- **Glide to a Spot**
- **Walk onto the Stage**
- **Respond to a Character**
- **Add a Scene**

Start a Story



Set the scene and have a character say something.



Start a Story

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GET READY



Choose a
backdrop.



Witch House



Choose a
character.

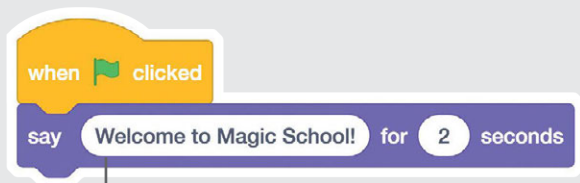


Wizard

ADD THIS CODE



Wizard



Type what you want your character to say.

TRY IT

Click the green flag to start.



Start a Conversation

Make two characters talk to each other.



Start a Conversation

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GET READY

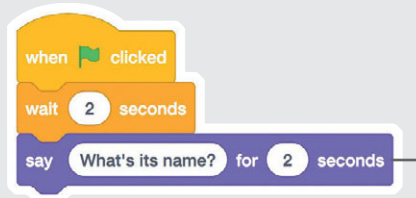
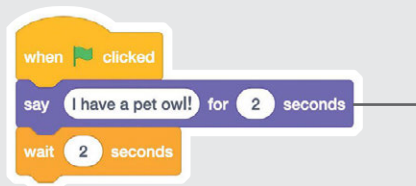


Choose two characters,
like Witch and Elf.



ADD THIS CODE

Click the thumbnail for each character, and then add its code.



Type what you want
each character to say.

TIP

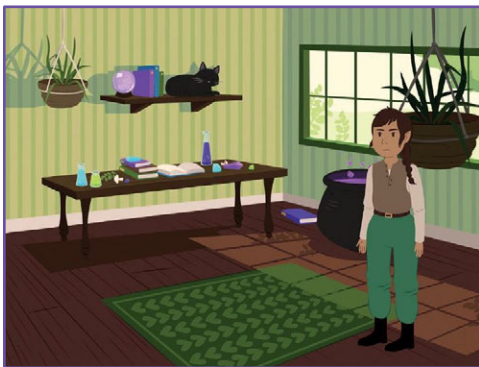


To change the direction a character is facing, click the **Costumes** tab, then click **Flip Horizontal**.



Switch Backdrops

Change from one backdrop to another.



Switch Backdrops

scratch.mit.edu

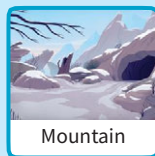
GET READY



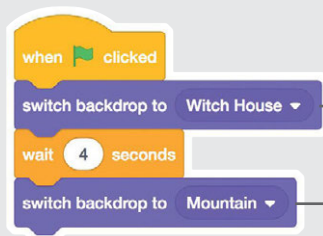
Choose a character.



Choose two backdrops.



ADD THIS CODE



Choose the backdrop you want to start with.

Choose the second backdrop.

TRY IT

Click the green flag to start.



Click a Character

Make your story interactive.



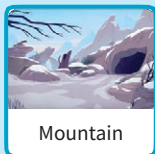
Click a Character

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GET READY



Choose a backdrop.



Mountain



Choose a character.

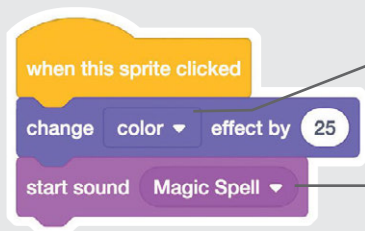


Unicorn

ADD THIS CODE



Unicorn



You can choose different effects.

Select a sound from the menu.

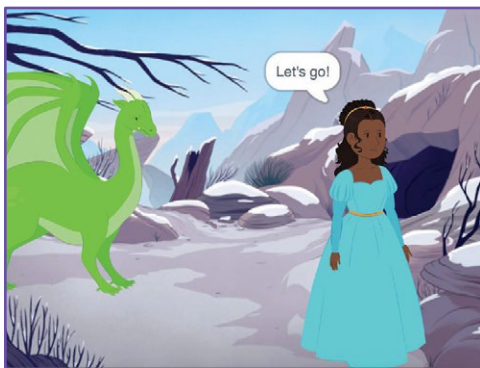
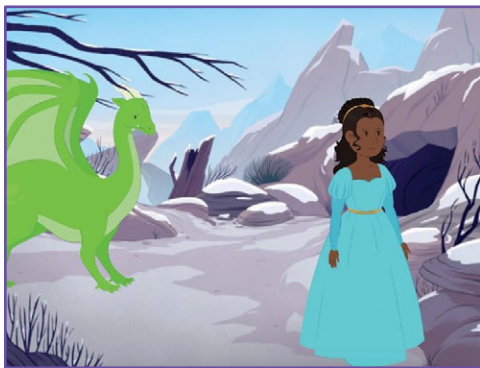
TRY IT

Click your character.



Add Your Voice

Record your voice to make a character talk.



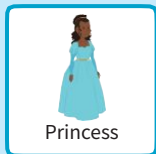
Add Your Voice

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GET READY



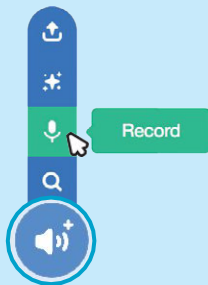
Choose a
sprite.



Princess

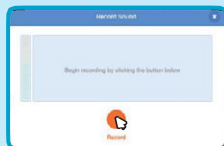


Click the **Sounds** tab.



Choose **Record** from
the pop-up menu.

Click **Record**.

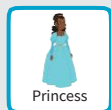


When you're
done, click **Save**.

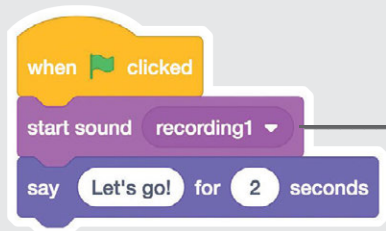
ADD THIS CODE



Click the **Code** tab.



Princess



Select your
recording from
the menu.

TRY IT

Click the green flag to start.



Glide to a Spot

Make a character move across the Stage.



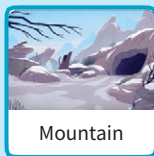
Glide to a Spot

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GET READY



Choose a backdrop.



Mountain



Choose a character.

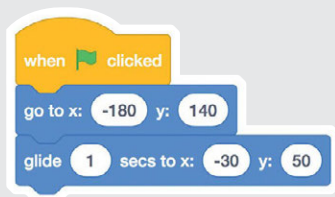


Owl

ADD THIS CODE



Owl

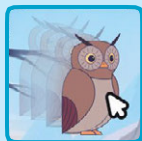


TRY IT

Click the green flag to start.



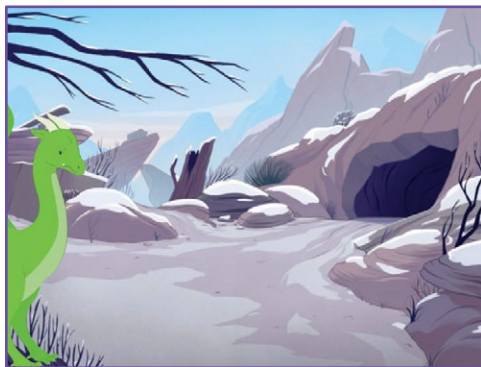
TIP



When you drag a sprite, the numbers for x and y will update in the blocks palette.

Walk onto the Stage

Have a character enter the scene.



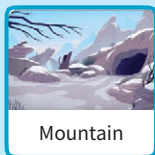
Walk onto the Stage

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GET READY



Choose a
backdrop.



Mountain

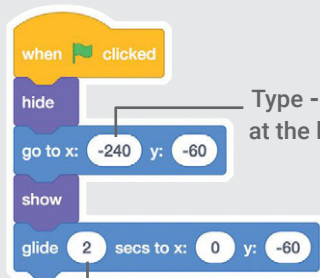


Choose a
character.



Dragon

ADD THIS CODE

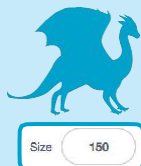
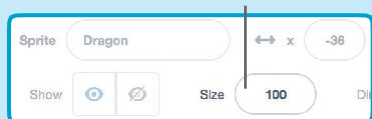


Type -240 to place your sprite
at the left edge of the Stage.

Change this number to glide faster or slower.

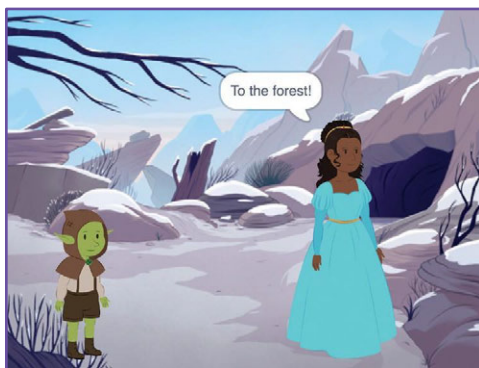
TIP

Change the size of a sprite by typing
a smaller or larger number.



Respond to a Character

Coordinate a conversation so that one character talks after another.



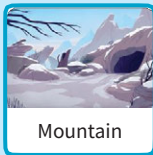
Respond to a Character

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GET READY



Choose a backdrop.



Mountain



Choose two characters.



Goblin



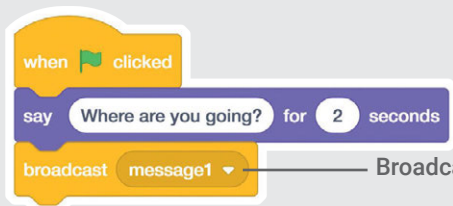
Princess

ADD THIS CODE

Click the thumbnail for each character, and then add its code.



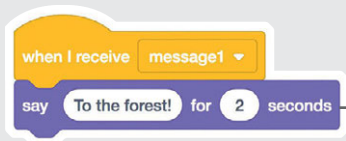
Goblin



Broadcast a message.

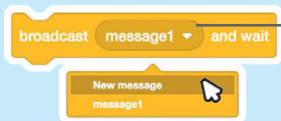


Princess



Tell this character what to do when it receives the broadcast.

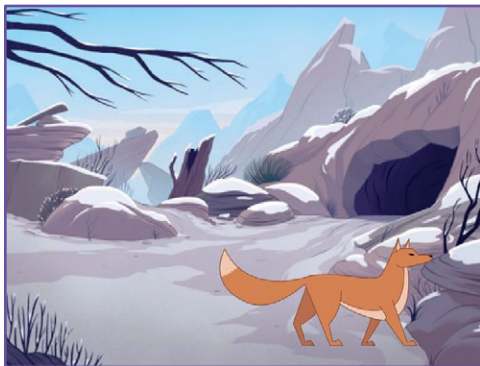
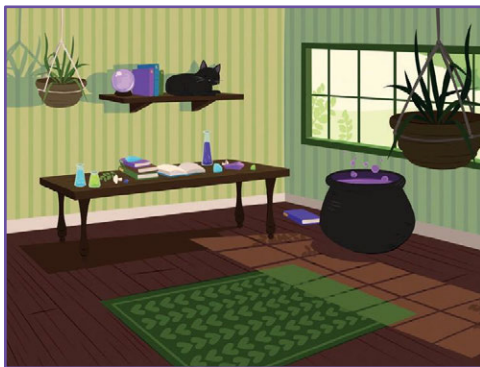
TIP



You can click the menu to add a new message.

Add a Scene

Create multiple scenes with different backdrops and characters.



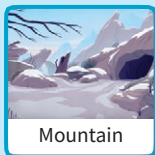
Add a Scene

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GET READY



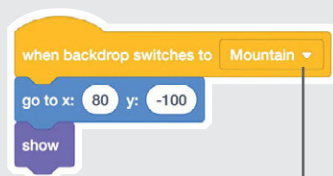
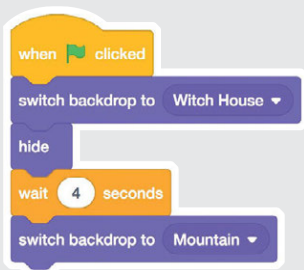
Choose two backdrops.



Choose a character.



ADD THIS CODE



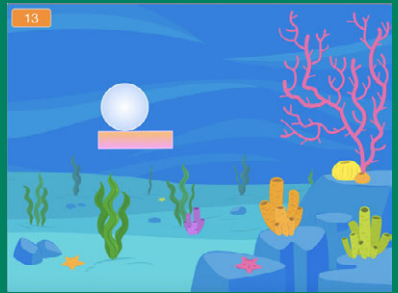
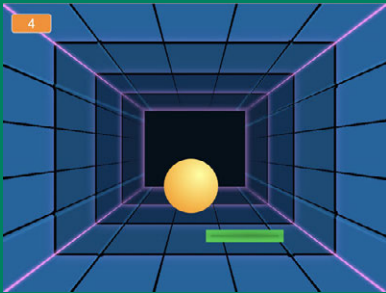
Choose the backdrop name from the menu.

TRY IT

Click the green flag to start.



Pong Game Cards



Make a bouncing ball game and score points to win!

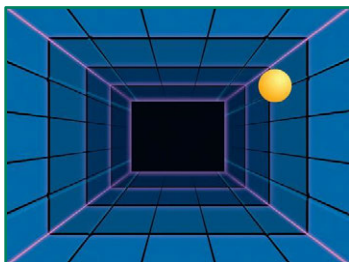
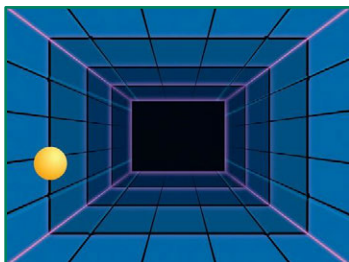
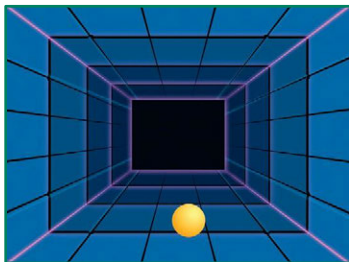
Pong Game Cards

Use these cards in this order:

- 1. Bounce Around**
- 2. Move the Paddle**
- 3. Bounce off the Paddle**
- 4. Game Over**
- 5. Score Points**
- 6. Win the Game**

Bounce Around

Make a ball move around the Stage.



Bounce Around

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GET READY



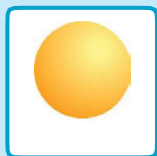
Choose a backdrop.



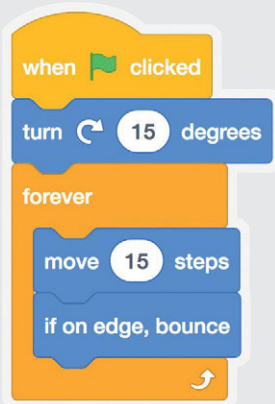
Neon Tunnel



Choose a ball.



ADD THIS CODE



Type a larger number to move faster.

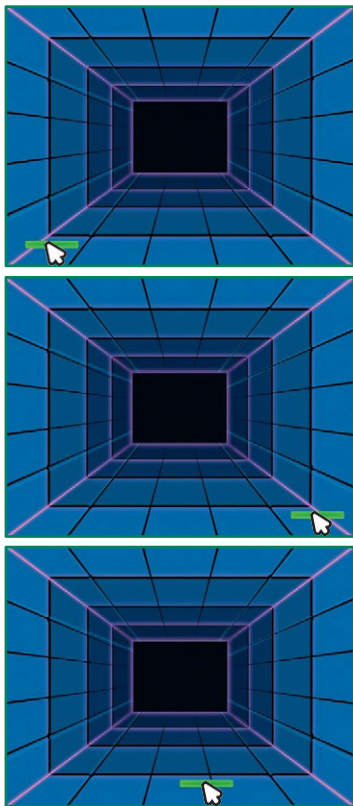
TRY IT

Click the green flag to start.



Move the Paddle

Control a paddle by moving
your mouse pointer.



Move the Paddle

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GET READY

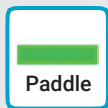


Choose a sprite for hitting the ball, like Paddle.



Then, drag your paddle to the bottom of the Stage.

ADD THIS CODE



Insert the **mouse x** block into the **set x to** block.



TRY IT

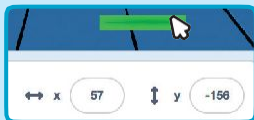
Click the green flag to start.



Move your mouse pointer to move the paddle.

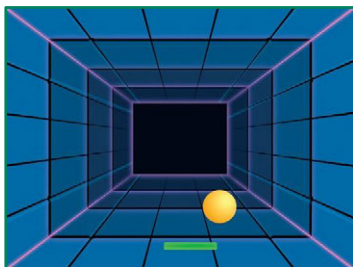
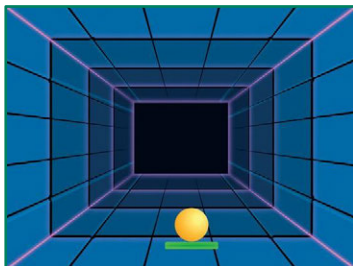
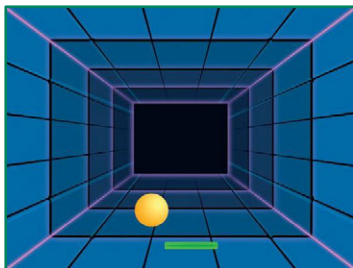
TIP

You can see the **x** position of the paddle change as you move the mouse pointer across the Stage.



Bounce Off the Paddle

Make the ball bounce off the paddle.

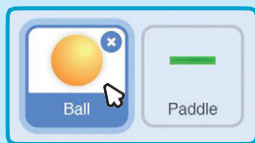


Bounce Off the Paddle

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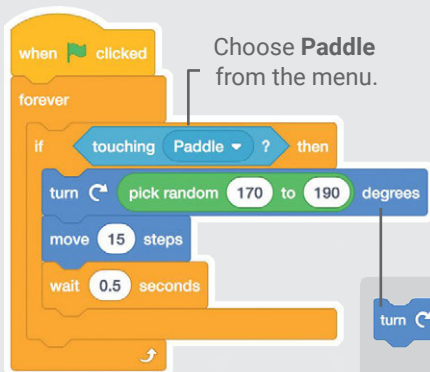
GET READY

Click to select the Ball sprite.



ADD THIS CODE

Add this new stack of blocks to your Ball sprite.



Choose **Paddle** from the menu.

Insert the **pick random** block and type in **170 to 190**

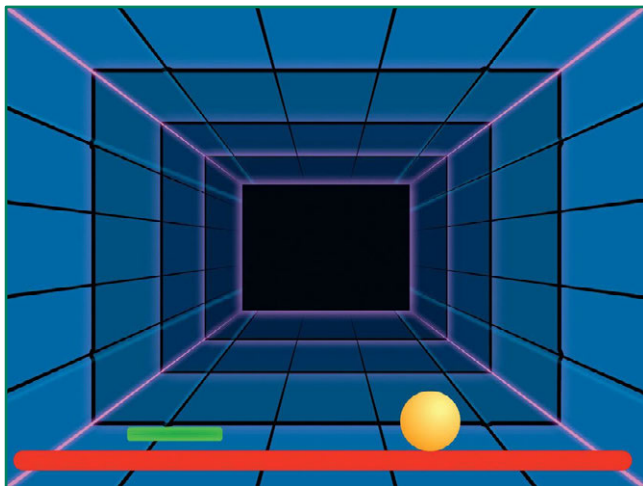
TRY IT

Click the green flag to start.



Game Over

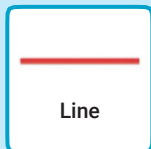
Stop the game if the ball hits the red line.



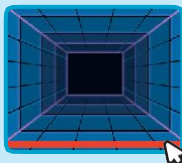
Game Over

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GET READY

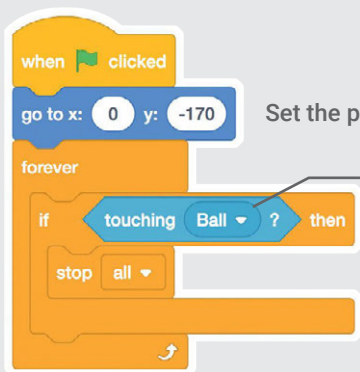
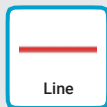


Choose the sprite called Line.



Drag the Line sprite to the bottom of the Stage.

ADD THIS CODE



Set the position of the Line.

Choose **Ball** from the menu.

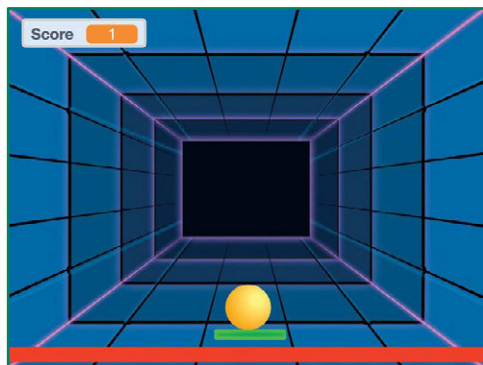
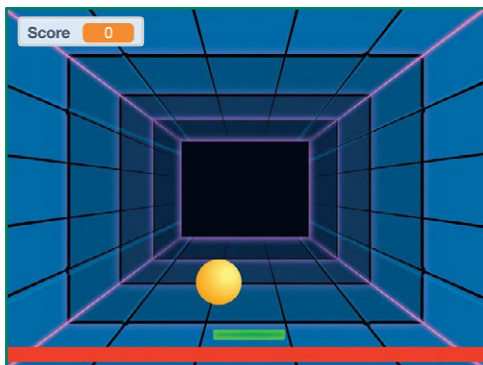
TRY IT

Click the green flag to start.



Score Points

Add a point each time you hit the ball with the paddle.



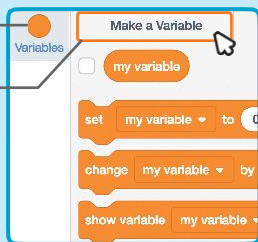
Score Points

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GET READY

Choose **Variables**.

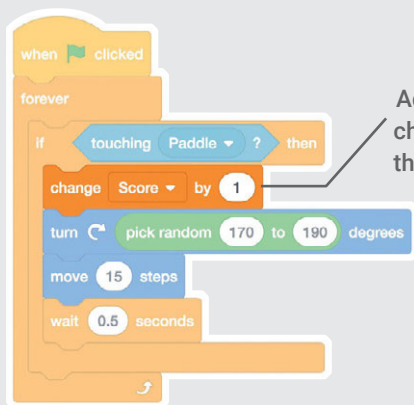
Click the **Make a Variable** button.



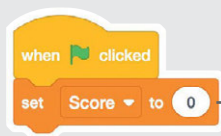
Name this variable **Score** and then click **OK**.

ADD THIS CODE

Click to select the **Ball** sprite.



Add this block and choose **Score** from the menu.



Use this block to reset the score. Choose **Score** from the menu.

Win the Game

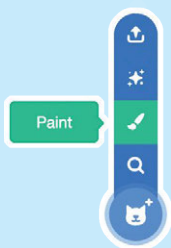
When you score enough points, display a winning message!



Win the Game

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GET READY



Click the **Paint** icon to make a new sprite.

Use the **Text** tool to write a message, like "You Won!"



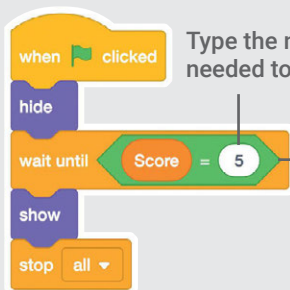
You can change the font color, size, and style.

ADD THIS CODE



Code

Click the **Code** tab.



Type the number of points needed to win the game.



Insert the **Score** block into the **equals** block from the Operators category.

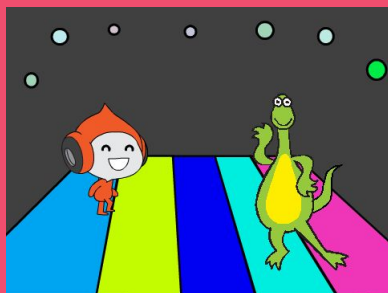
TRY IT

Click the green flag to start.



Play until you score enough points to win!

Let's Dance Cards



**Design an animated dance scene
with music and dance moves.**

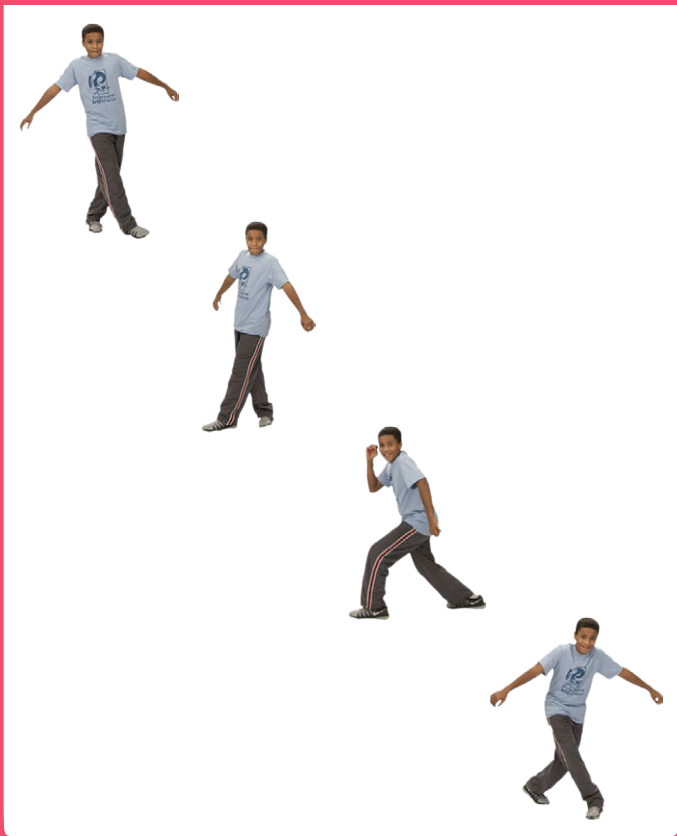
Let's Dance Cards

Try these cards in any order:

- **Dance Sequence**
- **Dance Loop**
- **Play Music**
- **Take Turns**
- **Starting Position**
- **Shadow Effect**
- **Interactive Dance**
- **Color Effect**
- **Leave a Trail**

Dance Sequence

Make an animated dance.



Dance Sequence

scratch.mit.edu

GET READY



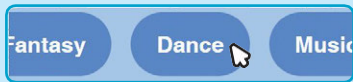
Choose a dancer.



Ten80 Dance

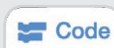


Click the **Costumes** tab to see the different dance moves.



To see just the dance sprites, click the **Dance** category at the top of the Sprite Library.

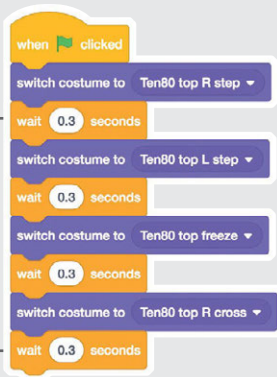
ADD THIS CODE



Click the **Code** tab.



Type how long to wait between dance moves.



Pick different dance moves.

TRY IT

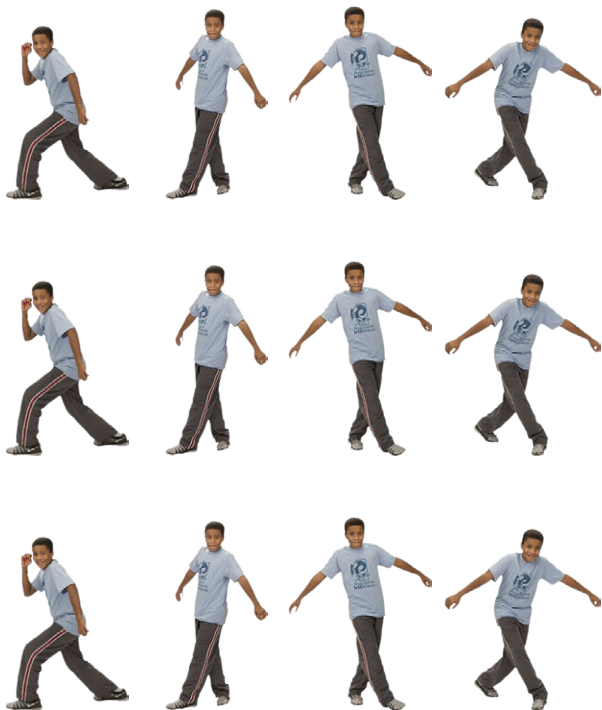
Click the green flag to start



Dance Loop



Repeat a series of dance steps.



Dance Loop

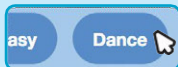
scratch.mit.edu



GET READY



Go to the
Sprite Library.



Click the **Dance** category.

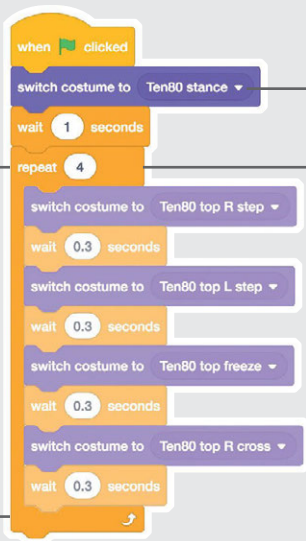


Choose a dancer.

ADD THIS CODE



Add a **repeat**
block around your
dance sequence.



Choose a dance pose.

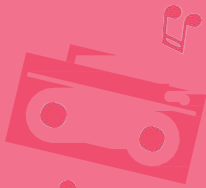
Type how many times
you want to repeat the
dance.

TRY IT

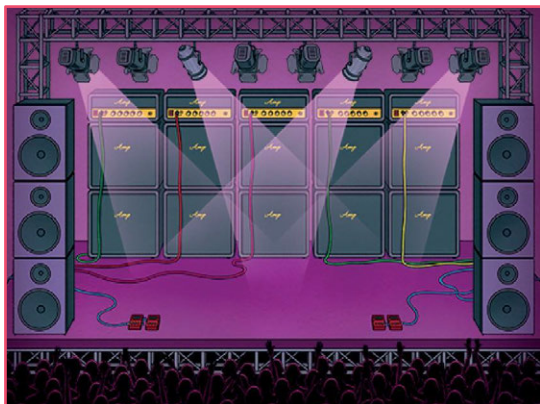
Click the green flag to start.



Play Music



Play and loop a song.



Play Music

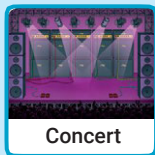
scratch.mit.edu



GET READY



Choose a backdrop.



Click the **Sounds** tab.

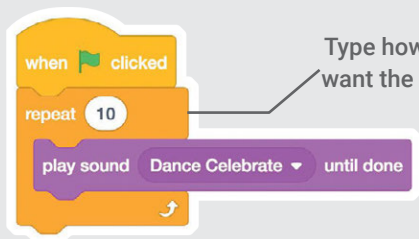


Choose a song from the **Loops** category.

ADD THIS CODE

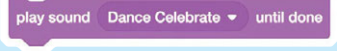
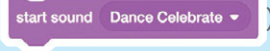


Click the **Code** tab.



Type how many times you want the song to repeat.

TIP

Make sure to use  (not ) or else the music won't finish playing before it begins again.

Take Turns



Coordinate dancers so that one begins after the other finishes.



Take Turns

scratch.mit.edu

GET READY



Choose two dancers from the Dance category.



Anina Dance



Champ99

ADD THIS CODE



Anina Dance



Broadcast a message.



Champ99



Tell this dancer sprite what to do when it receives the message.

TRY IT

Click the green flag to start.



Starting Position

Tell your dancers where to start.



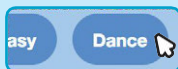
Starting Position

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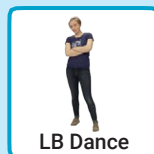
GET READY



Go to the
Sprite Library.

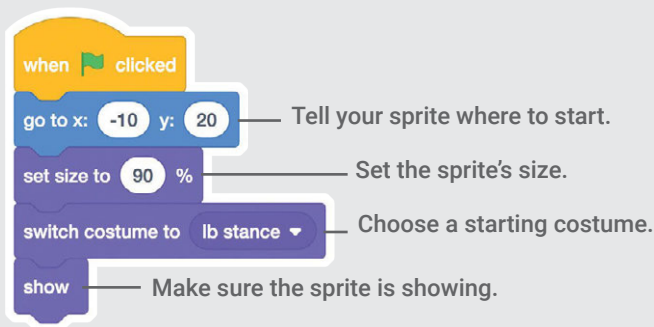



Click the **Dance** category.



Choose a dancer.

ADD THIS CODE



when  clicked

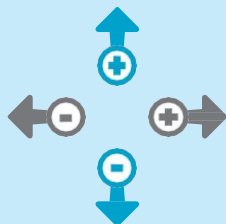
go to x: y: — Tell your sprite where to start.

set size to % — Set the sprite's size.

switch costume to **lb stance** ▾ — Choose a starting costume.

show — Make sure the sprite is showing.

TIP



Use  to set a sprite's position on the Stage.

x is the position on the Stage from left to right.

y is the position on the Stage from top to bottom.

Shadow Effect

Make a dancing silhouette.



Shadow Effect

scratch.mit.edu

GET READY



Go to the
Sprite Library.



Click the **Dance** category.



Choose a dancer.

ADD THIS CODE

Choose **brightness**
from the menu.



Set the brightness to **-100** to
make the sprite completely dark.



TRY IT

Click the green flag to start.



Click the stop sign to stop.

Interactive Dance

Press keys to switch dance moves.



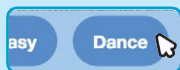
Interactive Dance

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GET READY



Go to the
Sprite Library.



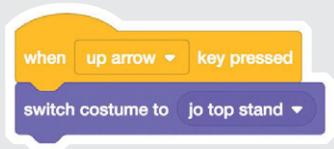
Click the **Dance** category



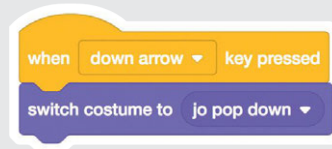
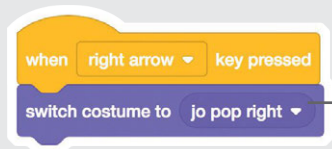
Choose a dancer.

ADD THIS CODE

Choose a different key to press
for each dance move.



Pick a dance move from the menu.



TRY IT



Press the arrow keys on your keyboard.

Color Effect



Make the backdrop change colors.



Color Effect

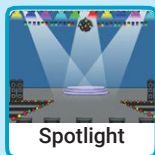
scratch.mit.edu



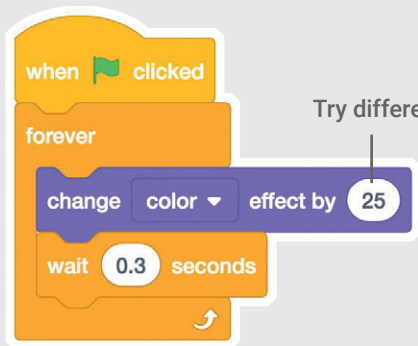
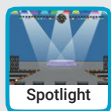
GET READY



Choose a backdrop.



ADD THIS CODE



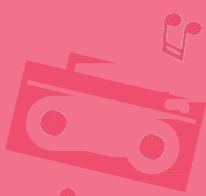
Try different numbers.

TRY IT

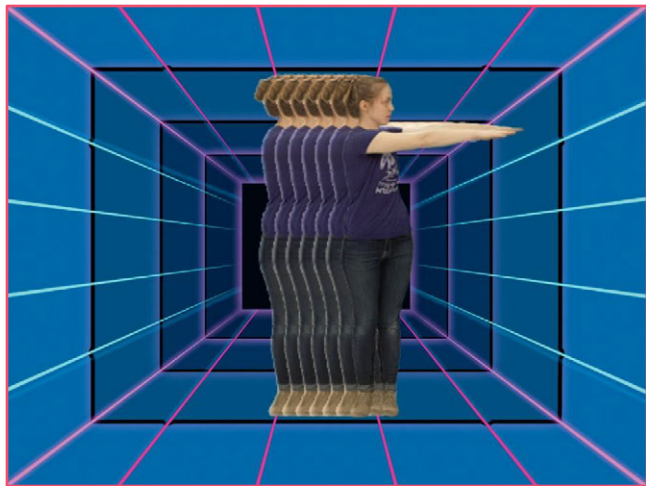
Click the green flag to start.



Leave a Trail



Stamp a trail as your dancer moves.



Leave a Trail

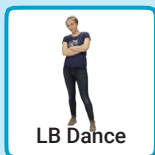
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GET READY



Choose a dancer from the Dance category.



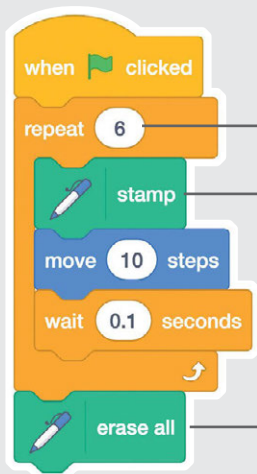
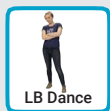
LB Dance



Click the **Extensions** button, and then click **Pen** to add the blocks.



ADD THIS CODE



Type how many times to repeat.

Stamp an image of the sprite on the Stage.

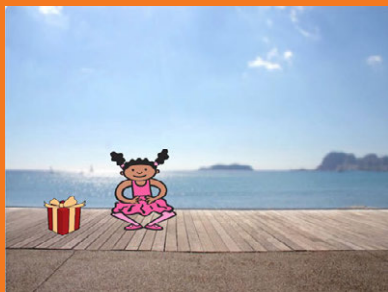
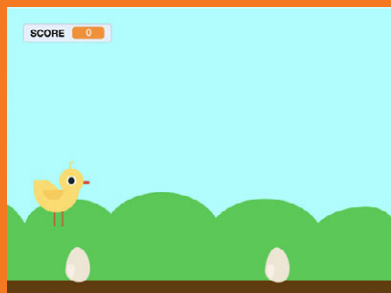
Clear all the stamps.

TRY IT

Click the green flag to start.



Jumping Game Cards



Make a character jump over moving obstacles.

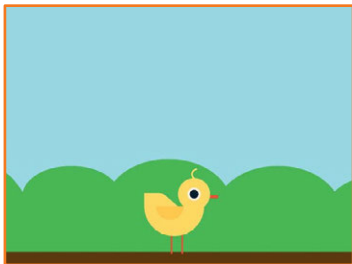
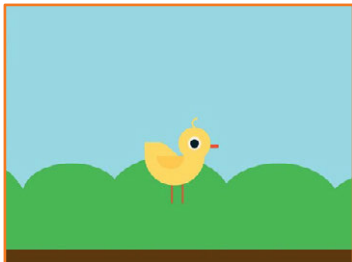
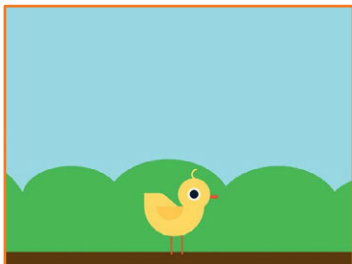
Jumping Game Cards

Use these cards in this order:

1. **Jump**
2. **Go to Start**
3. **Moving Obstacle**
4. **Add a Sound**
5. **Stop the Game**
6. **Add More Obstacles**
7. **Score**

Jump

Make a character jump.



GET READY



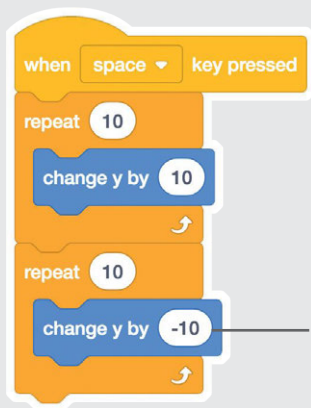
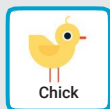
Choose a backdrop.



Choose a character, like Chick.



ADD THIS CODE



Type a minus sign to go back down.

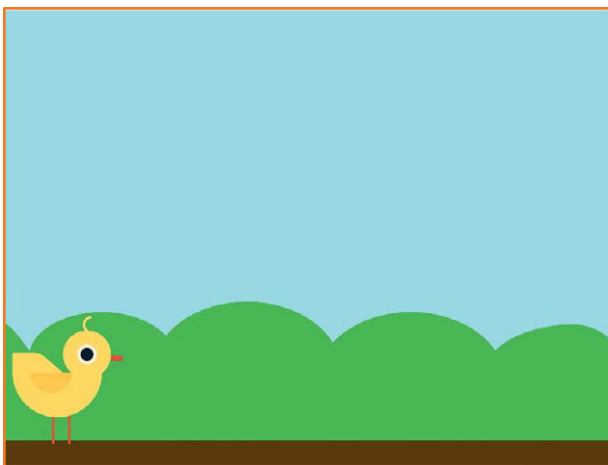
TRY IT



Press the **space** key on your keyboard.

Go to Start

Set the starting point for your sprite.



Go to Start

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GET READY



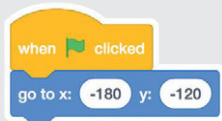
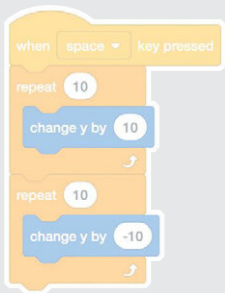
Drag your character to where you want it.



When you move your character, its **x** and **y** position will update in the blocks palette.

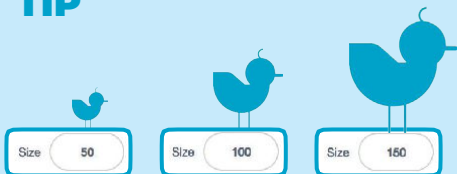
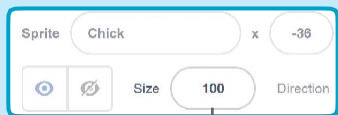
Now when you drag out a **go to** block, it will set to your character's new position.

ADD THIS CODE



Set the starting position.
(Your numbers may be different.)

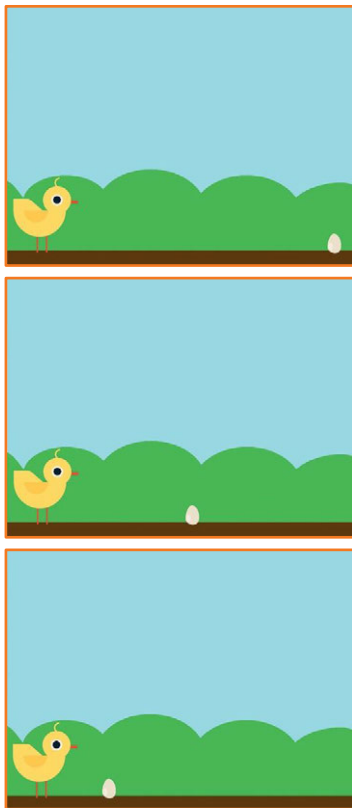
TIP



Change the size of a sprite by typing a smaller or larger number.

Moving Obstacle

Make an obstacle move across the Stage.



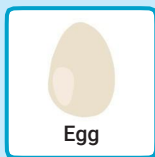
Moving Obstacle

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GET READY



Choose a sprite to be an obstacle, such as Egg.

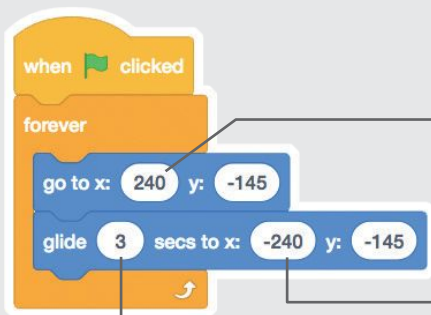


Egg

ADD THIS CODE



Egg



Type a smaller number to go faster.

Start at the right edge of the Stage.

Glide to the left edge of the Stage.

TRY IT

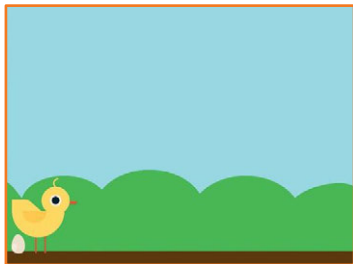
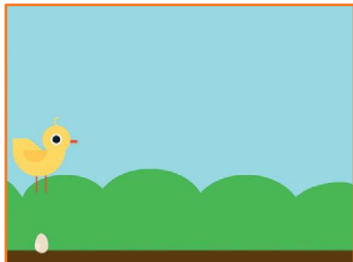
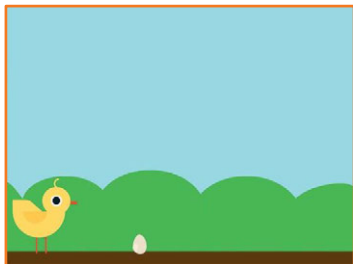
Click the green flag to start.



Press the **space** key on your keyboard.

Add a Sound

Play a sound when your sprite jumps.

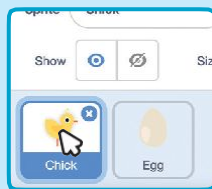


Add a Sound

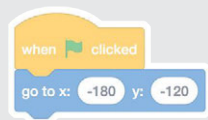
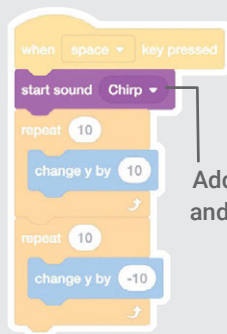
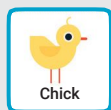
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GET READY

Click to select the Chick sprite.



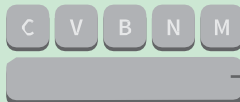
ADD THIS CODE



Add the **start sound** block, and then select a sound.

TRY IT

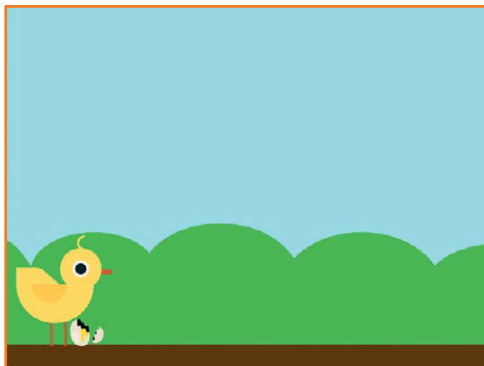
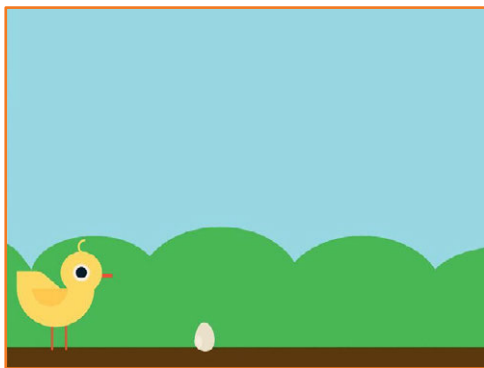
Click the green flag to start.



Press the **space** key on your keyboard.

Stop the Game

Stop the game if your sprite touches the egg.

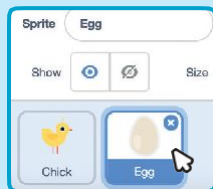


Stop the Game

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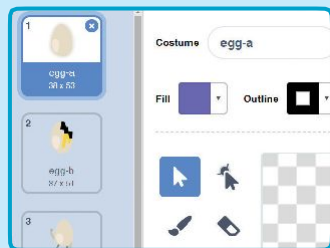
GET READY

Click to select the Egg sprite.



 **Costumes**

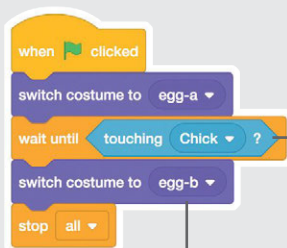
Click the **Costumes** tab to see the Egg sprite's costumes.



ADD THIS CODE

 **Code**

Click the **Code** tab and add this code.



Choose a second costume for the Egg sprite to change to.

Insert the **touching** block and choose **Chick** from the menu.

touching mouse-pointer ?

mouse-pointer

edge

Chick

TRY IT

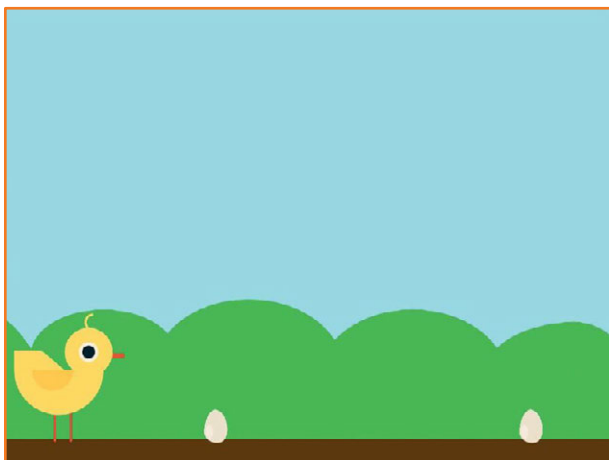
Click the green flag to start.



Press the **space** key on your keyboard.

Add More Obstacles

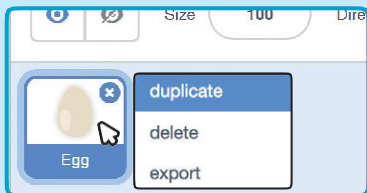
Make the game harder by adding more obstacles.



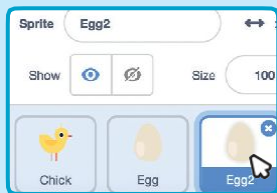
Add More Obstacles

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GET READY

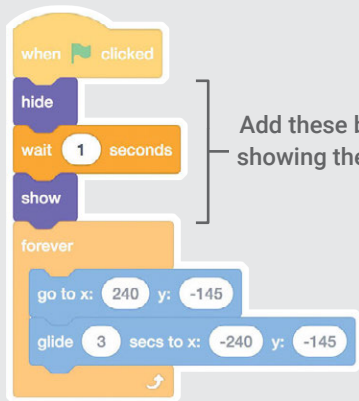
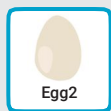


To duplicate the Egg sprite, right-click (Mac: control-click) on the thumbnail, and then choose **duplicate**.



Click to select Egg2.

ADD THIS CODE



Add these blocks to wait before showing the second egg.

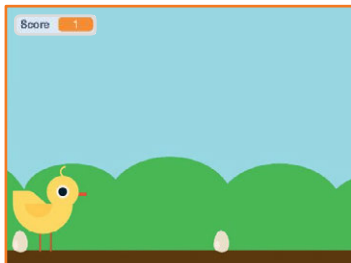
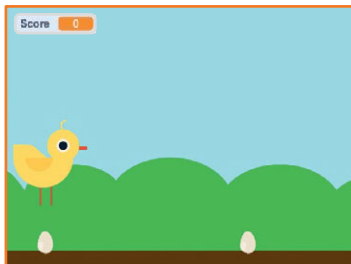
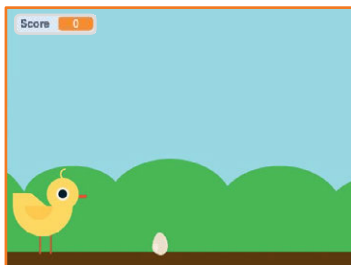
TRY IT

Click the green flag to start.



Score

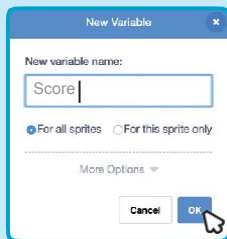
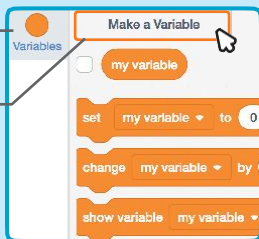
Add a point each time your sprite jumps over an egg.



GET READY

Choose **Variables**.

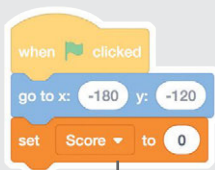
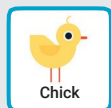
Click the **Make a Variable**.



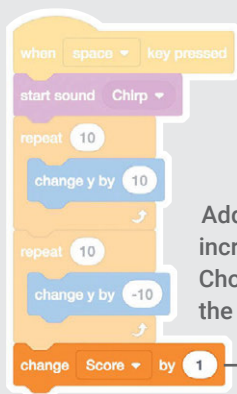
Name this variable **Score** and then click **OK**.

ADD THIS CODE

Click the Chick sprite and add two blocks to your code:



Add this block to reset the Score. Choose **Score** from the menu.

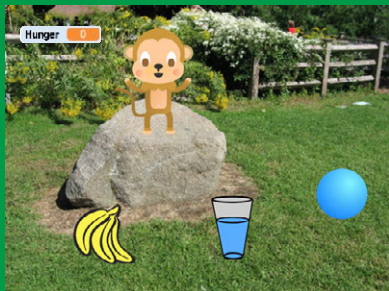


Add this block to increase the score. Choose **Score** from the menu.

TRY IT

Jump over the eggs to score points!

Virtual Pet Cards



Create an interactive pet that can
eat, drink, and play.



Virtual Pet Cards

Use these cards in this order:

1. **Introduce Your Pet**
2. **Animate Your Pet**
3. **Feed Your Pet**
4. **Give Your Pet a Drink**
5. **What Will Your Pet Say?**
6. **Time to Play**
7. **How Hungry?**

Introduce Your Pet

Choose a pet and have it say hello.



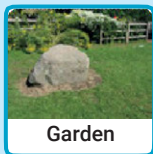
Introduce Your Pet

scratch.mit.edu

GET READY



Choose a backdrop, like Garden Rock.



Choose a sprite to be your pet, like Monkey.



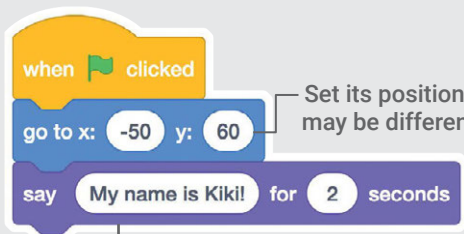
Pick a sprite with more than one costume.



Scroll over sprites in the Sprite Library to see their different costumes.

ADD THIS CODE

Drag your pet to where you want it on the Stage.



Set its position. (Your numbers may be different.)

Type what you want your pet to say.

TRY IT

Click the green flag to start.



Animate Your Pet

Bring your pet to life.



Animate Your Pet

scratch.mit.edu

GET READY



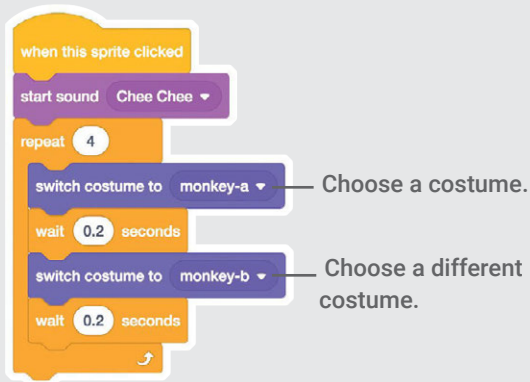
Click the **Costumes** tab to see your pet's costumes.



ADD THIS CODE



Click the **Code** tab and add this code.



TRY IT

Click your pet.



Feed Your Pet

Click the food to feed your pet.



Feed Your Pet

scratch.mit.edu

GET READY

 **Sounds**

Click the **Sounds** tab.



Choose a sound from the Sounds Library, like Chomp.



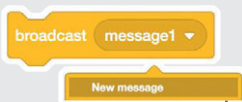
Choose a food sprite, like Bananas.



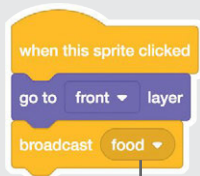
ADD THIS CODE

 **Code**

Click the **Code** tab.

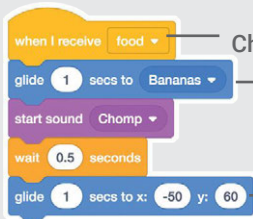


Select **New message** and name it **food**.



Broadcast the **food** message.

Select your pet.



Choose **food** from the menu.

Choose **Bananas** from the menu.

Glide to the starting position.

TRY IT

Click the food.



Give Your Pet a Drink

Give your pet some water to drink.



Give Your Pet a Drink

scratch.mit.edu

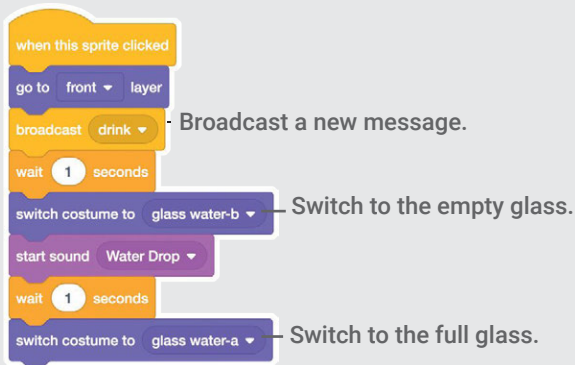
GET READY



Choose a drink sprite, like Glass Water.



ADD THIS CODE



Tell your pet what to do when it receives the message.



TRY IT

Click the drink to start.



What Will Your Pet Say?

Let your pet choose what it will say.



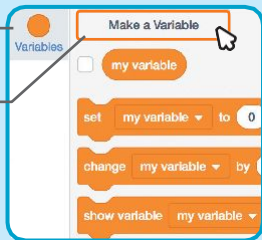
What Will Your Pet Say?

scratch.mit.edu

GET READY

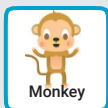
Choose **Variables**.

Click the **Make a Variable** button.



Name this variable **Choice** and then click **OK**.

ADD THIS CODE



Choice = 1

Insert the **Choice** block into the **equals** block from the Operators category.



Insert the **pick random** block.

Type things for your pet to say.

TRY IT

Click your pet to see what it says.



Time to Play

Have your pet play with a ball.



Time to Play

scratch.mit.edu

GET READY



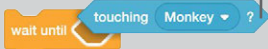
Choose a sprite,
like Ball.



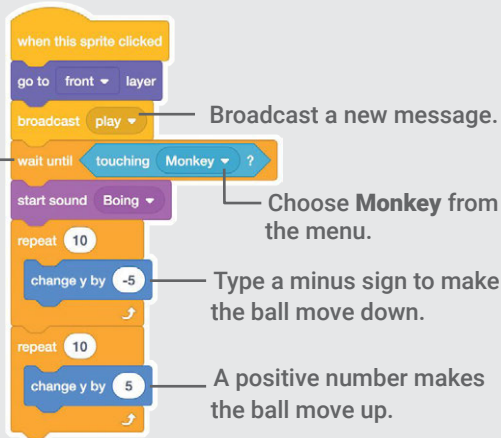
ADD THIS CODE



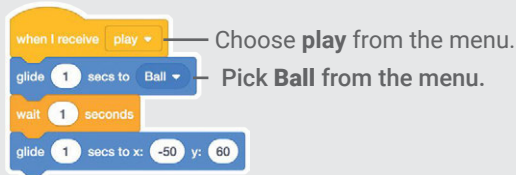
Ball



Insert the touching block
into the **wait until** block.



Monkey



TRY IT

Click the ball.



How Hungry?

Keep track of how hungry your pet is.



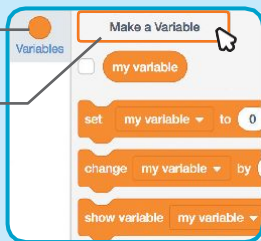
How Hungry?

scratch.mit.edu

GET READY

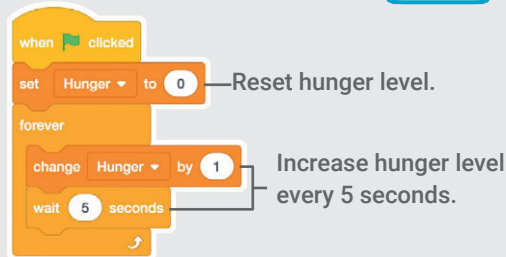
Choose **Variables**.

Click the **Make a Variable** button.

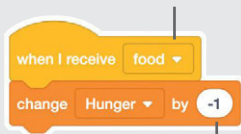


Name this variable **Hunger** and then click **OK**.

ADD THIS CODE



Choose **food** from the menu.



Type a minus sign to make your pet less hungry when it gets food.

TRY IT

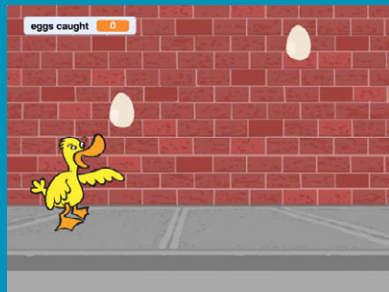
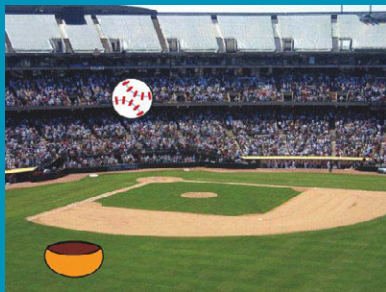
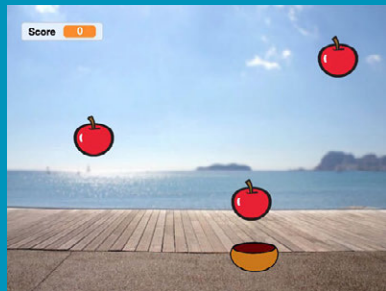
Click the green flag to start.



Then click the food.



Catch Game Cards



Make a game where you catch things falling from the sky.



Catch Game Cards

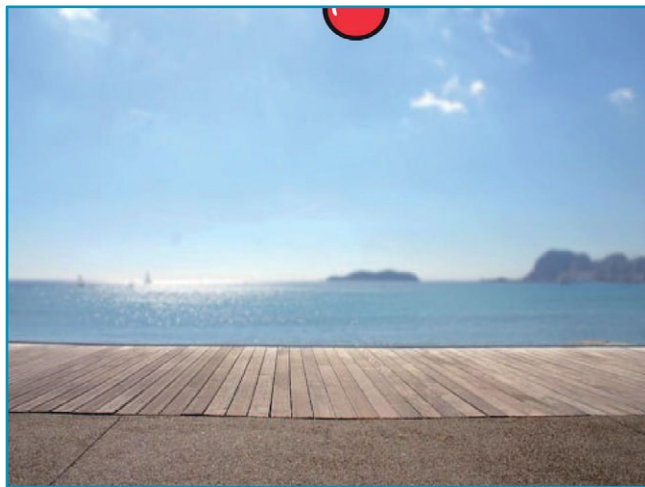
Use these cards in this order:

- 1. Go to the Top**
- 2. Fall Down**
- 3. Move the Catcher**
- 4. Catch It!**
- 5. Keep Score**
- 6. Bonus Points**
- 7. You Win!**

Go to the Top



Start from a random spot at the top of the Stage.



Go to the Top

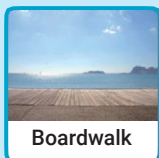
scratch.mit.edu



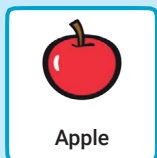
GET READY



Choose a backdrop,
like **Boardwalk**.



Choose a sprite,
like **Apple**.



ADD THIS CODE



Type 180 to go to the
top of the stage.

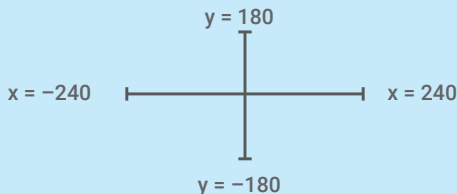
TRY IT

Click the green flag to start.



TIP

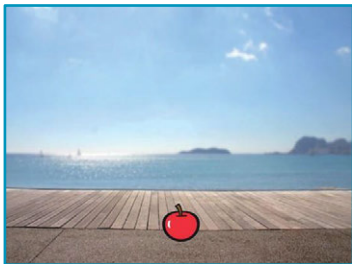
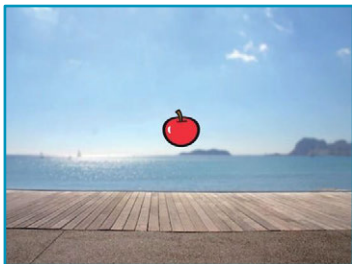
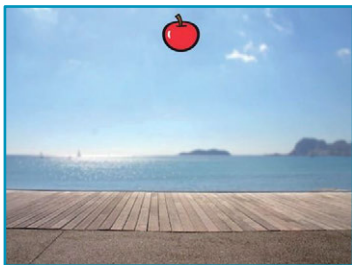
y is the position on the Stage from top to bottom.



Fall Down



Make your sprite fall down.



Fall Down

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GET READY



Click to select the Apple sprite.

ADD THIS CODE

Keep the previous code as is, and add this second stack of blocks:



Insert the **y position** block into this block from the Operators category.



Type a minus sign to fall down.

Check if near the bottom of the Stage.

Go back to the top of the Stage.

TRY IT

Click the green flag to start.



Click the stop sign to stop.

TIP

Use

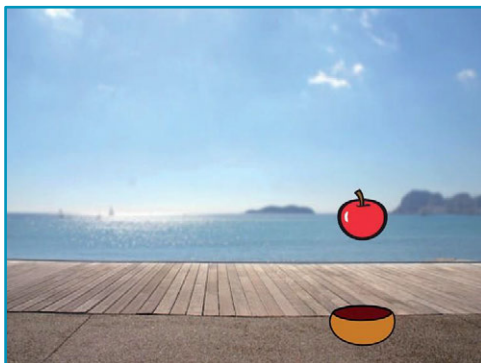
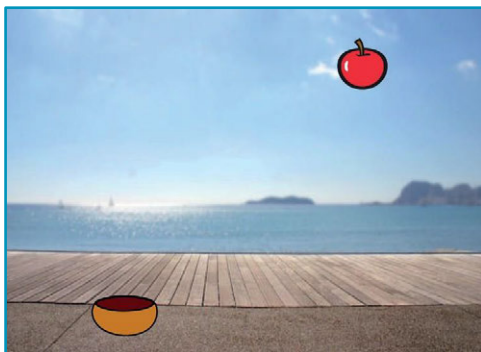


to move up or down.

Move the Catcher



Press the arrow keys so that the catcher moves left and right.



Move the Catcher

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GET READY

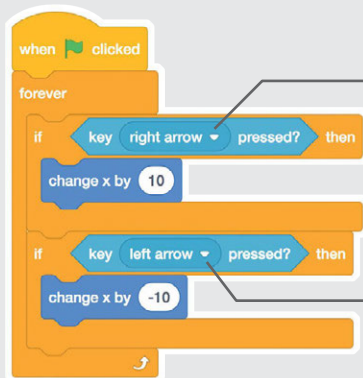
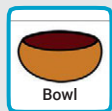


Choose a catcher like Bowl.



Drag the bowl to the bottom of the Stage.

ADD THIS CODE



Choose the **right arrow** from the menu.

Choose the **left arrow** from the menu.

TRY IT

Click the green flag to start.

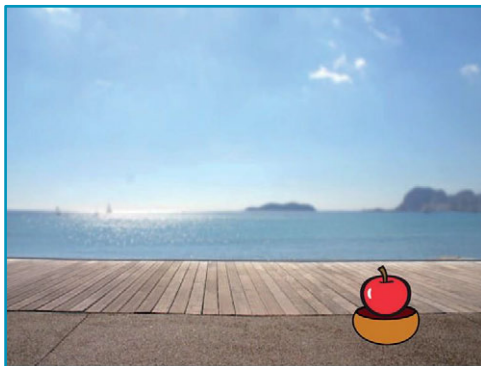
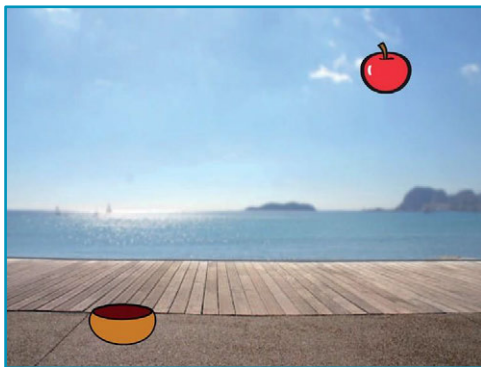


Press the arrow keys to move the catcher.

Catch It!



Catch the falling sprite.



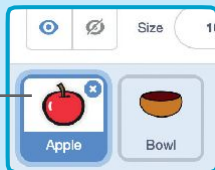
Catch It!

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GET READY

Click to select the Apple.



ADD THIS CODE



Choose **Bowl** from the menu.

Choose a sound.

TIP



Click the **Sounds** tab if you want to add a different sound.



Then choose a sound from the Sounds Library.

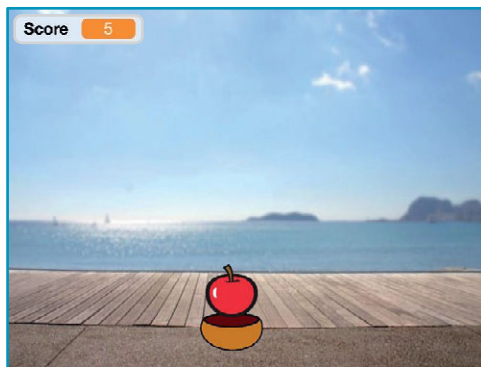
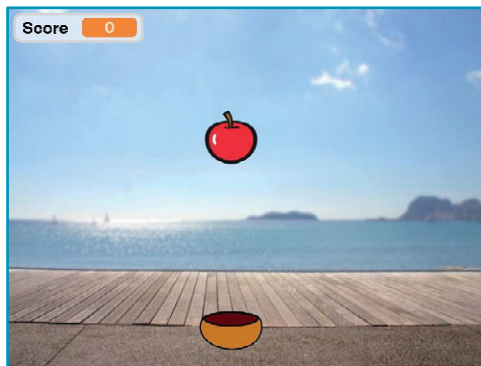


Click the **Code** tab when you want to add more blocks.

Keep Score



Add a point each time you catch the falling sprite.



Keep Score

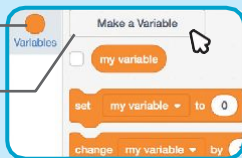
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GET READY

Choose **Variables**.

Click the **Make a Variable** button.



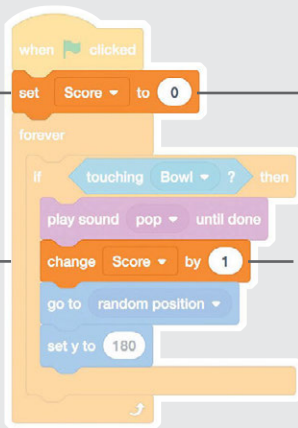
Name this variable **Score** and then click **OK**.

ADD THIS CODE

Add two new blocks to your code:



Choose **Score** from the menu.



Add this block to reset the score.

Add this block to increase the score.

TRY IT

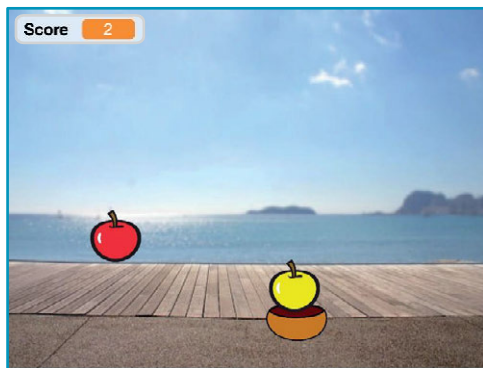
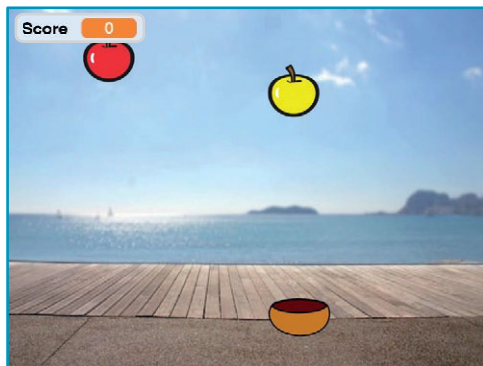


Click the green flag to start.
Then, catch apples to score points!

Bonus Points



Get extra points when you catch a golden sprite.



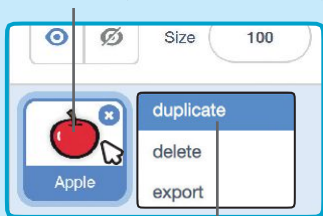
Bonus Points

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GET READY

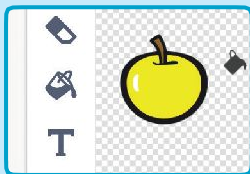
To duplicate your sprite, right-click (Mac: control-click).



Choose **duplicate**.

 **Costumes**

Click the **Costumes** tab.



You can use the paint tools to make your bonus sprite look different.

ADD THIS CODE

 **Code**

Click the **Code** tab.



Type how many points you get for catching a bonus sprite.

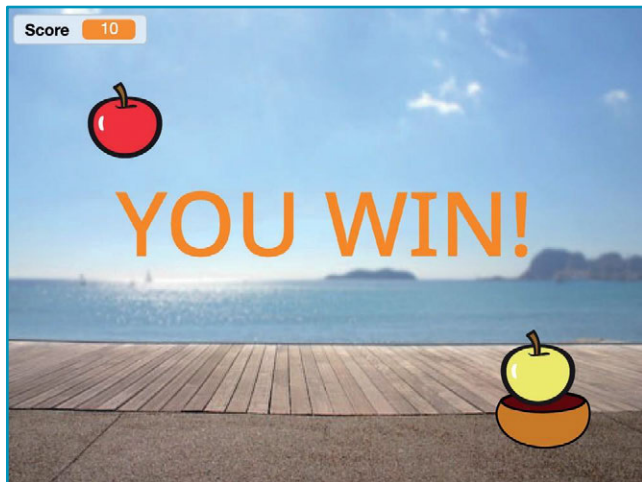
TRY IT

Catch the bonus sprite to increase your score!

You Win!



When you score enough points, display a winning message!

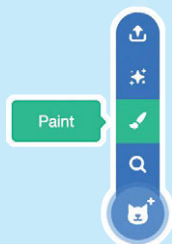


You Win!

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GET READY



Click the **Paint** icon to make a new sprite.

Use the **Text** tool to write a message, like "You Win!"

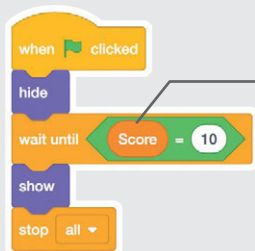
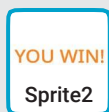


You can change the font color, size, and style.

ADD THIS CODE



Click the **Code** tab.



Insert the **Score** block from the Variables category.

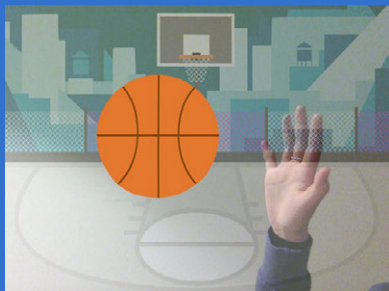
TRY IT

Click the green flag to start.



Play until you score enough points to win!

Video Sensing Cards



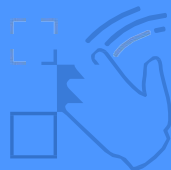
Interact with projects using video sensing.

Video Sensing Cards

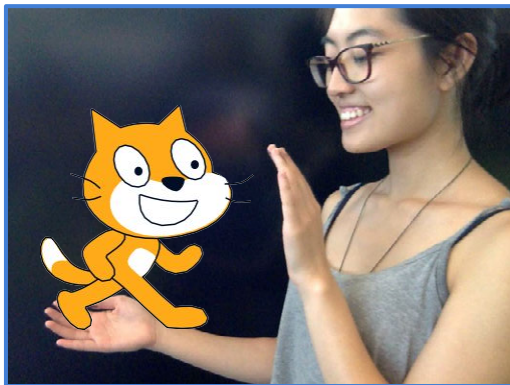
Try these cards in any order:

- **Pet the Cat**
- **Animate**
- **Pop a Balloon**
- **Play the Drums**
- **Keep Away Game**
- **Play Ball**
- **Start an Adventure**

Pet the Cat



Make the cat meow when you touch it.



Pet the Cat

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GET READY

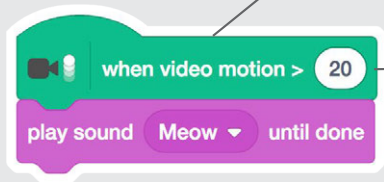


Click the **Extensions** button
(at the bottom left of the screen).



Choose **Video Sensing**
to add the video blocks.

ADD THIS CODE



This will start when it
senses video motion on a
sprite.

Type a number between
1 and 100 to change the
sensitivity.

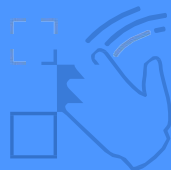
1 will start with very little
movement, 100 requires
a lot of movement.

TRY IT

Move your hand to pet the cat.



Animate



Move around to bring a sprite to life.

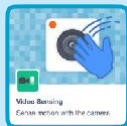




GET READY



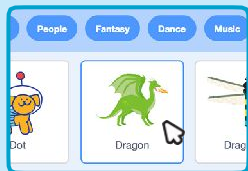
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite to animate.

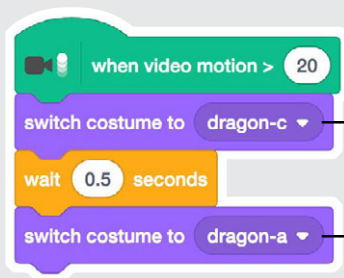


Pick a sprite with more than one costume.



Scroll over sprites in the Sprite Library to see their different costumes.

ADD THIS CODE



Choose one costume.

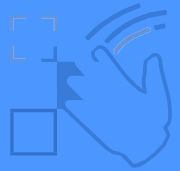
Choose a different costume.

TRY IT

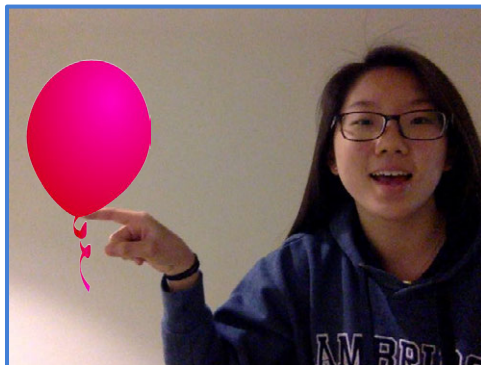
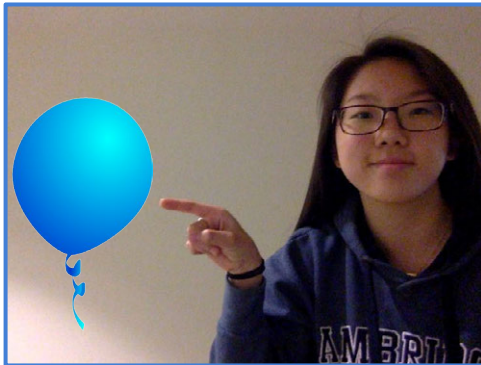
Move around to animate the dragon.



Pop a Balloon



Use your finger to pop a balloon.



Pop a Balloon

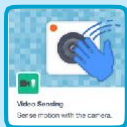
scratch.mit.edu



GET READY

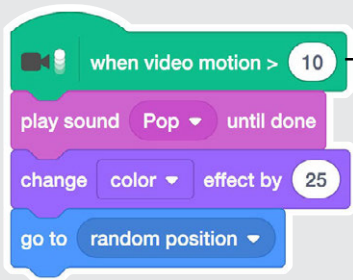


Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like Balloon1.

ADD THIS CODE



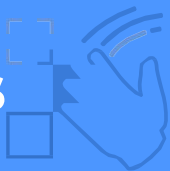
Type a larger number to make it harder to pop.

TRY IT

Use your finger to pop the balloon.



Play the Drums



Interact with sprites that play sounds.

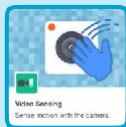


Play the Drums

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GET READY

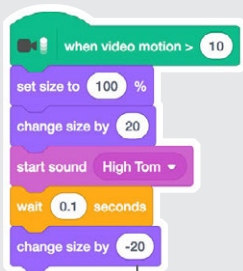


Click the **Extensions** button, then choose **Video Sensing**.

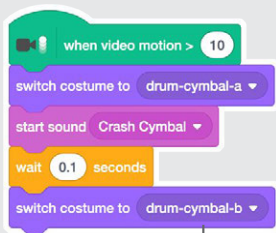
Choose two sprites, like Drum and Drum-cymbal.

ADD THIS CODE

Click on a drum to select it, then add its code.



Type a minus sign to get smaller.



Choose a different costume.

TRY IT

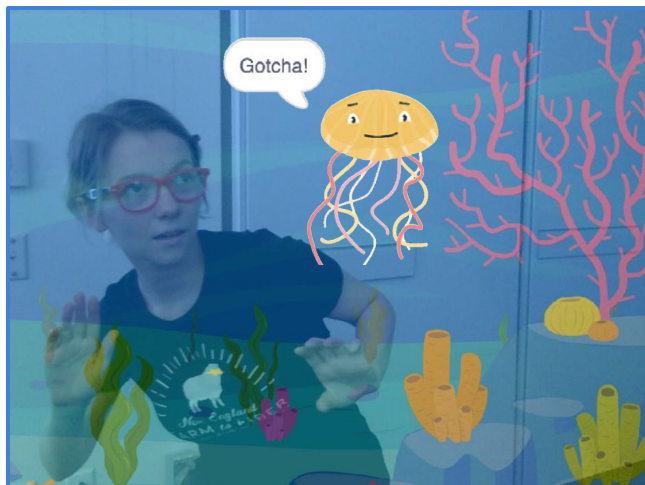
Use your hands to play the drums!



Keep Away Game



Move around to avoid a sprite.

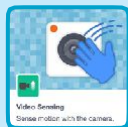


Keep Away Game

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GET READY



Click the **Extensions** button, then choose **Video Sensing**.

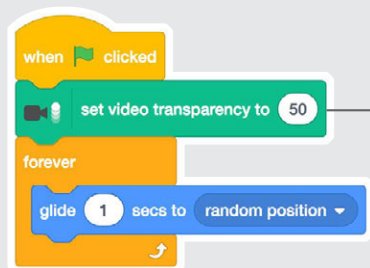


Choose a backdrop, like **Ocean**.

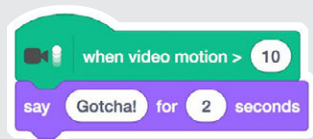


Choose a sprite, like **Jellyfish**.

ADD THIS CODE



Type a number between 0 and 100.
(0 to show the video, 100 to make the video transparent.)

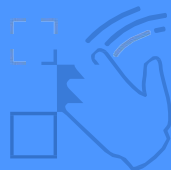


TRY IT

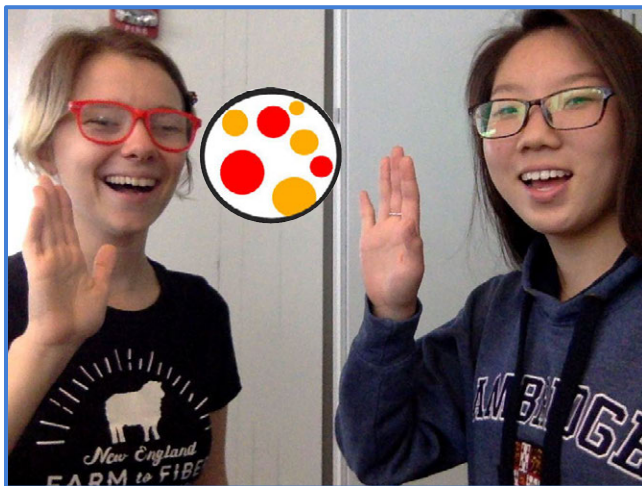
Move around to avoid the jellyfish.



Play Ball



Use your body to move a sprite across the screen.



Play Ball

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GET READY

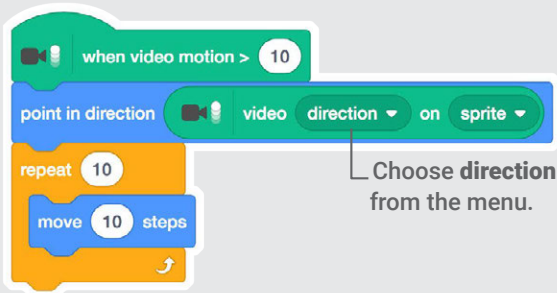
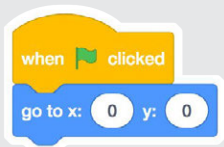


Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like Beachball.

ADD THIS CODE



Choose **direction** from the menu.

TRY IT

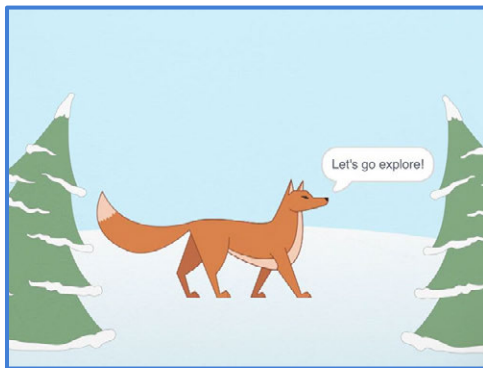
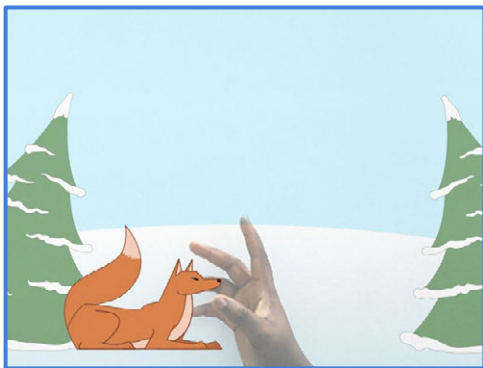


Use your hands to push the beach ball around the screen.
Try it with a friend!

Start an Adventure!



Interact with a story by
moving your hands.



Start an Adventure!

scratch.mit.edu

GET READY



Click the **Extensions** button.



Choose **Video Sensing**.



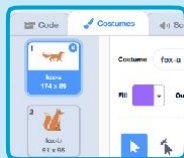
Choose a backdrop.



Choose a sprite.



Click the **Costumes** tab to see your sprite's other costumes.

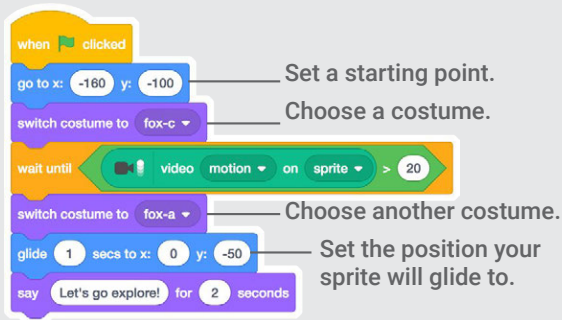


ADD THIS CODE



Click the **Code** tab.

Insert the **video motion on sprite** block into the **greater than** block from the Operators category.



TRY IT

Click the green flag. Then wave to wake up the fox.