

HOW TO USE SCRATCH CODING

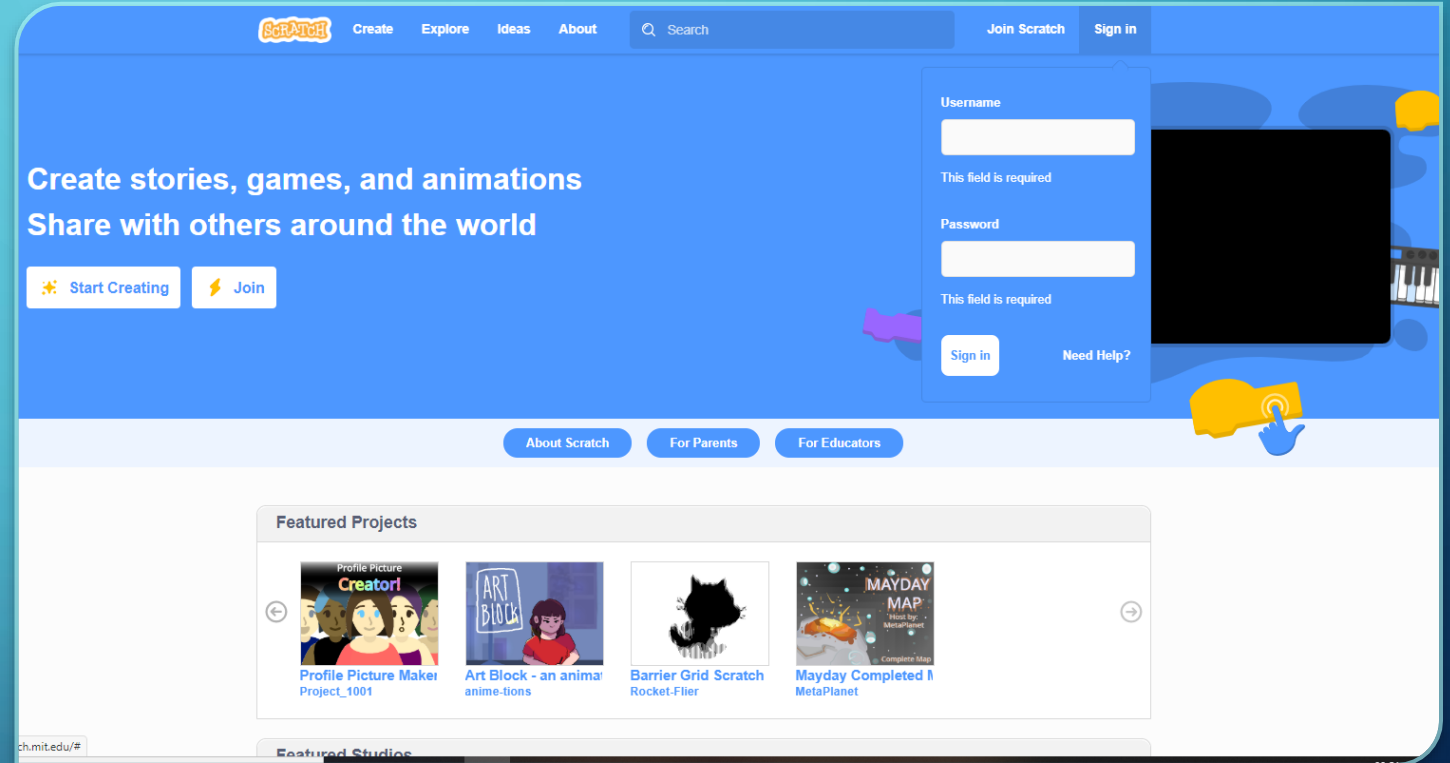
FROM SCRATCH



SIGNING IN

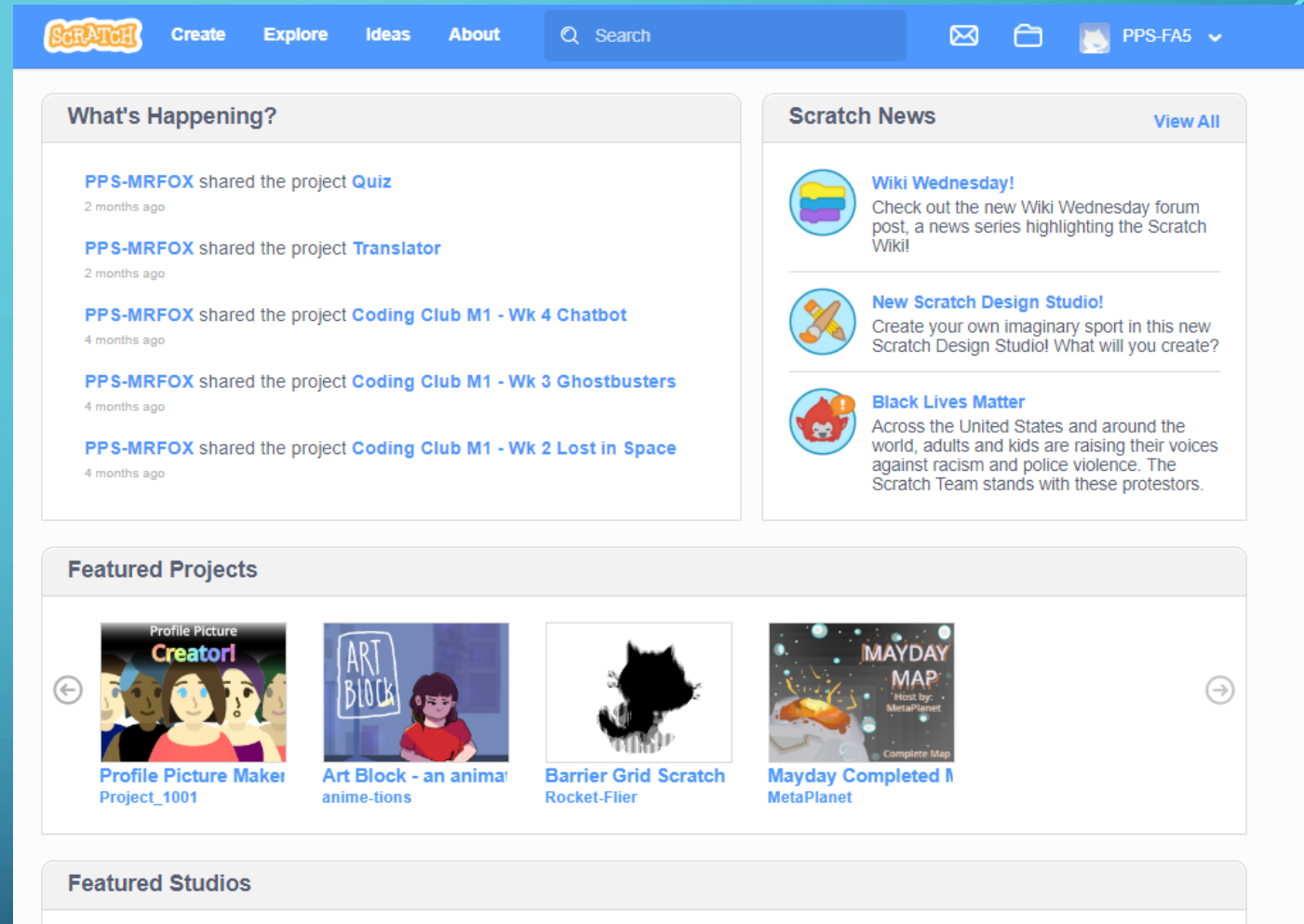
To begin using Scratch, search for it online, using a search engine, or typing in the web address, <https://scratch.mit.edu>

Once you are in, click on the top right and fill in your username and password.



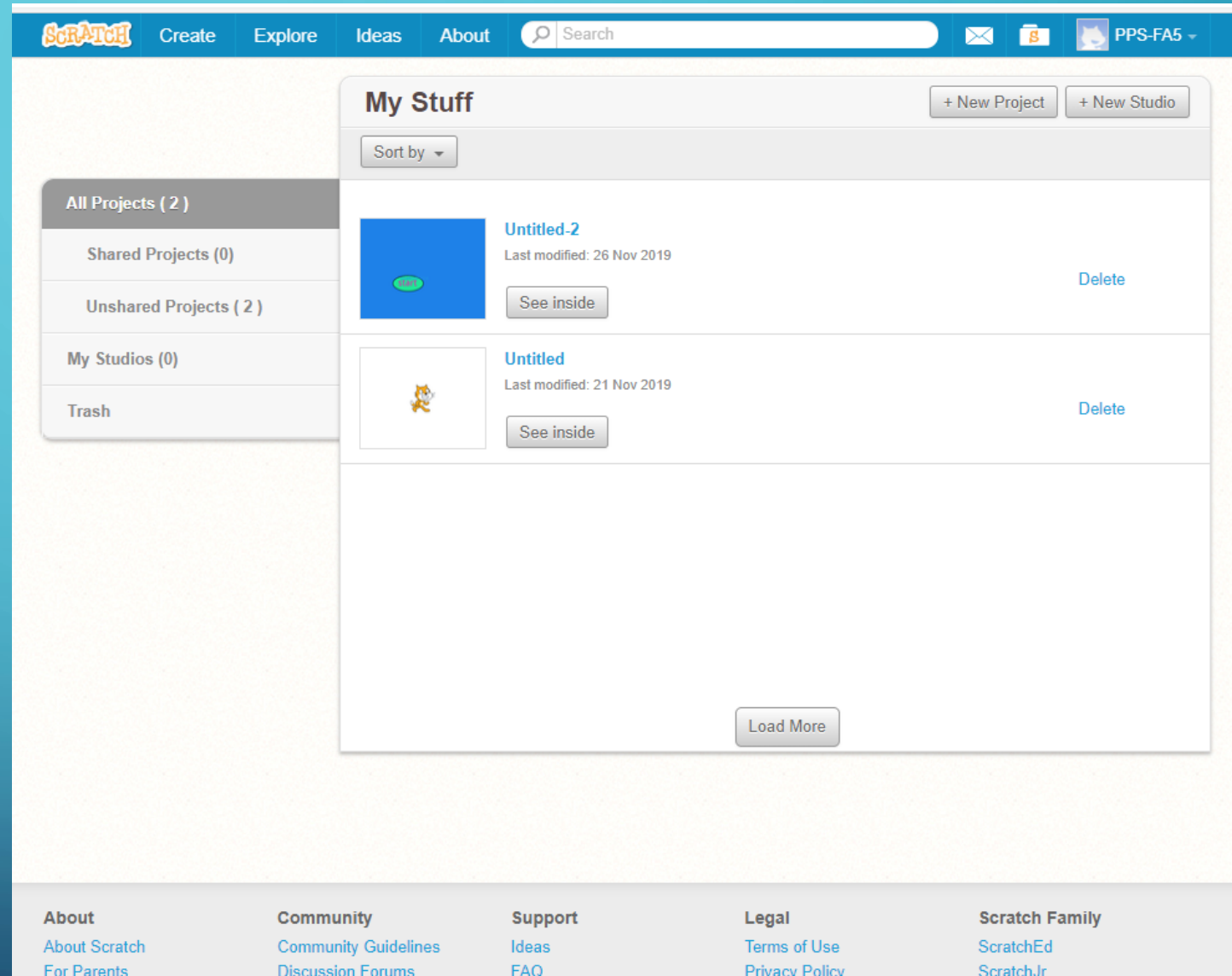
MAIN SCREEN

This is your main screen. Click on the arrow next to your name to see your profile. Click on the folder to see all your projects. Click on Create to create a new project. You can also create a new project through your folder.



YOUR FOLDER

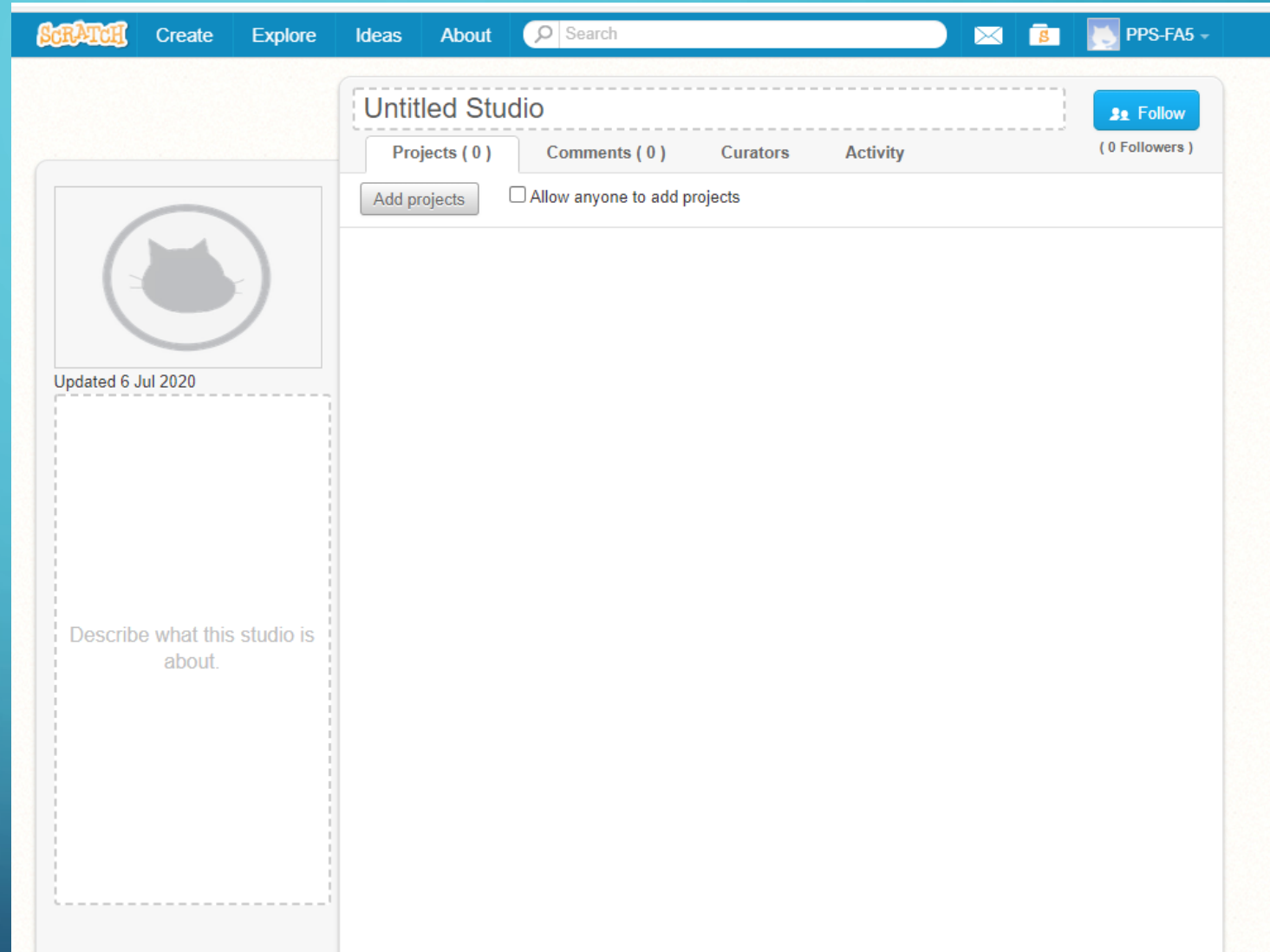
This is your folder. Once you have done work, it all saves here. You can re-enter a project, delete any, or share it so others can try your project. You can also create studios to group work together.



YOUR STUDIOS

On your folder, click on New Studio and give it a name. Keep repeating this action so you have the following studios:

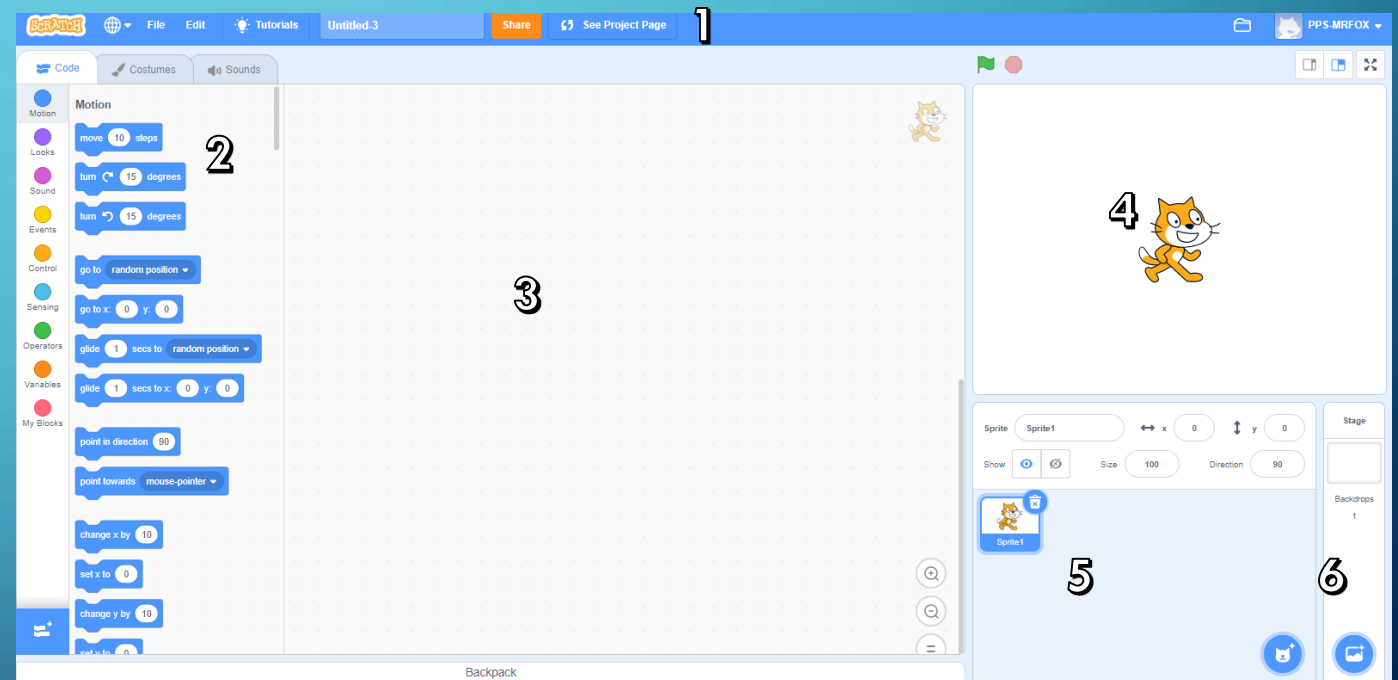
- Year 3
- Year 4
- Year 5
- Year 6
- Extra



PROJECT PAGE

This is your project page. We will go through each section at a time.

1. Title bar saving, naming and sharing.
2. Control pane for coding, costumes and sounds.
3. Design pane showing all coding and designs.
4. Main view showing the final look of your project.
5. Sprite pane.
6. Background pane

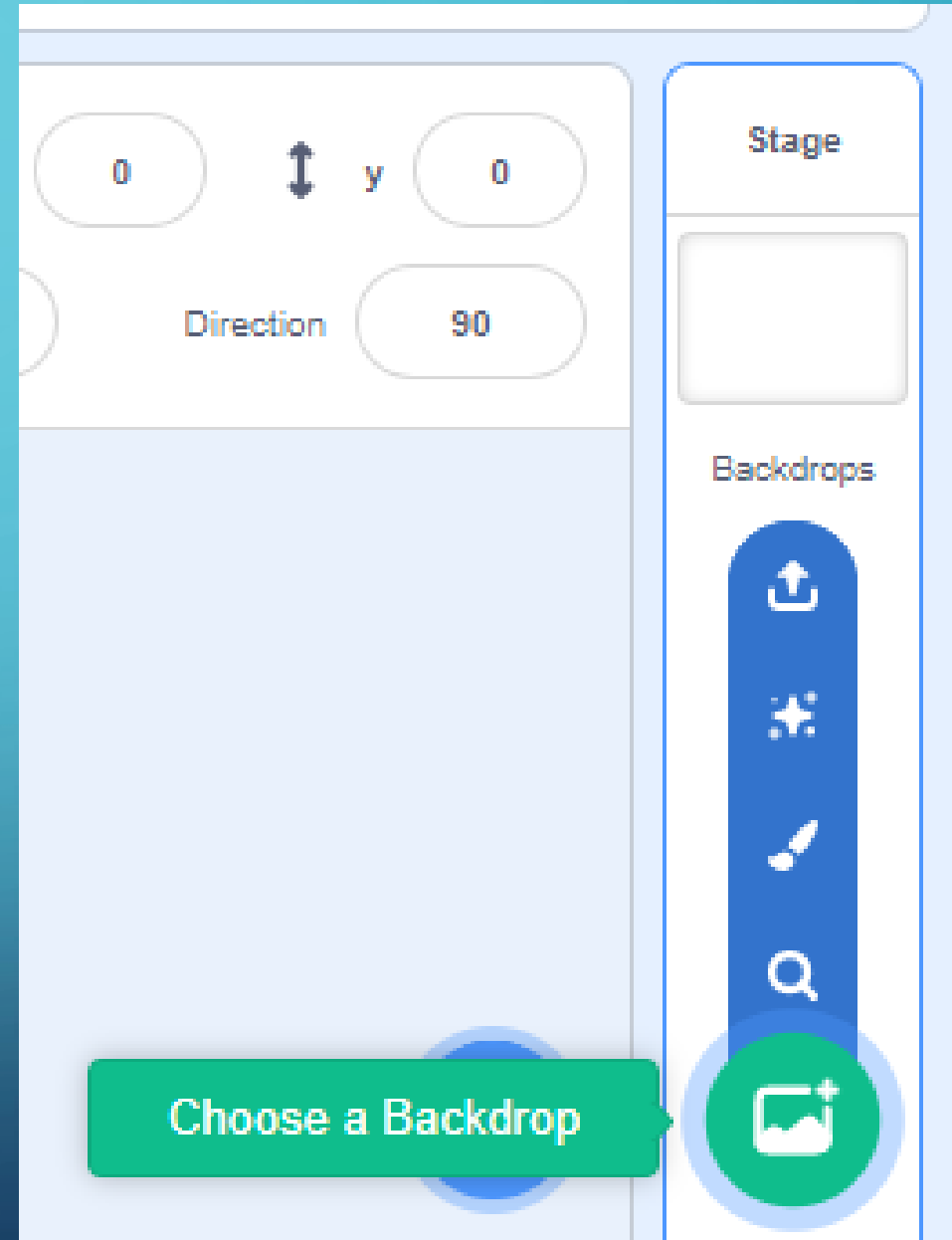


CREATING A BACKGROUND

In your background pane, you will see a small circle with a picture frame. Hover your mouse on it and a menu appears:

(From top)

- Upload a picture from your computer.
- A random chosen image
- Create your own by drawing and painting in design pane.
- Choose from the Scratch library.

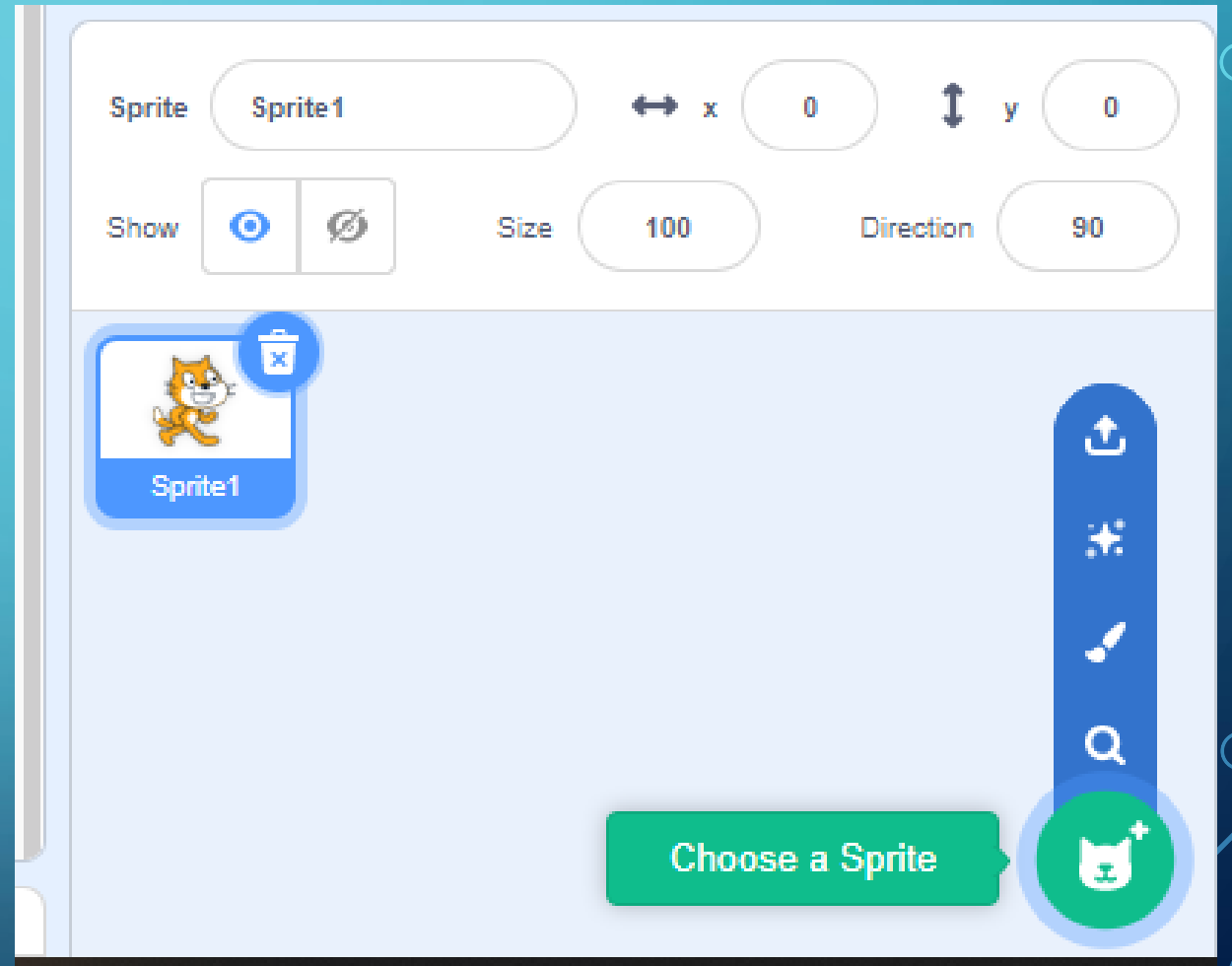


CREATING A SPRITE

In your sprite pane, you will see a small circle with a cat's head. Hover your mouse on it and a menu appears:

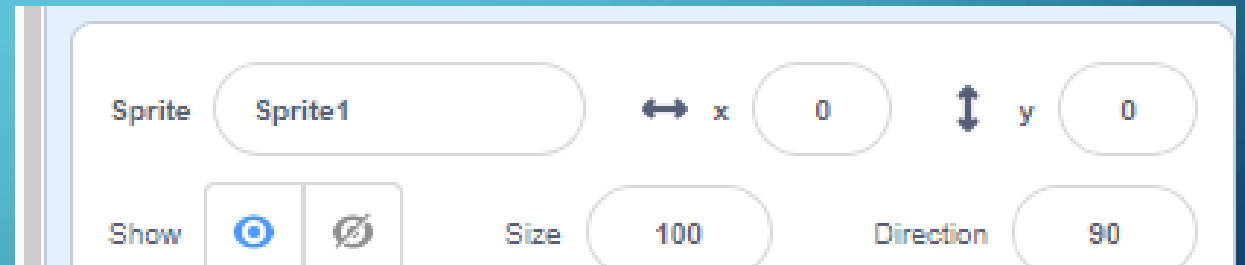
(From top)

- Upload a picture from your computer.
- A random chosen image
- Create your own by drawing and painting in design pane.
- Choose from the Scratch library.



CREATING A SPRITE (CONT)

At the top of your sprite pane are a series of numbers. These tell you the x,y co-ordinates of your spite on the main screen, its name, size and direction, all of which you can alter here. It also allows you to hide the sprite if needed.



CODING

The first part of your control panel is your coding blocks. Each action is colour coded. Drag each block into the main screen and alter whatever you need to make the code work.

Blue – Motion, direction. (Only for sprites)

Purple – appearance of sprite or background, create the illusion of speaking with speech marks, changing colour, size.

Pink – Music and sound effects.

Yellow – Events causing code to work. Must always be used first.

Orange – Control, causing repetitions delay etc.

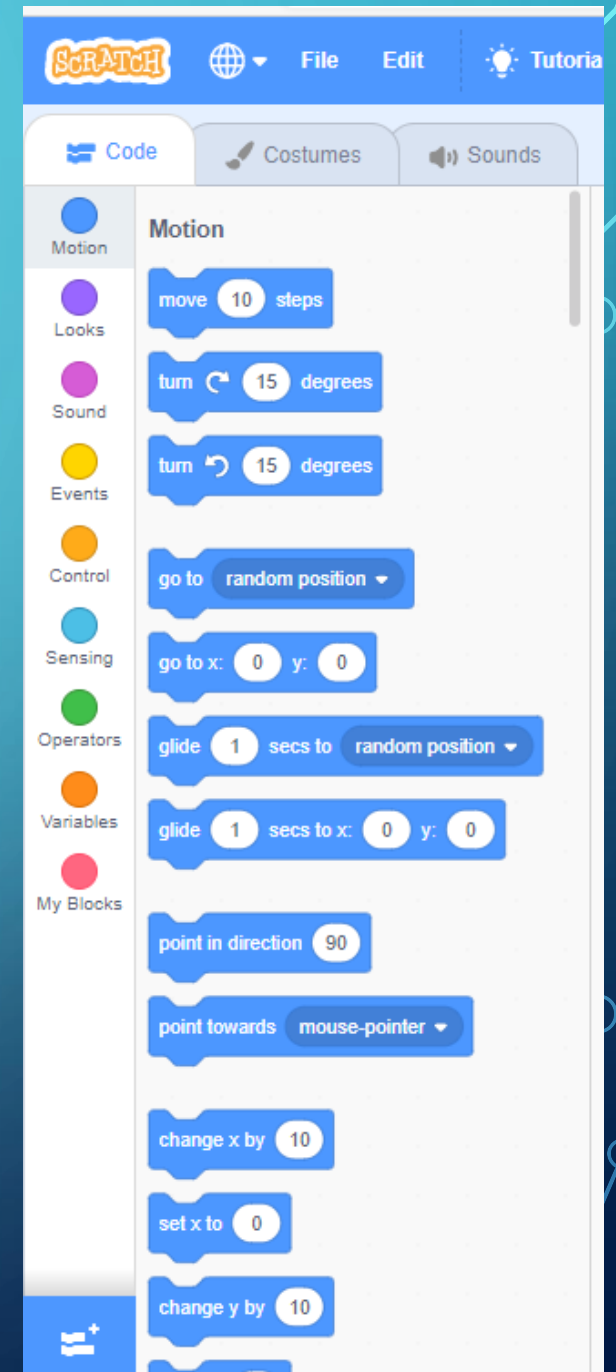
Light blue – Sensing other objects such as sprites, sounds, your mouse, a key press.

Green – Operations for mathematical connections between different values.

Dark orange – Variables and lists for time, scores, having set questions etc (more advanced)

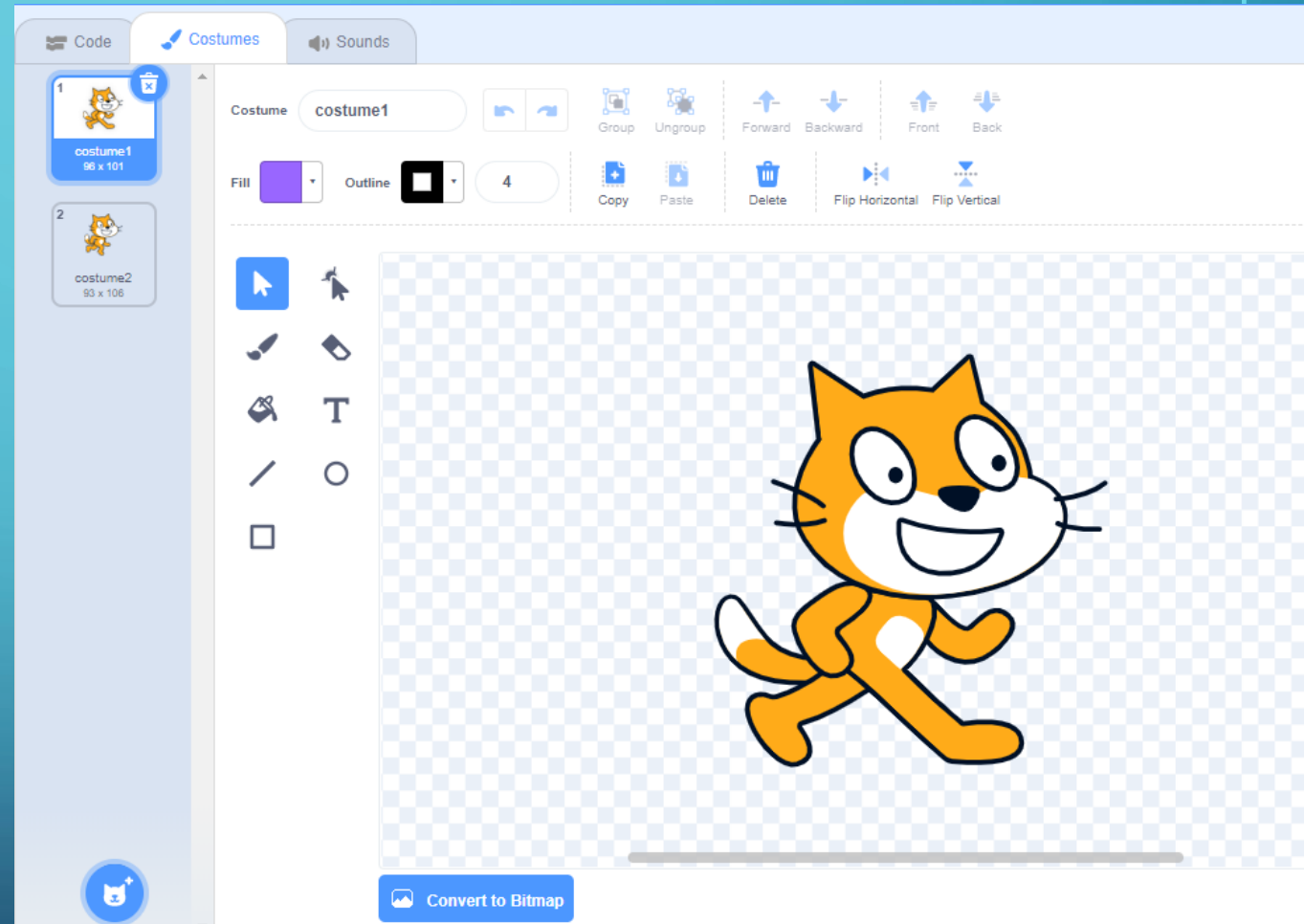
Light pink – Create your own specific blocks (more advanced)

Extensions, where you can create music, have your characters speak, translate, etc.



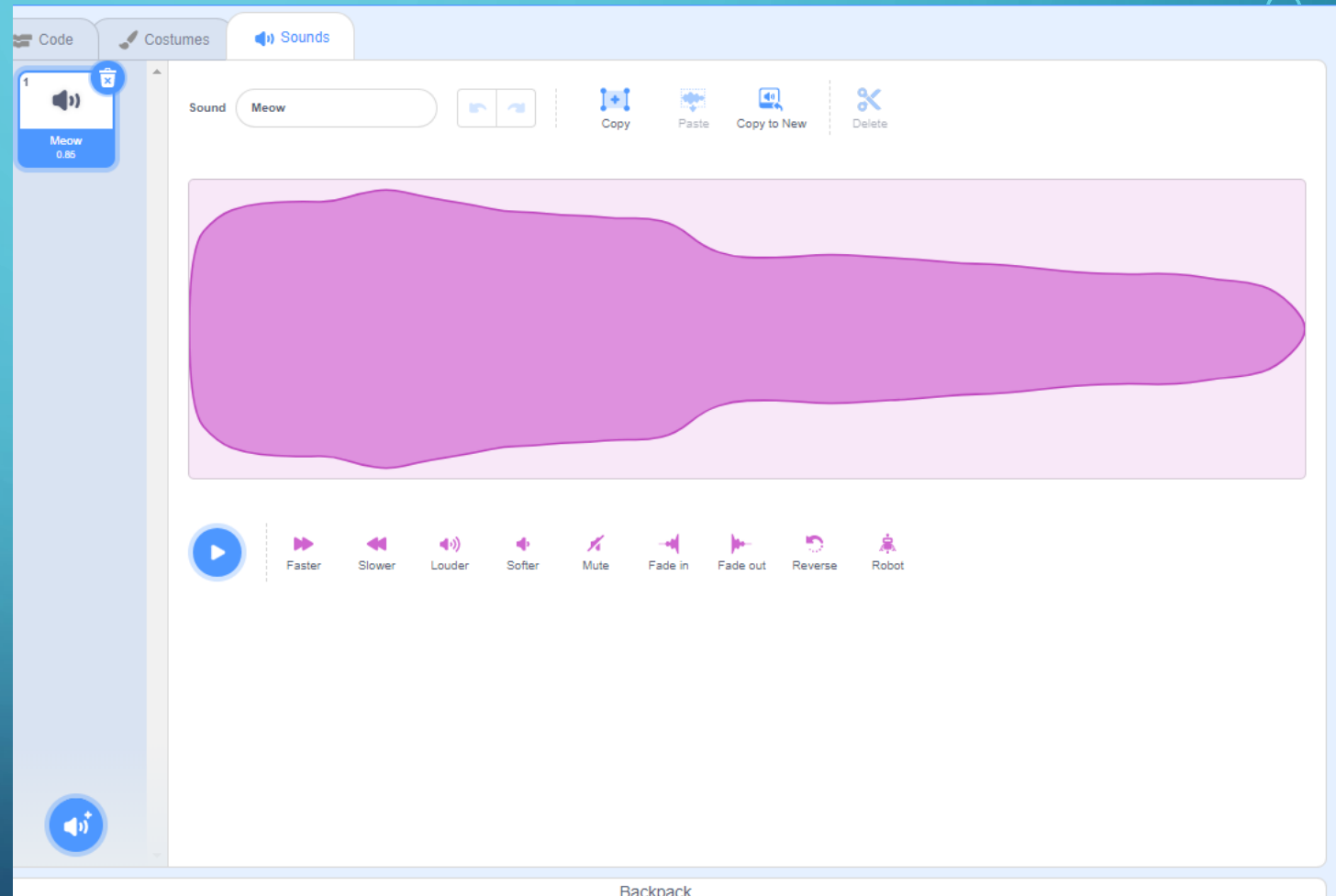
COSTUMES

The next part is your costumes. You can edit the look of your sprite and backdrop, and create another costume to create illusion of movement. Right click on a costume on top left and select duplicate or search for one from the library. This is what you see if you design your own sprite or backdrop.



SOUNDS

Search or upload music or sound effects. Alter them however you want and have them ready to use the sound section of coding blocks.



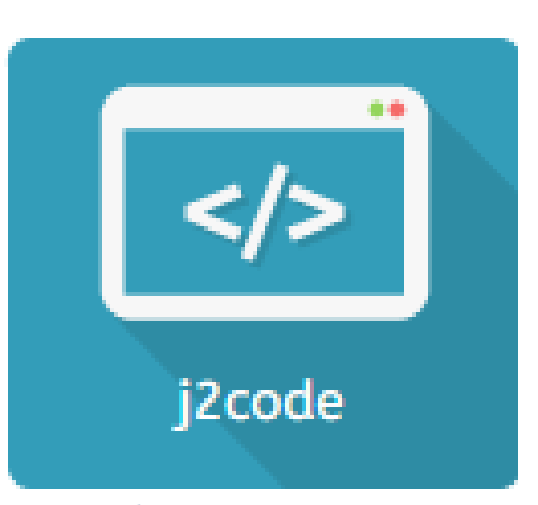
TITLE BAR



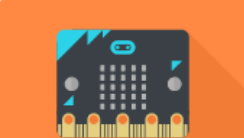
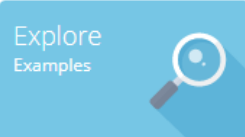
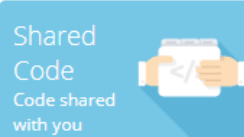
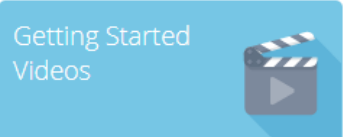
Your title bar shows the title of your project, which you can alter here. You can save your work whenever save now appears next to your folder, although the work does save itself. See Project Page sends you to the front cover of your project, which is what you see when you first open this project. Finally you can also share your work.

SHARING

Click on the orange share button to share your work when completed. You can now send it to one of your Studios. You can also link it to your HWB account. Go to HWB, J2E and then J2Code. Look for the Scratch section, type in your username, and your projects are saved to J2E.



The J2Code logo features a stylized computer monitor with a code symbol (</>) on its screen, set against a dark blue background. Below the monitor, the text 'j2code' is written in a white, lowercase, sans-serif font.

 Year 1 / 2 Lesson Plans	 Year 3 / 4 Lesson Plans	 Year 5 / 6 Lesson Plans	Just2easy Create · Share · Learn
 JIT Coding platform for KS1	 visual Coding platform for KS1 - KS3	 logo Coding platform for KS1 - KS3	 Microbit Coding platform for KS1 - KS3
 j2launch Content Management System	 Import From SCRATCH	 Explore Examples	 My Code My code portfolio
 Shared Code Code shared with you	 Resources Further learning	 Getting Started Videos	

SO, LET'S GET STARTED WITH YOUR CODING

