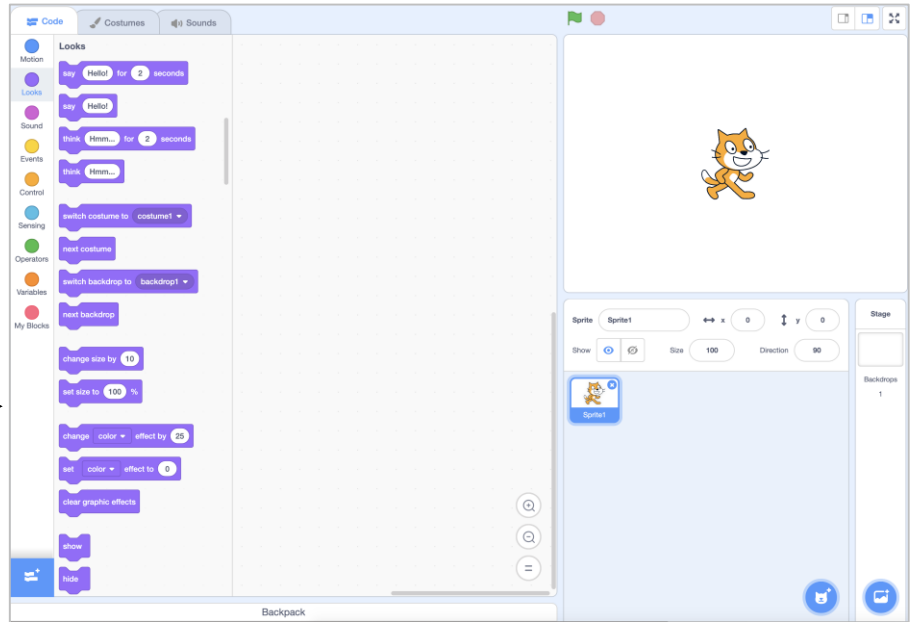


# LET'S LEARN SCRATCH!

In this activity, you will learn to sign in and out of the Scratch website and learn how to make the cat move and play music .



## START HERE

Go to the Scratch website: <http://scratch.mit.edu>



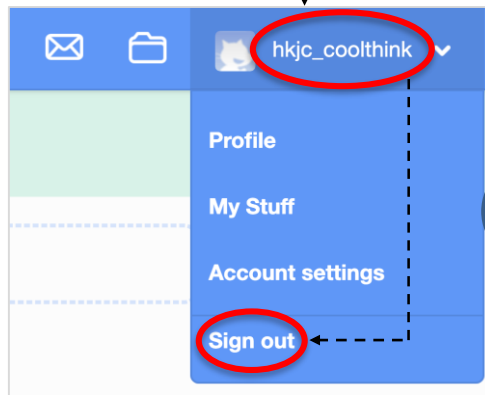
Sign into your account.



Click on the **Create** tab located at the top left of the browser to start a new project.

Sign out by clicking on your name and clicking **Sign out**.

Then sign in again!

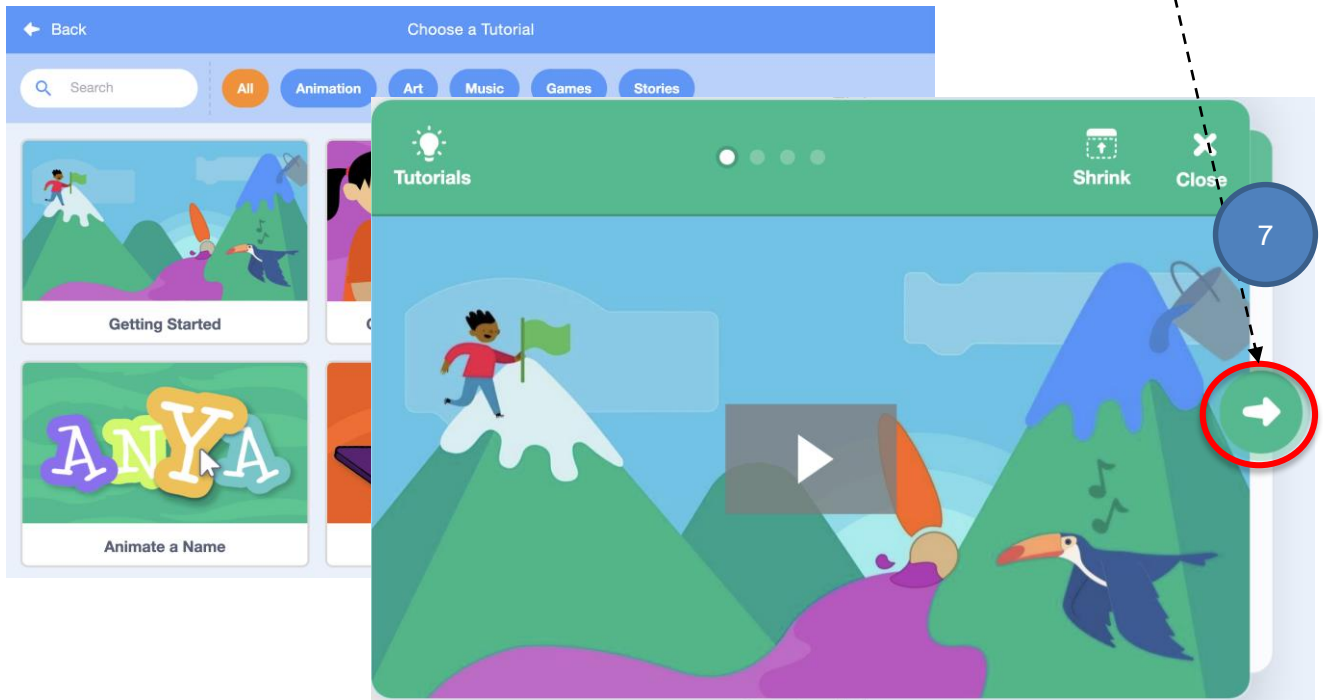


# LET'S LEARN SCRATCH!

5

Time to explore! Click on **"Tutorials"** on the menu bar and then choose

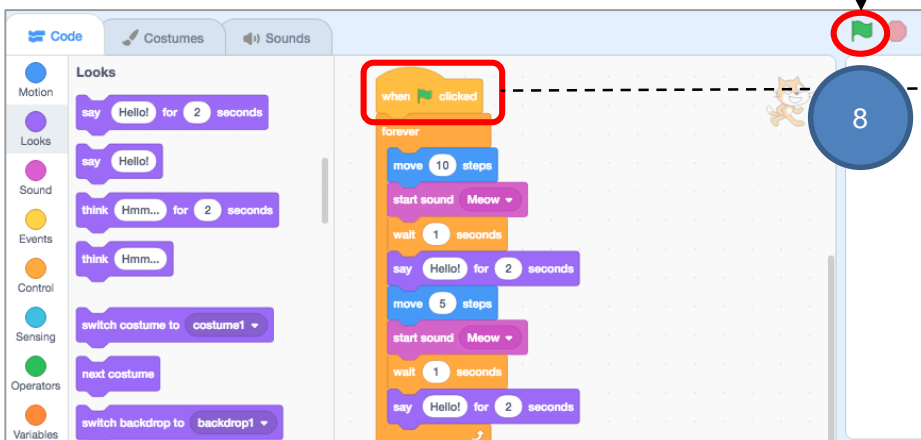
**"Getting Started"** on the "Tutorials" page. After the video, you can click the **green arrow** on the right side of the window to step through the tutorial.



6

7

Now that you have created some code blocks, can you answer this question? What happens to the sprite when you click the green flag?



8

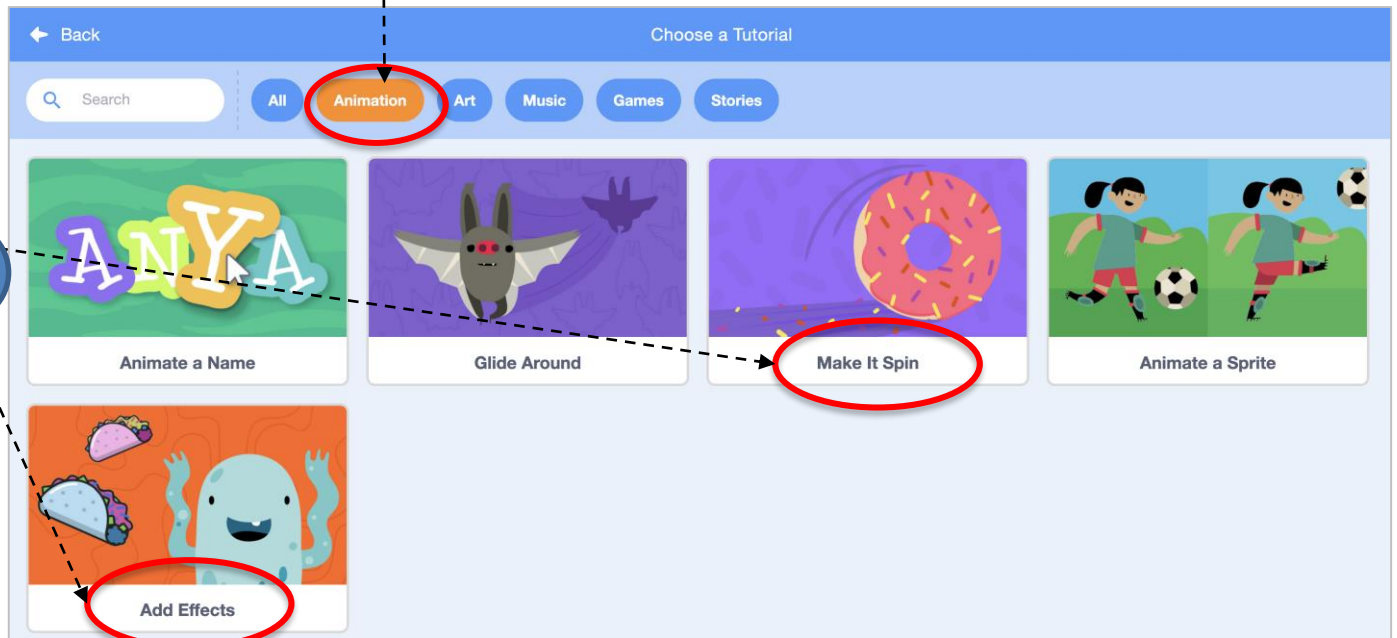
**CT Tips**

when clicked is a typical event. An event is something that triggers actions.

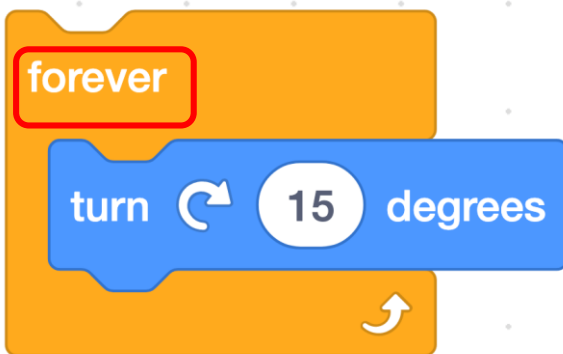
# LET'S LEARN SCRATCH!

- ❑ Click on “**Tutorials**” on the menu bar again and then choose the “**Animation**” category on the “Tutorials” page.
- ❑ Complete the “**Make It Spin**” and “**Add Effects**” tutorials.

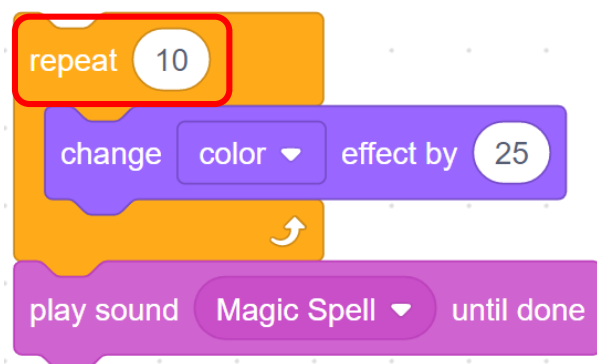
9



- ❑ Now that you have created some code blocks from the two tutorials, can you answer this question? What is the difference between the use of “forever” and “repeat” blocks?



Make It Spin



Add Effects

# LET'S LEARN SCRATCH!

## COMPUTATIONAL THINKING CONCEPTS

The following are the computational thinking concepts learnt in Lesson1.

### L1U8.1 Creative Computing with Scratch

#### 1. Events:



#### 2. Repetition:

