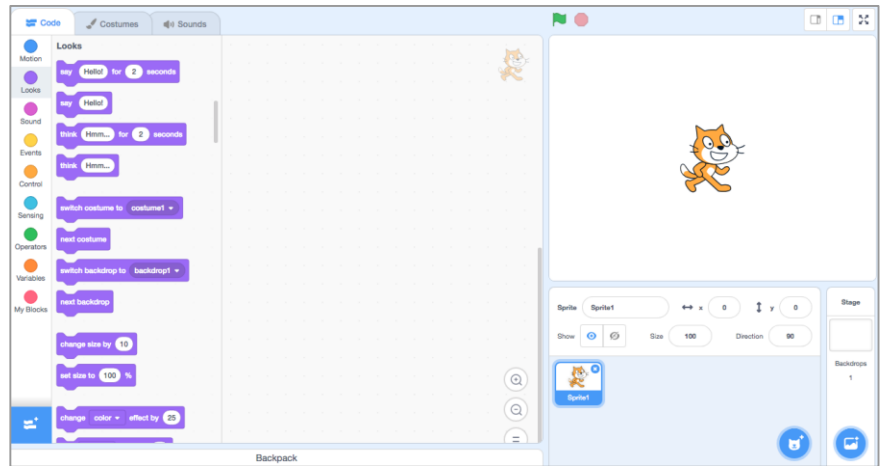


SCRATCH SURPRISE

CAN YOU MAKE THE SCRATCH CAT DO SOMETHING SURPRISING?

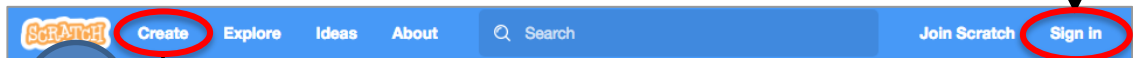
In this activity, you will create a new project with Scratch and use your homework ideas to make the cat do something surprising! What will you create?



START HERE

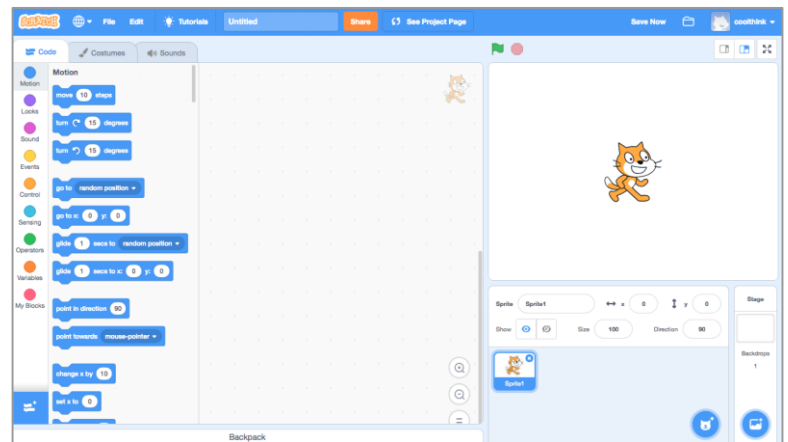
1 Go to the Scratch website: <http://scratch.mit.edu>

2 Sign into your account.



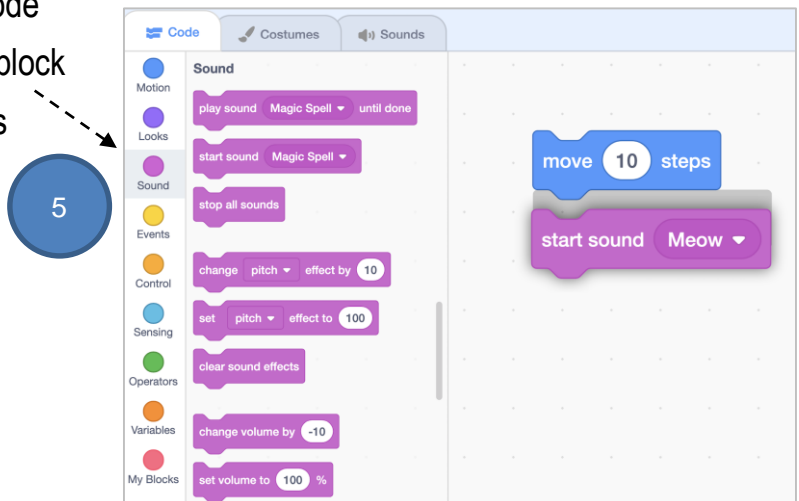
3 Click on the **Create** tab located at the top left of the browser to start a new project.

4 See if you can use the right blocks to make the cat do what you want.



5 Explore different Scratch blocks too!

Drag and drop Scratch blocks into the Code window. Experiment by clicking on each block to see what it does or try snapping blocks together.



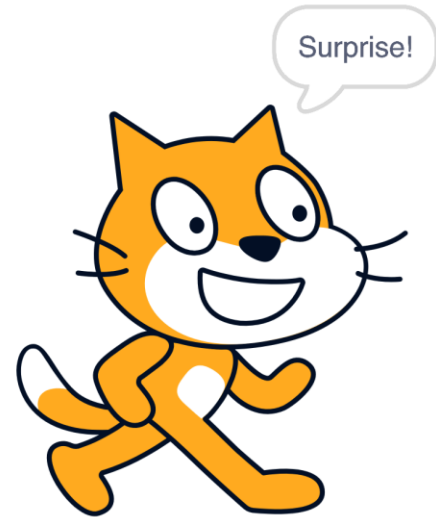
CT Tips

A **sequence** is an ordered set of steps that can be executed by a computer, in this case, the cat.

SCRATCH STUDIO

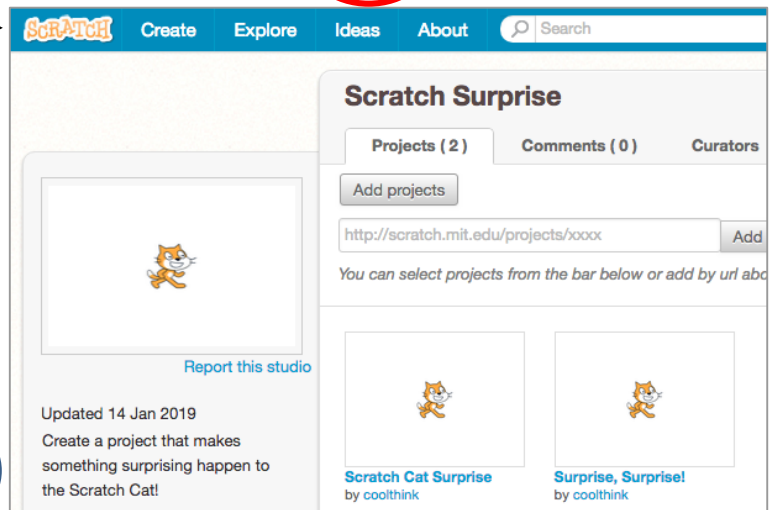
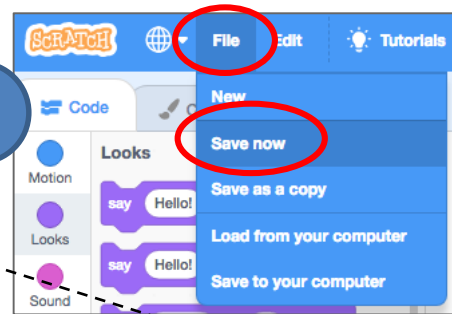
LEARN HOW TO ADD YOUR PROJECT TO AN ONLINE SCRATCH STUDIO!

Studios are collections of Scratch projects. Follow the steps below to add your Scratch Surprise program to your class' Surprise Studio on the Scratch website.



START HERE

- Save your project by clicking **“Save now”** under the File menu.
- Click the orange **“Share”** button.
- Go to the Scratch Surprise Studio using the link your teacher provides to you.
- Click on the **“Add Projects”** button at the top of the page to show your projects, favourite projects and recently viewed projects.
- Use the arrows to find your Scratch Surprise project and then click **“Add +”** to add your project to the Studio.



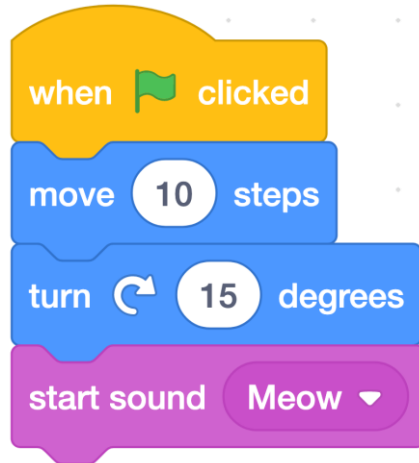
SCRATCH SURPRISE

COMPUTATIONAL THINKING CONCEPTS

The following is the computational thinking concept learnt in Lesson 2.

L1U8.1 Creative Computing with Scratch

1. Sequences:



SCRATCH SURPRISE

COMPUTATIONAL THINKING PRACTICES

The following are the computational thinking practices used in this unit.

L1U8.1 Creative Computing with Scratch

1. Being incremental and iterative:

- a) Add blocks
- b) Run your project to see what the blocks do

2. Testing and debugging:

- a) Run the blocks to see what they do

3. Algorithmic thinking:

- a) Create a series of steps to make the cat do something