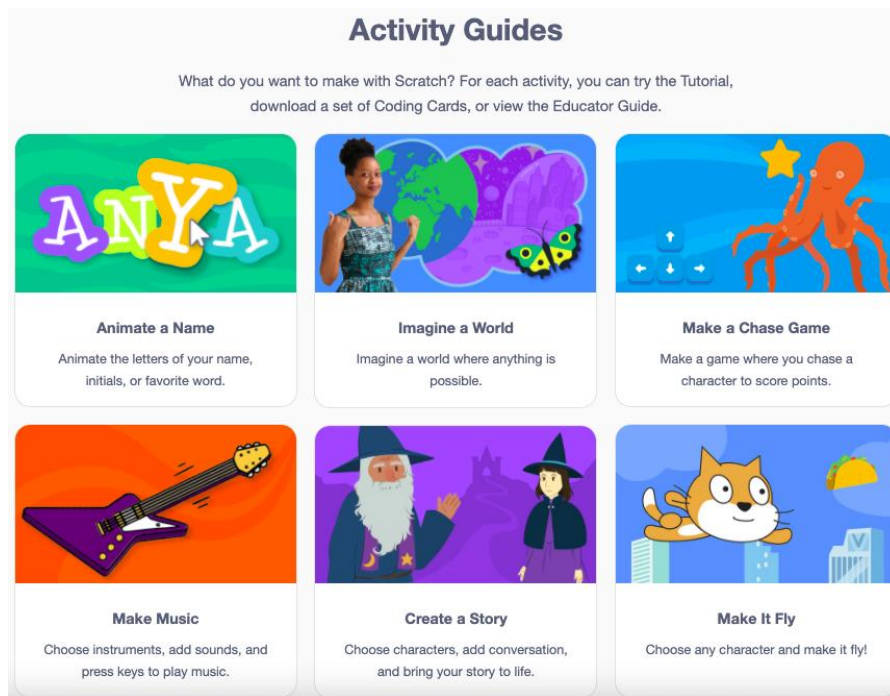


Learning Intention

- Set up an account in Scratch (<https://scratch.mit.edu>) and create a working program.







Success Criteria

- Successfully create your first working program in Scratch, by following one of the Tutorials in the Activity Guides provided.

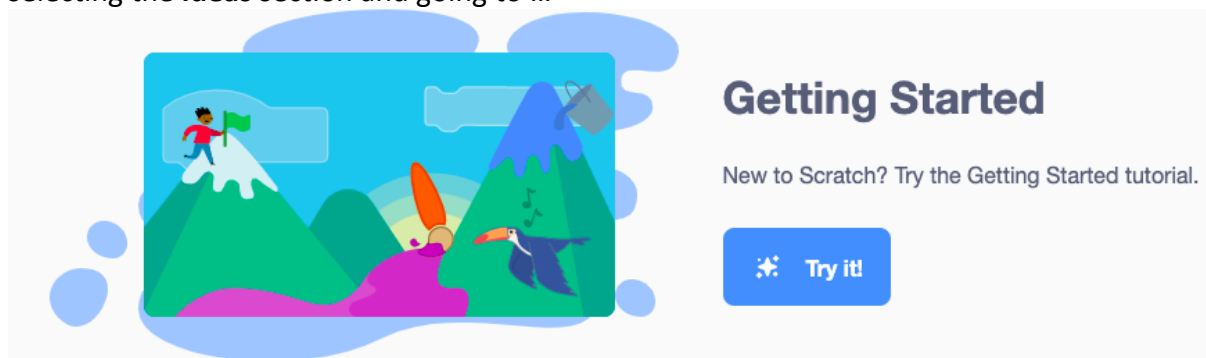


Activity Guides

What do you want to make with Scratch? For each activity, you can try the Tutorial, download a set of Coding Cards, or view the Educator Guide.

 <p>Animate a Name Animate the letters of your name, initials, or favorite word.</p>	 <p>Imagine a World Imagine a world where anything is possible.</p>	 <p>Make a Chase Game Make a game where you chase a character to score points.</p>
 <p>Make Music Choose instruments, add sounds, and press keys to play music.</p>	 <p>Create a Story Choose characters, add conversation, and bring your story to life.</p>	 <p>Make It Fly Choose any character and make it fly!</p>

If you're new to Scratch, first of all, familiarise yourself with the Scratch interface by selecting the **Ideas** section and going to ...



Getting Started

New to Scratch? Try the Getting Started tutorial.

[Try it!](#)

Lesson Information

We can use Scratch to code own interactive stories, animations, and games. In the process, we learn to think creatively, reason systematically, and work collaboratively — essential skills for everyone in today's society.

S3 Computing Science G Kirk Wk Bg 01.02.21

Scratch is a great way to start looking at coding as the code is available for us in ready made **Scripts** so we spend less time working out code and more time using it to do creative and useful tasks.

- Explore Scratch Tutorials to find out how you can create stories, animations, games, and more!
- Visit the Ideas Page for additional resources from the Scratch Team
- Download and print Coding Cards for step-by-step instructions for a variety of projects.