

**Scratch Programming**  
**Worksheet Compilation**

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# SCRATCH ACCOUNT

NEW TO SCRATCH? GET STARTED BY CREATING YOUR SCRATCH ACCOUNT!

You will need a Scratch account to create, save, and share your Scratch projects. The steps below will walk you through creating a new account and setting up your profile.



## START HERE

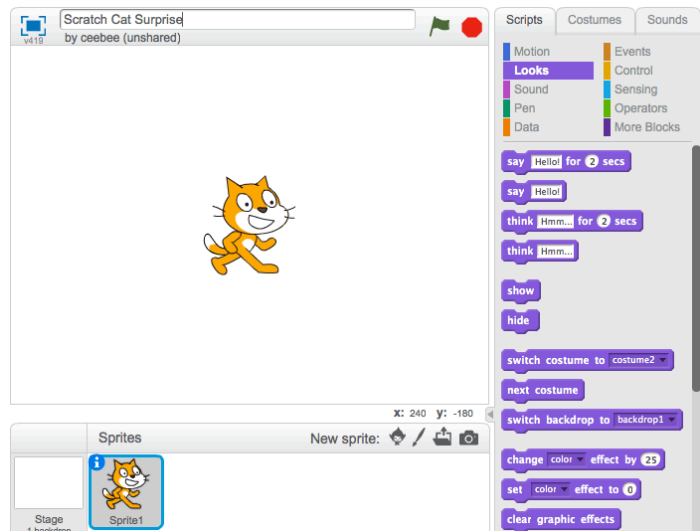
- ❑ Open a web browser and navigate to the Scratch website: <http://scratch.mit.edu>
- ❑ On the homepage, click on "Join Scratch" at the top on the right or in the blue circle.
- ❑ Complete the three steps to sign up for your very own Scratch account!

The screenshot shows the Scratch homepage with navigation links (Create, Explore, Discuss, Help, Search) and a "Join Scratch Sign In" link. A "Join Scratch (it's free)" button is highlighted. Below is a "Featured Projects" section. A "Join Scratch" modal is open, displaying the text "It's easy (and free!) to sign up for a Scratch account." and a form with three input fields: "Choose a Scratch Username" (with a tooltip "Don't use your real name"), "Choose a Password", and "Confirm Password". At the bottom, there is a Scratch character icon and a progress indicator showing three steps, with the first step highlighted and a "Next" button.

# SCRATCH Explore

CAN YOU MAKE THE SCRATCH CAT DO SOMETHING SURPRISING?

In this activity, you will create a new project with Scratch and explore different Scratch blocks to make the cat do something surprising! What will you create?



## START HERE

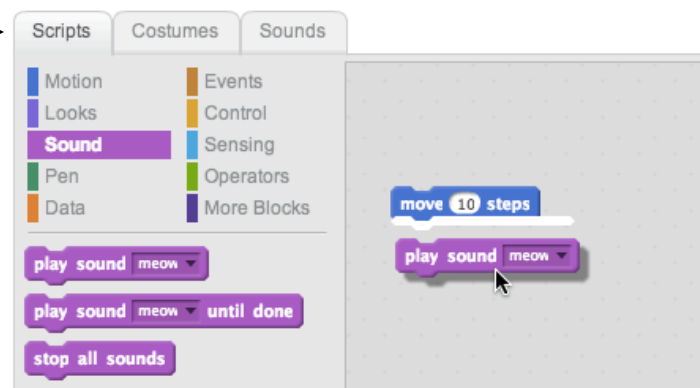
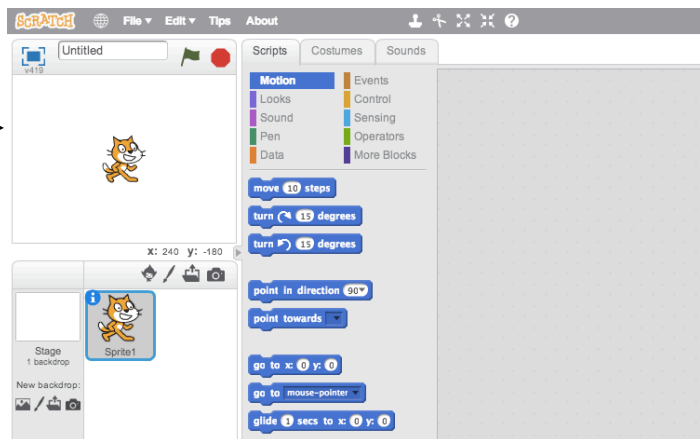
Go to the Scratch website: <http://scratch.mit.edu>

Sign into your account.

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

Time to explore! Try clicking on different parts of the Scratch interface to see what happens.

Play with different Scratch blocks! Drag and drop Scratch blocks into the scripting area. Experiment by clicking on each block to see what they do or try snapping blocks together.



# SCRATCH STUDIO

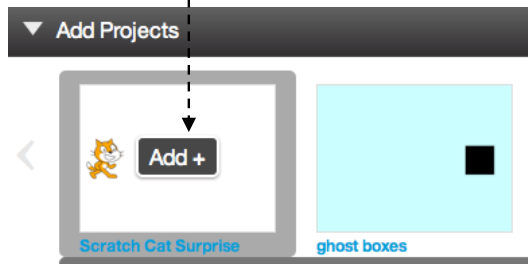
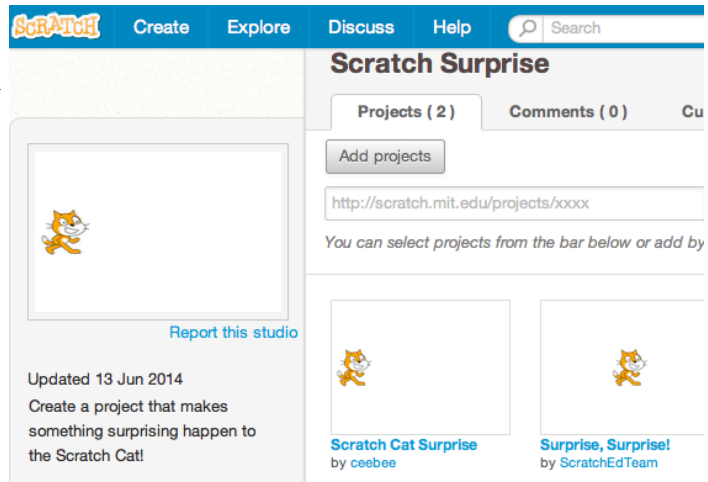
LEARN HOW TO ADD YOUR PROJECT TO AN ONLINE SCRATCH STUDIO!

Studios are collections of Scratch projects. Follow along with the steps below to add your Scratch Surprise program to the Scratch Surprise studio on the Scratch website. ----->



## START HERE

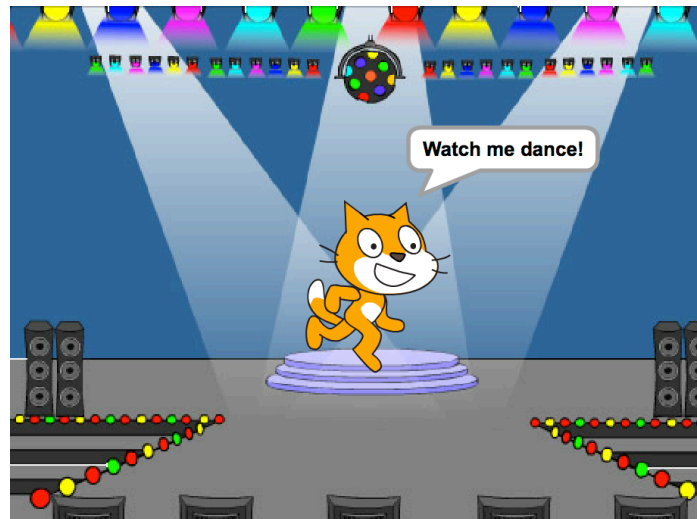
- ❑ Go to the Scratch Surprise studio using this link: <http://scratch.mit.edu/studios/460431> ----->
- ❑ Sign into your account.
- ❑ Click on "Add Projects" at the bottom of the page to show your your projects, favorite projects, and recently viewed projects. ----->
- ❑ Use the arrows to find your Scratch Surprise project and then click "Add +" to add your project to the studio. ----->



# STEP-BY-STEP

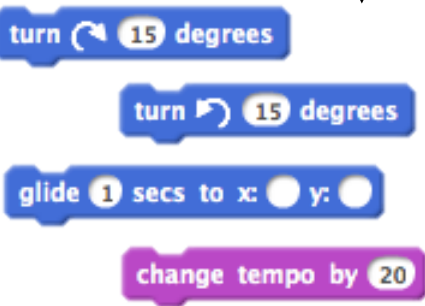
NEW TO SCRATCH? CREATE YOUR FIRST SCRATCH PROJECT!

In this activity, you will follow the Step-by-Step Intro in the Tips Window to create a dancing cat in Scratch. Once you have completed the steps, experiment by adding other Scratch blocks to make the project your own.

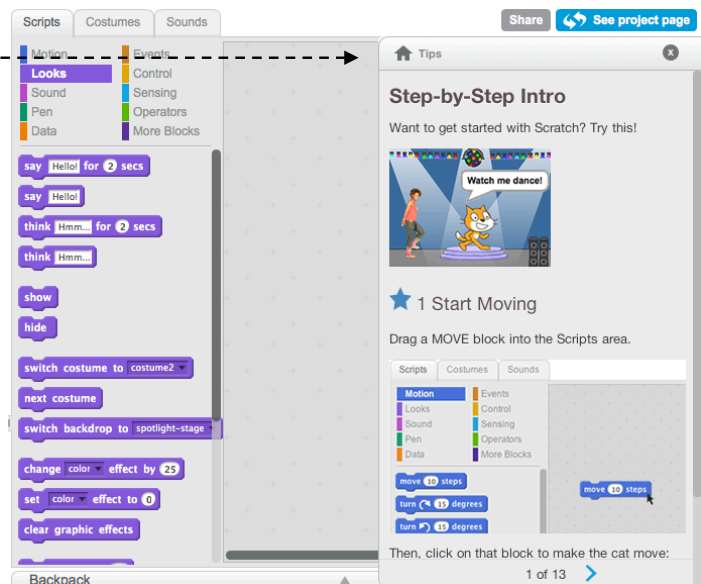


## START HERE

- Follow the Step-by-Step Intro in the Tips Window.
- Add more blocks.
- Experiment to make it your own!



What blocks do you want to experiment with?



## THINGS TO TRY

- Try recording your own sounds.
- Create different backdrops.
- Turn your project into a dance party by adding more dancing sprites!
- Try designing a new costume for your sprite.

## FINISHED?

- + Add your project to the Step-by-Step Studio: <http://scratch.mit.edu/studios/475476>
- + Challenge yourself to do more! Play with adding new blocks, sound, or motion.
- + Help a neighbor!
- + Choose a few new blocks to experiment with. Try them out!

# 10 BLOCKS

WHAT CAN YOU CREATE WITH ONLY 10 SCRATCH BLOCKS?

Create a project using only these 10 blocks. Use them once, twice, or multiple times, but use each block at least once.

## START HERE

- Test ideas by experimenting with each block.
- Mix and match blocks in various ways.
- Repeat!

FEELING  
STUCK?

THAT'S OKAY! TRY THESE THINGS...

- Test ideas by trying out different block combinations. Mix and match blocks until you find something that interests you!
- Try brainstorming ideas with your partner!
- Explore other projects to see what others are doing in Scratch. This can be a great way to find inspiration!

go to x: 0 y: 0

glide 1 secs to x: 0 y: 0

say Hello! for 2 secs

show

hide

set size to 100 %

play sound meow until done

wait 1 secs

when this sprite clicked

repeat 10



FINISHED?

- + Add your project to the 10 Blocks Studio:  
<http://scratch.mit.edu/studios/475480>
- + Play with different sprites, costumes, or backdrops.
- + Challenge yourself to do more! See how many different projects you can create with these 10 blocks.
- + Swap projects with a partner and remix each others' creations.

# ABOUT ME

HOW CAN YOU COMBINE INTERESTING IMAGES AND SOUNDS TO MAKE AN INTERACTIVE COLLAGE ABOUT YOURSELF?

Experiment with sprites, costumes, backdrops, looks, and sounds to create an interactive Scratch project – a project that helps other people learn more about YOU and the ideas, activities, and people that you care about.



## START HERE

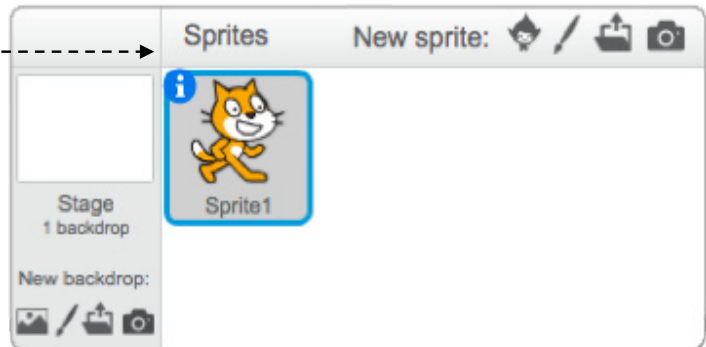
- Create a sprite.
- Make it interactive.
- Repeat!

```

when this sprite clicked
  play sound whoop until done

when this sprite clicked
  repeat 10
    turn 15 degrees
    wait .3 secs
    turn 15 degrees
    wait .3 secs
  
```

Make your sprite interactive by adding scripts that have the sprite respond to clicks, key presses, and more!



## THINGS TO TRY

- Use costumes to change how your sprite looks.
- Create different backdrops.
- Try adding sound to your project.
- Try adding movement into your collage.

## BLOCKS TO PLAY WITH



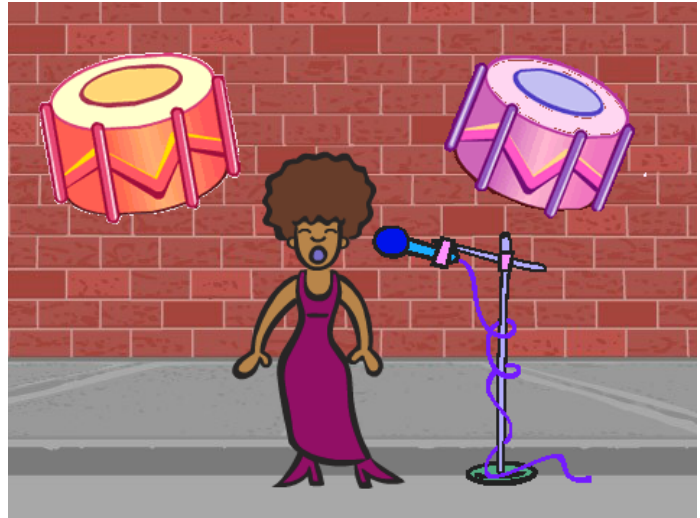
## FINISHED?

- + Add your project to the About Me Studio: <http://scratch.mit.edu/studios/475470>
- + Challenge yourself to do more! Play with adding new blocks, sound, or motion!
- + Help your partner!

# BUILD-A-BAND

HOW CAN YOU UTILIZE SCRATCH TO CREATE SOUNDS, INSTRUMENTS, BANDS, OR STYLES OF MUSIC THAT REPRESENT THE MUSIC YOU LOVE MOST?

In this activity, you will build your own music-inspired Scratch project by pairing sprites with sounds to design interactive instruments.



## START HERE

- Create a sprite.
- Add sound blocks.
- Experiment with ways to make your instruments interactive.



Choose instruments from the sprite library or create your own.

when this sprite clicked

repeat 10

- play drum 6 for .2 beats
- rest for 0.2 beats

when this sprite clicked

repeat 8

- play drum 8 for .2 beats
- wait 1 secs

when this sprite clicked

repeat 10

- play drum 2 for .5 beats
- play drum 1 for .5 beats

## THINGS TO TRY

- Use repeat blocks to make a sound play more than once.
- Import or record your own sounds or experiment with the Sounds editor.
- Try playing with the tempo blocks to speed up or slow down the rhythm.

## FINISHED?

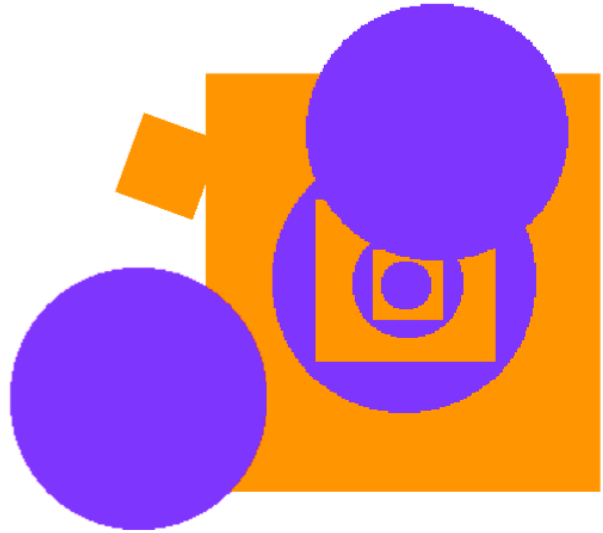
- + Add your project to the Build-A-Band Studio: <http://scratch.mit.edu/studios/475523>
- + Challenge yourself to do more! Invent a new instrument or record your own sounds.
- + Help your partner!



# ORANGE SQUARE, PURPLE CIRCLE

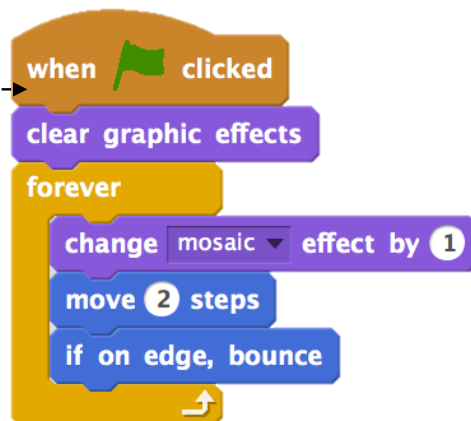
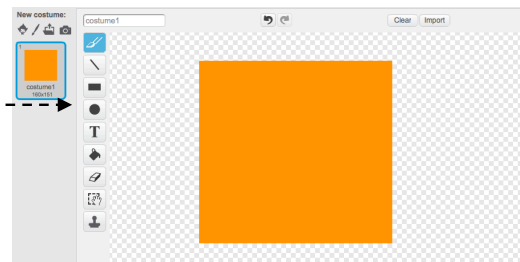
WHAT PROJECT CAN YOU CREATE THAT INCLUDES AN ORANGE SQUARE AND A PURPLE CIRCLE?

In this challenge, you'll create a project that includes an orange square and a purple circle. What will you create?



## START HERE

- Draw your sprites using the Paint Editor.
- Add different Looks and Motion blocks to bring your sprites to life.
- Repeat!



FEELING  
STUCK?

THAT'S OKAY! TRY THESE THINGS...

- Try brainstorming with your partner!
- Create a list of things you would like to try before you start building your project in Scratch!
- Explore other projects to see what others are doing in Scratch - this can be a great way to find inspiration!

FINISHED?

- + Add your project to the Orange Square, Purple Circle Studio: <http://scratch.mit.edu/studios/475527>
- + Explore the difference between bitmap mode and vector mode, located at the bottom of the paint editor.
- + Challenge yourself to do more! Add another shape and color.
- + Swap projects with your partner and remix each other's creations.
- + Help a neighbor!

# IT'S ALIVE!

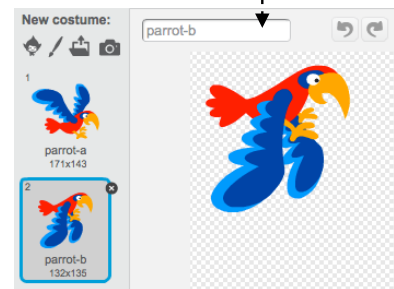
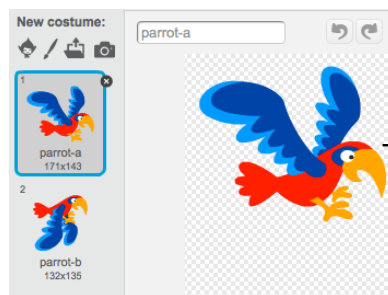
HOW CAN YOU TAKE AN IMAGE OR A PHOTO AND MAKE IT COME ALIVE?

In this activity, you will explore ways of bringing sprites, images, and ideas to life as an animation by programming a series of costume changes.



## START HERE

- Choose a sprite.
- Add a different costume.
- Add blocks to make the image come alive.
- Repeat!



## THINGS TO TRY

- Try sketching your animation ideas on paper first – like a flipbook.
- Experiment with different blocks and costumes until you find something you enjoy.
- Need some inspiration? Find projects in the Animation section of the Explore page.

## FINISHED?

- + Add your project to the It's Alive studio: <http://scratch.mit.edu/studios/475529>
- + Challenge yourself to do more! Add more features to your project to make your animations look even more lifelike.
- + Help a neighbor!
- + Share your project with a partner and walk them through your design process.
- + Find an animated project you're inspired by and remix it!

# Adding Sound

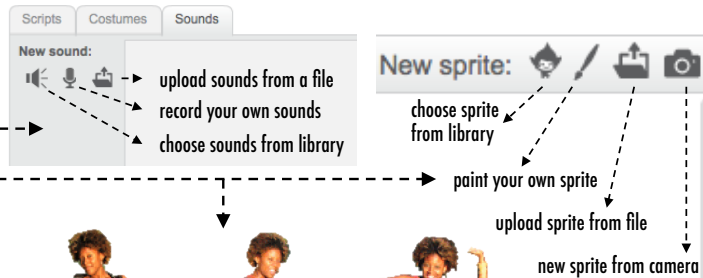
HOW CAN YOU COMBINE ANIMATION WITH MUSIC TO CREATE YOUR OWN SCRATCH-INSPIRED MUSIC VIDEO?

In this project, you will explore ideas related to theatre, song, dance, music, drawing, illustration, photography, and animation to create a personalized music video!



## START HERE

- Add sound.
- Create and animate a sprite.
- Make them interact together!



```

when this sprite clicked
  change whirl effect by -50
  play drum 2 for .5 beats
  change whirl effect by 50
  play drum 8 for .5 beats
  switch costume to cassy-dancing-1
  play drum 2 for 0.125 beats
  turn 15 degrees
  play drum 6 for 0.25 beats
  turn 15 degrees
  play drum 2 for .25 beats
  switch costume to cassy-dancing-2
  play drum 8 for .5 beats
  
```



## THINGS TO TRY

- Use costumes to help bring your animations to life!
- Make your sprite interactive by adding scripts that have the sprite respond to clicks, key presses, and more.
- Add instructions on the project page to explain how people can interact with your program.

## BLOCKS TO PLAY WITH



## FINISHED?

- + Add your project to the Music Video studio: <http://scratch.mit.edu/studios/475517>
- + Be sure to give credit to any music, code, or other work used in your project.
- + Challenge yourself to do more! Create your own sprites, sounds, or costumes!

# CHARACTERS

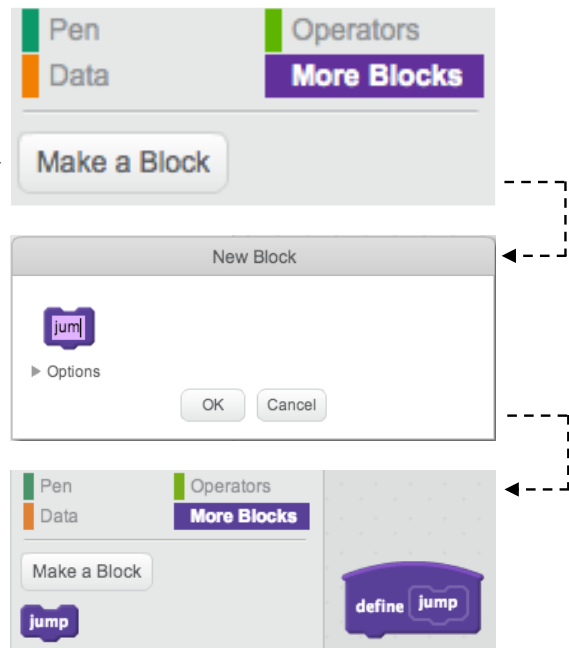
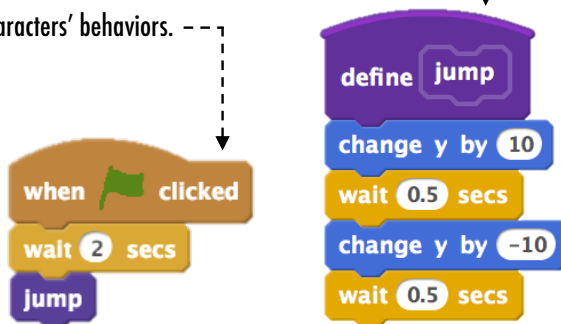
DO YOU WANT TO CREATE YOUR OWN SCRATCH BLOCKS?

Experiment with the Make a Block feature in Scratch! In this project, you will create your own blocks that define two behaviors for two different characters.



## START HERE

- ❑ Choose from the library, paint, or upload two sprite characters.
- ❑ Click on the Make a Block button in the More Blocks category to create and name your block.
- ❑ Add blocks under the Define block to control what your custom block will do.
- ❑ Experiment with using your block to program your characters' behaviors.
- ❑ Repeat!



## THINGS TO TRY

- ❑ Feeling stuck? That's okay! Check out this video to get started with the Make a Block feature: <http://bit.ly/makeablock>
- ❑ Explore other projects in the Characters Studio to see what new blocks others have created.
- ❑ Sometimes there can be more than one way of defining the same behavior. Experiment with different block combinations to try out multiple options and outcomes.

## FINISHED?

- + Add your project to the Characters Studio: <http://scratch.mit.edu/studios/475545>
- + Challenge yourself to do more! Experiment with adding different characters and behaviors using the Make a Block feature.
- + Help a neighbor!

# SCENES

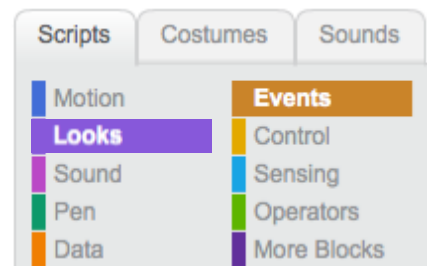
WHAT IS THE DIFFERENCE BETWEEN THE STAGE AND SPRITES?

In this activity, you will create a project that experiments with backdrops, like a story with multiple scenes or a slideshow.



## START HERE

- Choose from the library, paint, or upload multiple backdrops into your project.
- Experiment with blocks from the Looks and Events categories to initiate switching backdrops.
- Add scripts to the stage and sprites to coordinate what happens when the backdrop changes in your project!



switch backdrop to backdrop1

when backdrop switches to backdrop1

backdrop name

## THINGS TO TRY

- Look for blocks under the sprites and the stage related to backdrop and test them out to see what they do!
- Need more inspiration? Explore the Scratch online community to discover projects that use multiple backdrops.

## FINISHED?

- + Add your project to the Scenes Studio: <http://scratch.mit.edu/studios/475550>
- + Challenge yourself to do more! Add more backdrop changes to your project.
- + Help a neighbor!
- + Return to one of your previous projects or find a project you are inspired by and remix it by adding switching backdrops.



# PASS IT ON

WHAT CAN WE CREATE BY BUILDING ON OTHERS' WORK?

In this project, you will start developing an animated story project, and then you will pass the story on to others to remix, extend, or reimagine!



## START HERE

- ❑ Work on a story project that focuses on characters, scene, plot, or whatever element excites you.
- ❑ After 10 minutes, save and share your project online.
- ❑ Rotate & extend another story project by remixing it.
- ❑ Repeat!

## THINGS TO TRY

- ❑ Brainstorm different possibilities for remixing, extending, or reimagining a story. Do you want to add a new scene to the end? Could you imagine what happens before the story begins? What if a new character was added? How about inserting a plot twist? What else?

```
when backdrop switches to Title Screen
hide

when this sprite clicked
show

when this sprite clicked
broadcast next page

when backdrop switches to metro1
set size to 200 %
play sound dog2
glide 1 secs to x: -102 y: -99
glide 1 secs to x: -55 y: -67
glide 1 secs to x: 30 y: -102
```

- ❑ Adding comments in your code can help others understand different parts of your program. To attach a comment to a script, right click on a block and add a description.

```
when this sprite clicked
broadcast next page
add comment here...
```

## BLOCKS TO PLAY WITH

```
when clicked
when I receive message1
broadcast message1
broadcast message1 and wait
```

```
define make a block
ask What's your name? and wait
answer wait 1 secs
show hide next costume
```

```
switch costume to costume1
switch backdrop to backdrop1
say Hello! for 2 secs
think Hmm... for 2 secs
```

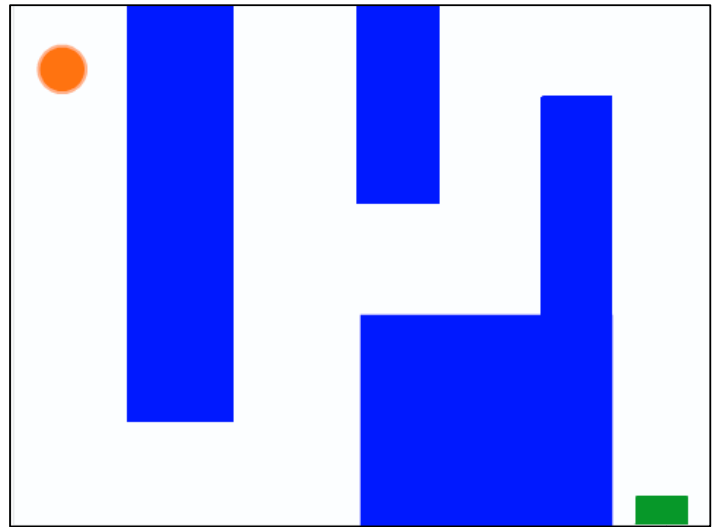
## FINISHED?

- + Add your project to the Pass It On studio: <http://scratch.mit.edu/studios/475543>
- + Help a neighbor!
- + Return to all the projects you contributed to and check out how the stories evolved!

# MAZE

HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?

In this project, you will create a game. This game includes interactions between sprites, score, and levels. You move a sprite from the start of a maze to the end without touching the walls.



## START HERE

- ❑ Draw a maze-like background and use different colors for the walls and end-of-maze marker.
- ❑ Add a sprite.
- ❑ Make your game interactive!

## THINGS TO TRY

- ❑ Add multiple levels to your game! This can be done through the use of different backdrops and using broadcast blocks to trigger the next level.
- ❑ Use the make a variable block to keep score!
- ❑ Experiment with timer blocks to add new challenges to your maze!

```
when right arrow key pressed
  point in direction 90
  move 10 steps
```

```
when down arrow key pressed
  point in direction 180
  move 10 steps
```

```
when left arrow key pressed
  point in direction -90
  move 10 steps
```

```
when up arrow key pressed
  point in direction 0
  move 10 steps
```

These scripts give the player control over sprite movement in the maze.

```
when green flag clicked
  go to x: -205 y: 147
```

This tells your sprite where to begin and marks the start of the maze.

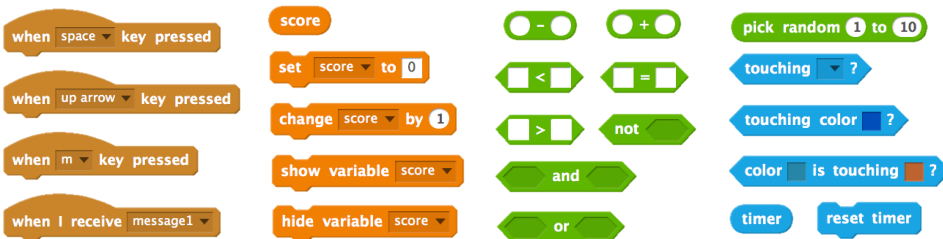
```
when green flag clicked
  forever
    if touching color ? then
      move -10 steps
```

This will cause your sprite to bounce off the blue walls of the maze.

```
when green flag clicked
  forever
    if touching Ball ? then
      say You win!
```

This tells the end-of-maze sprite that players win when the ball touches this sprite.

## BLOCKS TO PLAY WITH



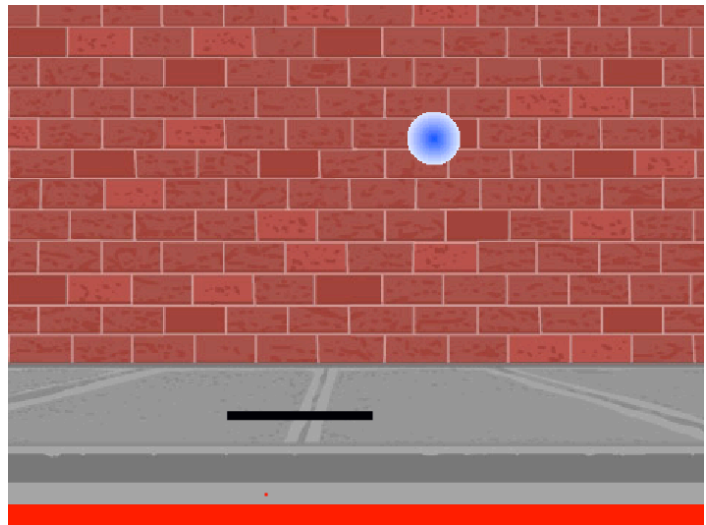
## FINISHED?

- + Add your project to the Games Studio: <http://scratch.mit.edu/studios/487504>
- + Swap games with a partner and walk each other through your creations.

# PONG

HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?

In this project, you will create a game. This game includes interactions between sprites, score, and levels. The game is similar to the classic game of pong, where the goal is to keep the sprite from getting past you.



## START HERE

- Create two sprites: a paddle for the user to control and a ball the user will be playing with.
- Make your paddle sprite interactive.
- Bring your game to life!

## THINGS TO TRY

- How do you add difficulty to your game? Creating different levels, using a timer, or keeping score are a few examples of things you could do.
- Experiment with changing the look of your game by editing the backdrops!
- Explore using different key presses to control your sprites!

These control the ball - if touching the paddle or a wall, it continues moving. If touching red (meaning the ball moved past the paddle) the game ends.

## BLOCKS TO PLAY WITH

## FINISHED?

- + Add your project to the Games Studio: <http://scratch.mit.edu/studios/487504>
- + Swap games with a partner and walk each other through your creations.



# SCROLLING

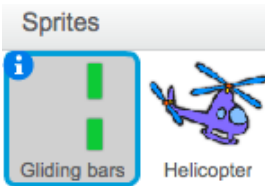
HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?

In this project, you will create a game. This game includes interactions between sprites, score, and levels. The game is similar to Flappy Bird, where the goal is to keep an object from falling to the ground or touching certain objects.



## START HERE

- Create two sprites: one for the player to control (helicopter) and one to avoid (gliding bars).
- Make the helicopter interactive.
- Bring your game to life by adding scripts to make the gliding bars scroll across the stage!



```

when space key pressed
  change y by 20
  
```

Controls sprite movement

```

when green flag clicked
  go to x: 0 y: 0
  set size to 30 %
  wait 2 secs
  forever
    change y by -2
  
```

Causes sprite to constantly fall downward

## THINGS TO TRY

- How do you add difficulty to your game? Creating different levels, using a timer, or keeping score are a few examples of things you could do.
- Experiment with changing the look of your game by editing the backdrops!
- Explore using different key presses to control your sprites!

```

when green flag clicked
  hide
  forever
    wait 5 secs
    create clone of myself
  
```

This creates clones, which are used in the script below to make the bars scroll across the screen:

```

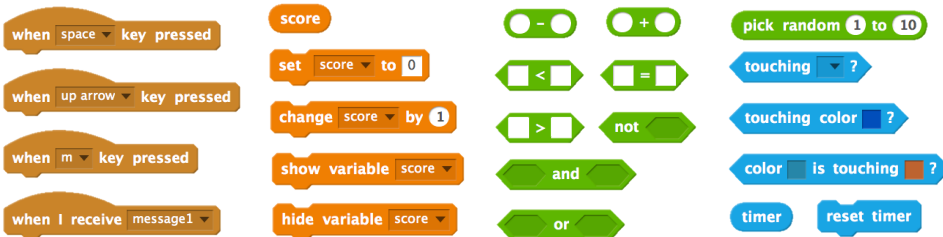
when I start as a clone
  switch costume to pick random 1 to 3
  go to x: 240 y: 0
  show
  glide 8 secs to x: -240 y: 0
  delete this clone
  
```

```

when green flag clicked
  forever
    if touching color ? then
      stop all
  
```

Specifies when the game ends

## BLOCKS TO PLAY WITH



## FINISHED?

- + Add your project to the Games Studio: <http://scratch.mit.edu/studios/487504>
- + Swap games with a partner and walk each other through your creations.

# SCORE

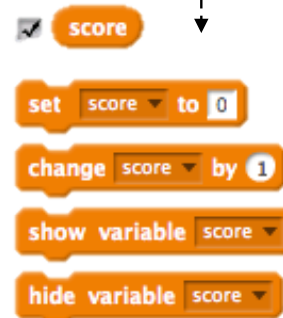
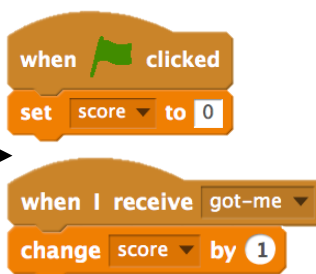
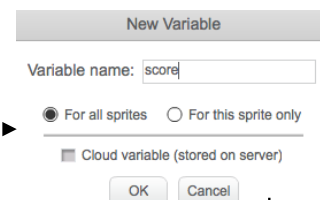
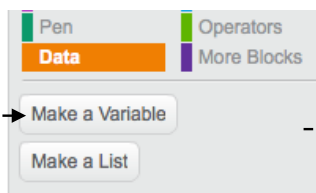
HOW CAN YOU KEEP SCORE IN A SCRATCH PROJECT?

Fish Chomp is a game where players try to catch as many fish as they can by guiding a sprite with the mouse. In this activity, you will remix Fish Chomp by adding a score with variables.



## START HERE

- ❑ Go to the Fish Chomp project page:  
<http://scratch.mit.edu/projects/10859244>
- ❑ Click on the Make a Variable button in the Data category to create and name a variable for score.
- ❑ Experiment with your new variable blocks to incorporate score into your project!



FEELING STUCK?

THAT'S OKAY! TRY THESE THINGS...

- ❑ Not sure how to work with variables? Check out this project for more information: <http://scratch.mit.edu/projects/2042755>
- ❑ Or take a look at this video: <http://youtu.be/uXq379XkhVw>
- ❑ Explore and study code in games that use score to learn more about creating variables and incorporating score into a project.

FINISHED?

- + Add your project to the Fish Chomp Remix studio: <http://scratch.mit.edu/studios/475615>
- + Challenge yourself to do more! How can you use score to add difficulty to your game design?
- + Find a game you are inspired by and remix it!

# EXTENSIONS

HOW CAN YOU EXTEND AND REIMAGINE GAMES IN SCRATCH?

Get into game design by adding extended features within your Scratch project! Choose at least one (or more!) of the following extensions and add it to your previously started maze, pong, or scrolling games.

## START HERE

- Go to the Extensions studio:  
<http://scratch.mit.edu/studios/475619>
- Choose one (or more) of the extensions to explore.
- Incorporate your choice into your previously started game projects!

- + **SCORE** <http://scratch.mit.edu/projects/1940443>  
Demonstrates how to set and change a score. Receive 10 points every time the Scratch cat is clicked.
- + **LEVELS** <http://scratch.mit.edu/projects/1940453>  
Demonstrates how to change levels. Score increases by 1 every time the space bar is pressed. Level increases by 1 for every 10 points.
- + **TIMER** <http://scratch.mit.edu/projects/1940445>  
Demonstrates how to use a timer. Use the mouse to navigate the Scratch cat to Gobo.
- + **ENEMIES** <http://scratch.mit.edu/projects/1940450>  
Demonstrates how to add an enemy. Avoid the tennis ball by using the up and down arrow keys.
- + **REWARDS** <http://scratch.mit.edu/projects/1940456>  
Demonstrates how to collect items. Use the arrow keys to move the Scratch cat around to collect quest items.
- + **MOUSE** <http://scratch.mit.edu/projects/25192659>  
Demonstrates how to program the mouse to control game play. Move the mouse to move the paddle.
- + **RESTART** <http://scratch.mit.edu/projects/25192935>  
Demonstrates how to make a button to restart the game. Click on the RESTART button to restart.
- + **MENU** <http://scratch.mit.edu/projects/25192991>  
Demonstrates how to display a menu screen at the beginning of the game. Click START or DIRECTIONS on the menu screen.
- + **MULTIPLAYER** <http://scratch.mit.edu/projects/25192711>  
Demonstrates how to add another player to the game. Player 1 uses the arrow keys to navigate Pico through the maze, and player 2 uses the W, A, S, D keys to navigate Nano through the maze.

## THINGS TO TRY

- + The backpack can be an extremely useful tool while programming in Scratch. It can store everything from lines of code, to music files, to sprites, and more. Try using it to incorporate extensions into your game projects.
- + Alternatively, sketching out ideas and bits of code in your design journal is another great method for planning how to incorporate your extensions.

## FINISHED?

- + Add another extension to your maze, pong, or scrolling game.
- + Challenge yourself to do more! Continue going through each of the extensions and add them to your games.
- + Help a neighbor!
- + Share your project with a neighbor and give each other feedback on your games.