Scratch Training (Part I)

code::XtremeApps::2010
Junior Category

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Outline

- About CXA Junior Category
- Introduction to Scratch & Quick Demo
- **Scratch Training (Part I)**
- Break
- Scratch Training (Part II)
- CXA-2010 Tagline and Team tasks

iTSC
Information Technology
Standards Committee

SCRATCH

Notes modified from workshop by

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Part 1

- Tour of the Scratch interface
- Basic Scratch concepts and commands
- Create a sample project
- Inspiration from existing Scratch projects
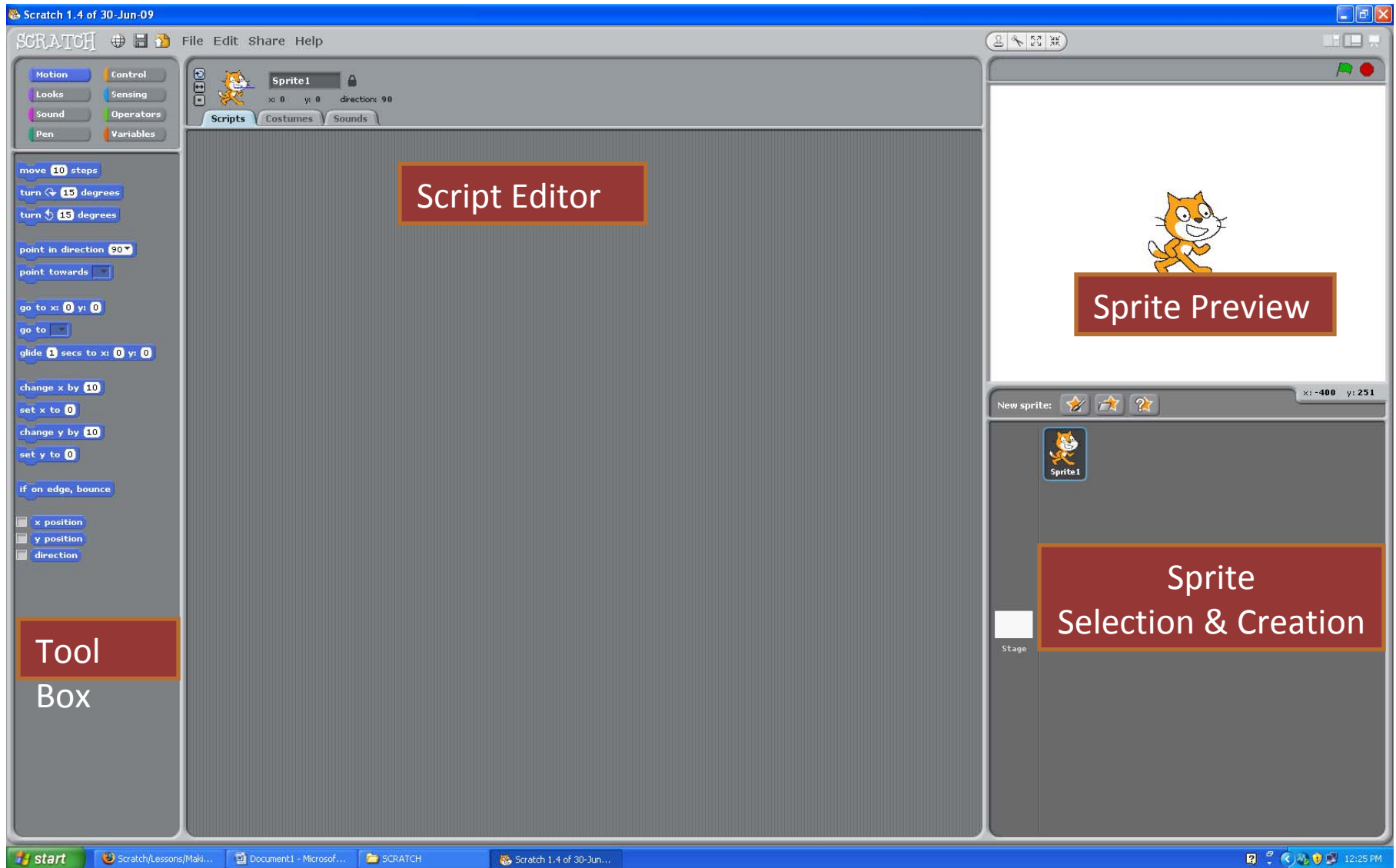
Origin

Lifelong Kindergarten group @ MIT media Lab

http://scratch.mit.edu/

Philosophy

Think, Collaborate & Communicate

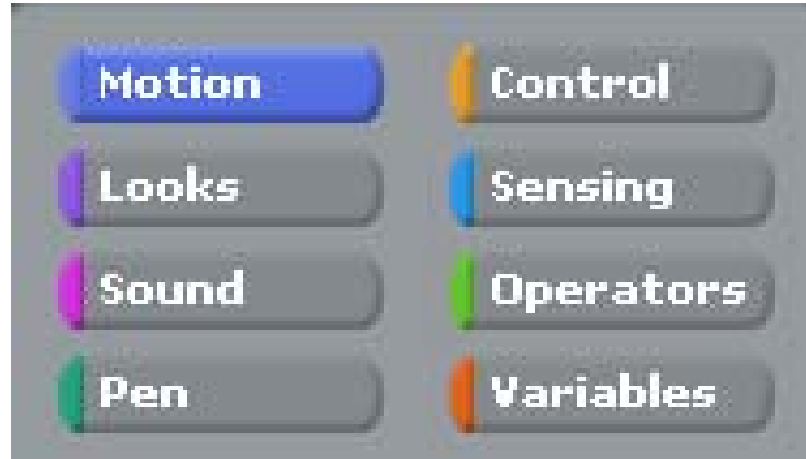Analyze, Design & Program

Scratch Project

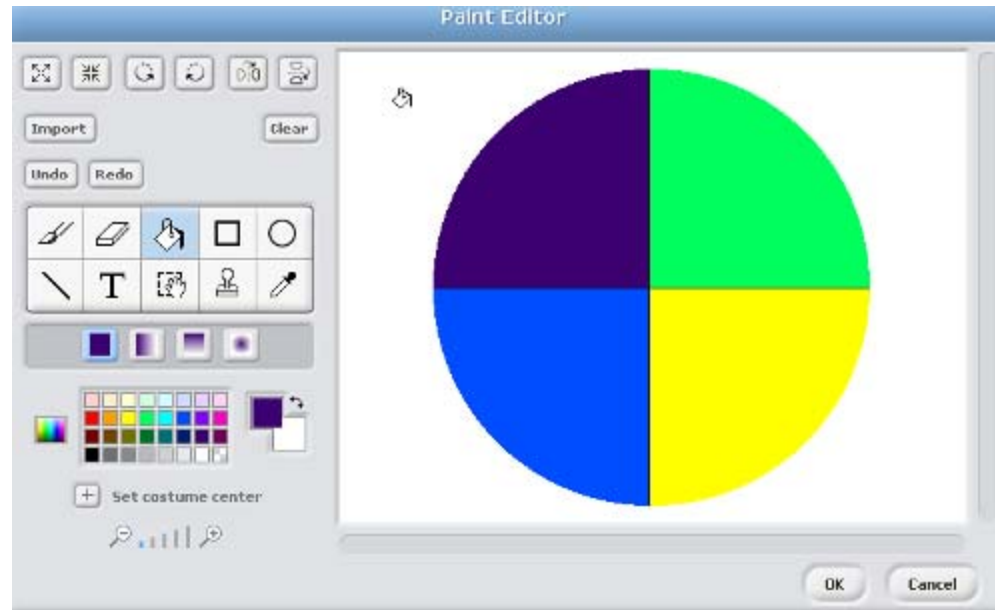## Sprites on a Stage

Scratch Anatomy

Palettes

Script
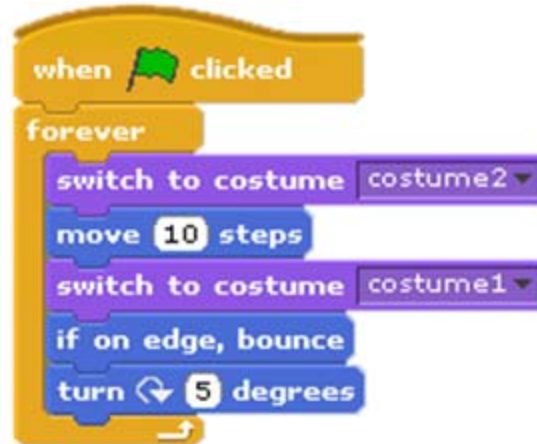
Stage

Chica -- sample project

Paint Editor

Take a Tour

Sprite in motion

forever
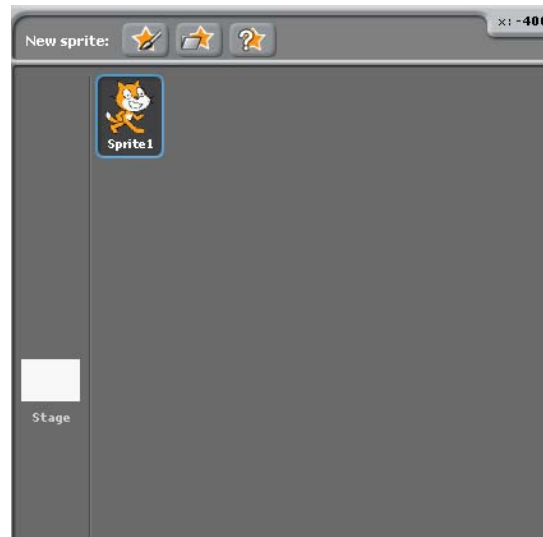

Scratch CARD-3

Scratch CARD-4

New Sprites

Paint new sprite

Duplicate a sprite

Get a surprise sprite

Choose new sprite from file

Spin a Sprite

Scratch projects

Speak up, Stories

Interactive Art, Lists

Animation, Games, Greetings

Music and Dance, Names, Simulations

Scratch-
CARD-6

Sprite Communication

Broadcast

Scratch- CARD-7

Know your team & mentor!

My-Team
Scratch-Card-L01

Metaphors in Scratch

- Stage and "A Play"
  - Backgrounds, Scenes,
  - Sprites, costumes,
  - Script (storyboard)
- Use of "Messages"
  - Broadcast message
  - Receive message

BREAK !

Reference :

http://scratch.mit.edu

http://scratch.mit.edu/forums

Scratch 1.4: Beginner's Guide : Michael Badger