

STAGE

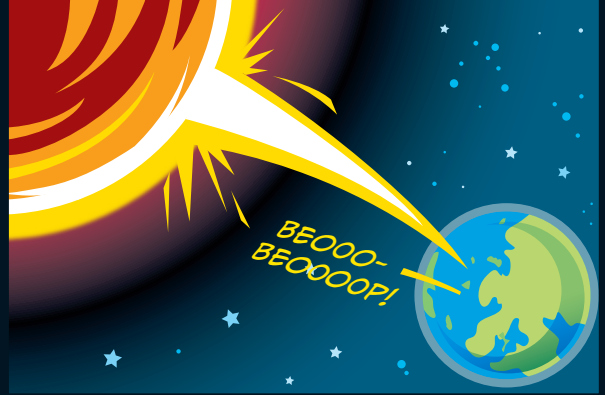
1



A SOLAR STORM RAGES ON THE SURFACE OF THE SUN....



A FLARE EXPLODES WITH A BURST OF ENERGY!



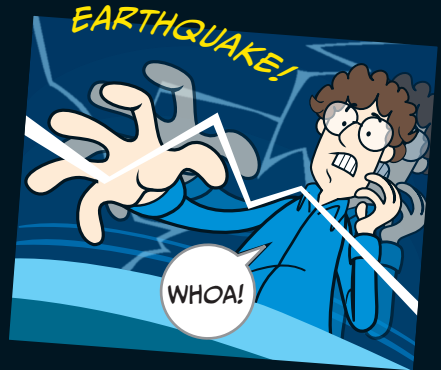
MEANWHILE, IN SCHOOL ON EARTH...



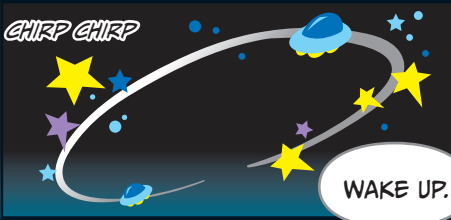
I SURE WISH PROGRAMMING WERE EASIER...



EARTHQUAKE!



CHIRP CHIRP



WAKE UP.



COME ON, WAKE UP!



W-WHO ARE YOU? WHAT JUST HAPPENED?



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BREAKING THE SPELL!

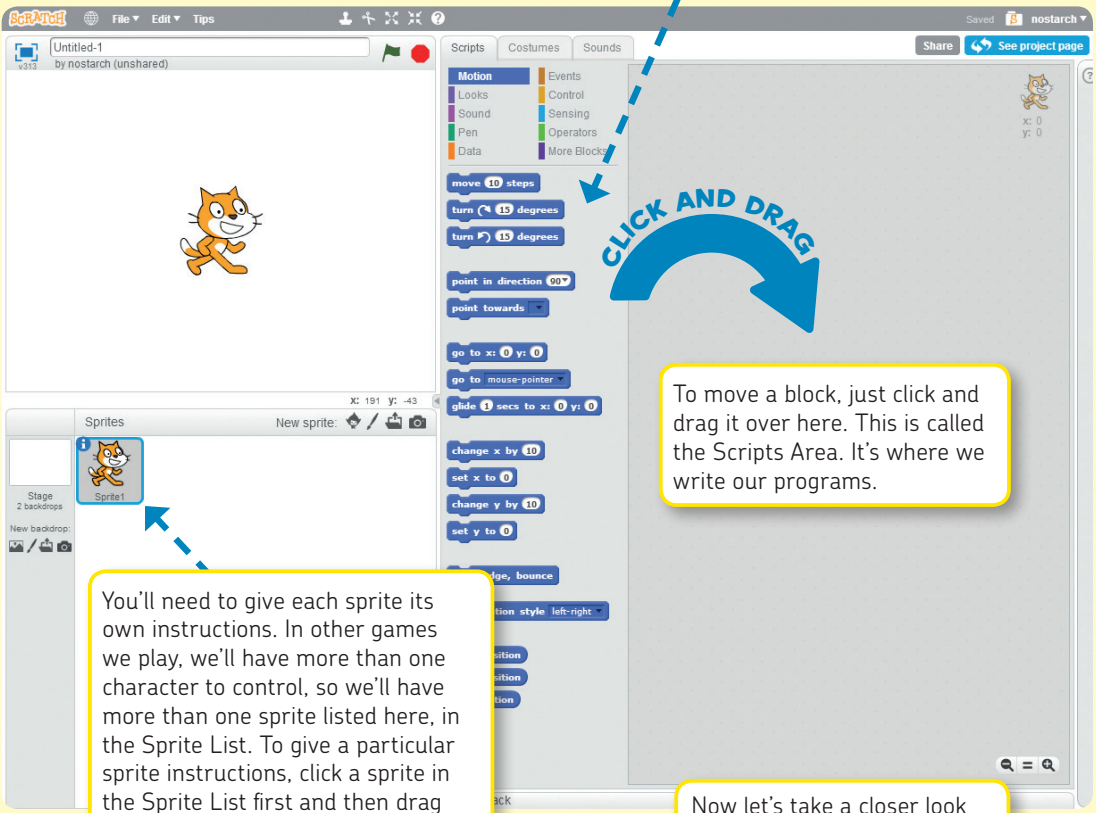
+ Chapter Focus
Let's get to know Scratch!
We'll also learn about *sprites*
and *coordinates*.

The Game
We need to get Scratchy the cat
moving again. We'll make him
dance across the Stage.



To follow along with the Secret Manual, you first need to open Scratch. Once you **Create** a new project, you'll see Scratchy the cat on a white backdrop. The cat doesn't do anything yet because he doesn't have any programs. Scratch calls Scratchy the cat—and all the other characters and objects we add to a project—a *sprite*. Soon, we'll start giving him directions to move by using the blue blocks in the middle of the screen.

The command blocks you can give a sprite are here. We'll stack these commands together to break the magic spell and get Scratchy back on his feet. The blocks here are all blue, as they're from the **Motion** palette.



You'll need to give each sprite its own instructions. In other games we play, we'll have more than one character to control, so we'll have more than one sprite listed here, in the Sprite List. To give a particular sprite instructions, click a sprite in the Sprite List first and then drag blocks into the Scripts Area.

To move a block, just click and drag it over here. This is called the Scripts Area. It's where we write our programs.

Now let's take a closer look at the rest of the interface...

A Guided Tour of the Scratch Interface!

Play the game full screen.

Give your project a new name.

Sprite Toolbar
Contains the Duplicate, Delete, Grow, Shrink, and Block Help tools

Palette
Each of these ten buttons lets you choose the functions (called *blocks*) for programming your sprites. You can combine these command blocks in stacks to create programs that control objects on the screen.

Stage
Displays your creation



The green flag starts the game and the red flag stops the game.

Scripts Area
Here's where you build your programs. Stacking blocks together here lets you control the sprites in your project. Click one of the three tabs at the top to change to other functions:

- Scripts:** Allows you to drag command blocks from the Palette and put them together to write a program
- Costumes:** Allows you to draw, import, or edit images for a sprite
- Sounds:** Allows you to record or import sound files for a sprite to use

Sprite List
Here are the characters and objects you've created, including the Stage itself. Click the icons to edit each sprite individually.

New Sprite Buttons
There are four ways to add a sprite:

- Pick one from Scratch's built-in library
- Draw a new one
- Upload an image you already have
- Take a photo with your computer's webcam

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Sprite Information

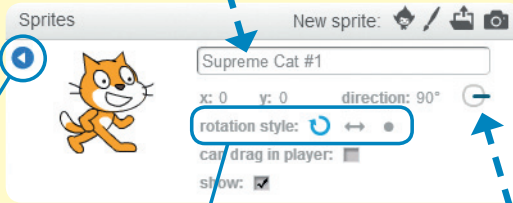
You might have noticed a little blue **i** in the corner of the box around Scratchy when you select his sprite in the Sprite List. Try clicking the **i**, and you'll get information about that sprite.

This section shows the sprite's name, position, and direction it is facing (the little blue line).

CLICK HERE



This is how you can rename the Scratchy sprite. Right now it's *Sprite1*. Don't you think that's a little boring? Try renaming this sprite.



Click this arrow when you're done with the Sprite Settings pane. We'll play with these other settings later.

Rotation Settings

You can control how a sprite rotates in three ways:

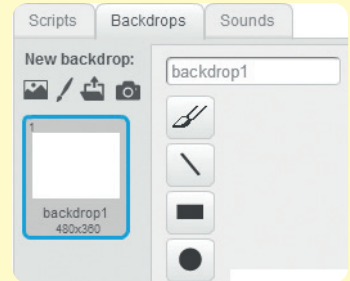
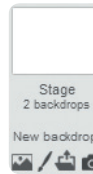
- Can rotate freely
- Can face only left or right
- No rotating allowed

Try clicking and dragging the little blue line—see what happens to Scratchy's orientation.

Now, onto the fun stuff. To use Scratch to program movements, you first have to understand how Scratch positions things.

Click the **Stage** icon in the Sprite List. Switch to the **Backdrops** tab in the Scripts Area and choose **Choose backdrop from library**.

Note: Sprites have *costumes* while the Stage has *backdrops*.



Choose the *xy-grid* backdrop and click **OK** to use it. It's in the "Other" category.

Backdrop Library

- Category
- All
 - Indoors
 - Outdoors
 - Other

Theme

