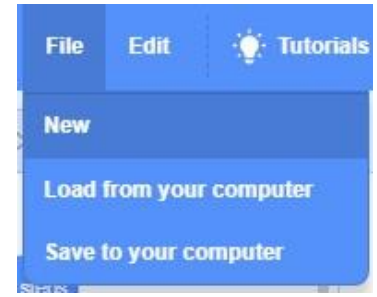# Scratch Hands-On Experience

A. Write your first Scratch project in 3 steps!

1. **Get started.**
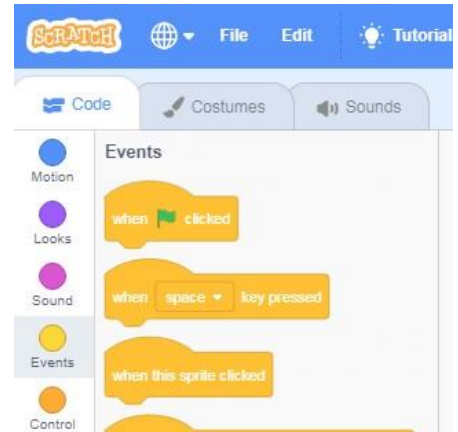
   Use the **File** > **New** menu item.

2. **Get ready to make Scratch Cat do a flip**

   Make sure the **Code** tab is selected.

   Down the left side of the Scratch window, there is a vertical stack of labeled colored circles for different categories.

   Select the **Events** category.

3. **Drag blocks to create code for Sprite1 as shown to the right**

   Get ~~when clicked~~ from the **Events** category.
   Next you will need to switch to the **Looks** category for the next two items (**switch costume to** costume1 and **say** Hello! **for** 2 **seconds**), then to the **Control** category for the **repeat** 10 and the **Motion** category for the **turn** 15 **degrees**.

   You will need to click "**15**" in the **turn** block and change it to **36**.

   Your code should look like the code blocks to the right.
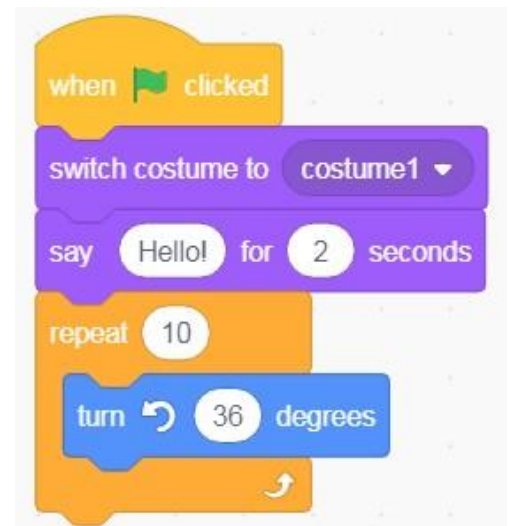
   That's it! Click the green flag to see Scratch Cat do a flip!

B. Do you want to keep going?

4. How to add another Sprite

In the lower right corner of the Scratch window, there is a rectangular area for sprites, and in the lower right corner of this area there is a round button. If you point at this button with your mouse, it says "Choose a Sprite". Click this button.
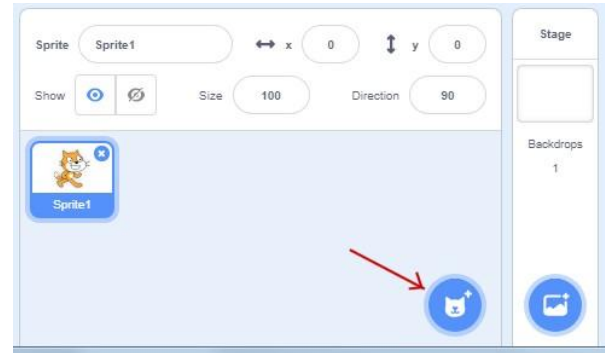
5. Add the Wizard sprite to your project

After you click the button, you will see a new view with the heading "Choose a Sprite" and many rows of sprites to choose from.

We want the Wizard, so select **People**. You'll still have to scroll down to the bottom row.

Click on Wizard.

6. Arrange your sprites

The "Choose a Sprite" view closes and you are back to the main Scratch window.

The Wizard sprite is added, both to your list of sprites and to your scene.

The Wizard will be put in the center of your scene, plopped right on top of Scratch Cat. Use your mouse to drag him off to the side as shown.

7. Animate the Wizard

Make sure the Wizard sprite is selected:

Similar to what you did before for Sprite1 (Scratch Cat), get

when ⚑ **clicked** from the **Events** category.

Next switch to the **Looks** category for **switch costume to wizard-a** and **hide**, then to the **Control** category for **wait**. Change the wait value from **1** to **3.** Go back to the **Looks** category for **show**, then to the **Control** category for **wait** and finally to the **Looks** category for **switch costume**, changing the value to wizard-c.

Click the green flag and see what you've created!

C. Do you want the Wizard to turn Scratch Cat into a frog?

8. Have the Wizard send a message

Make sure the Wizard sprite is selected. From the **Events** category, drag a **broadcast** block, and add it to the bottom of your Wizard code blocks. Click on "message1", and when you get the drop-down, choose "New message" and type in "be a frog".
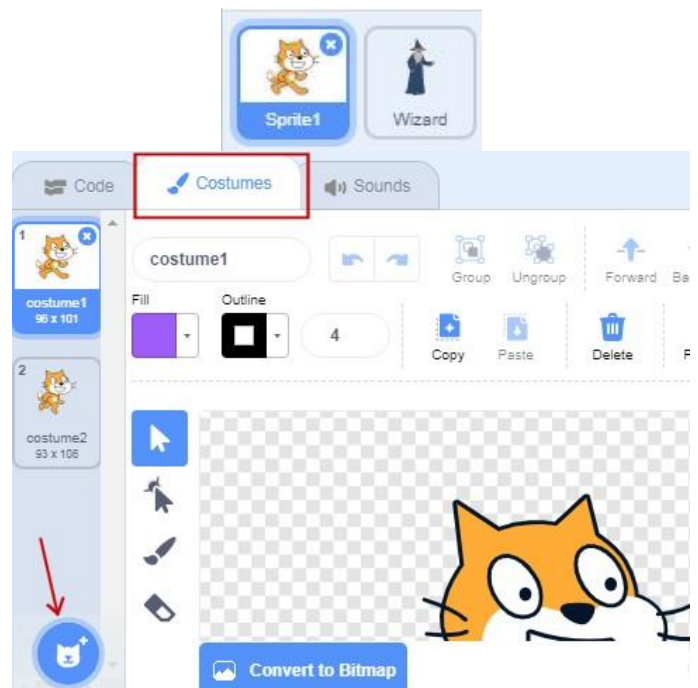
9. Add a costume to Sprite1
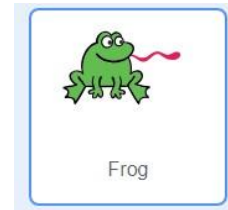
Now you need to select Sprite1.

And you need to switch to the Costumes tab.

And you need to click the round button at the bottom left that says "Choose a Costume" when you point at it with the mouse.

10. Add the Frog costume to Sprite1

This is a lot like Choose a Sprite, but with even more rows. Select **Animals** and scroll down to find **Frog**.

Frog

11. Do a little costume editing (optional)

That tongue can be distracting.

a. Click on the tongue to select it.
b. Click on the Delete button.

No more tongue!

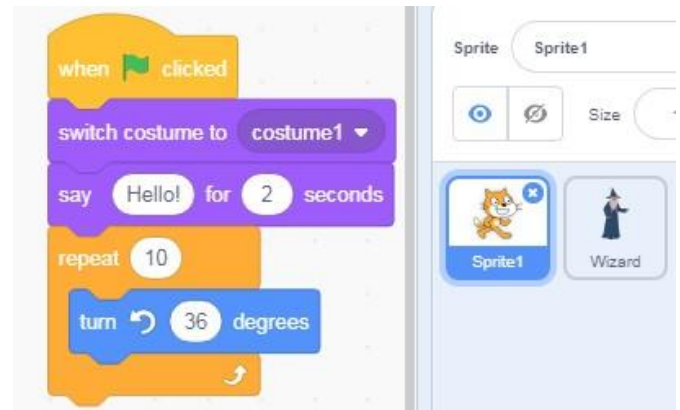Or... make it smaller, or bigger...

12. Make Sprite1 listen

With Sprite1 still selected, switch to the Code tab.

You already have some code blocks there from making Scratch Cat do a flip.

From the Events category, drag

when I receive be a frog   into your code window. This will not connect to your other code blocks.

13. Almost done

Add two more blocks as shown, and click the green flag to watch the action!

when I receive be a frog
wait 1 seconds
switch costume to Frog

GOOD JOB!