

Annexure: Scratch Guide:

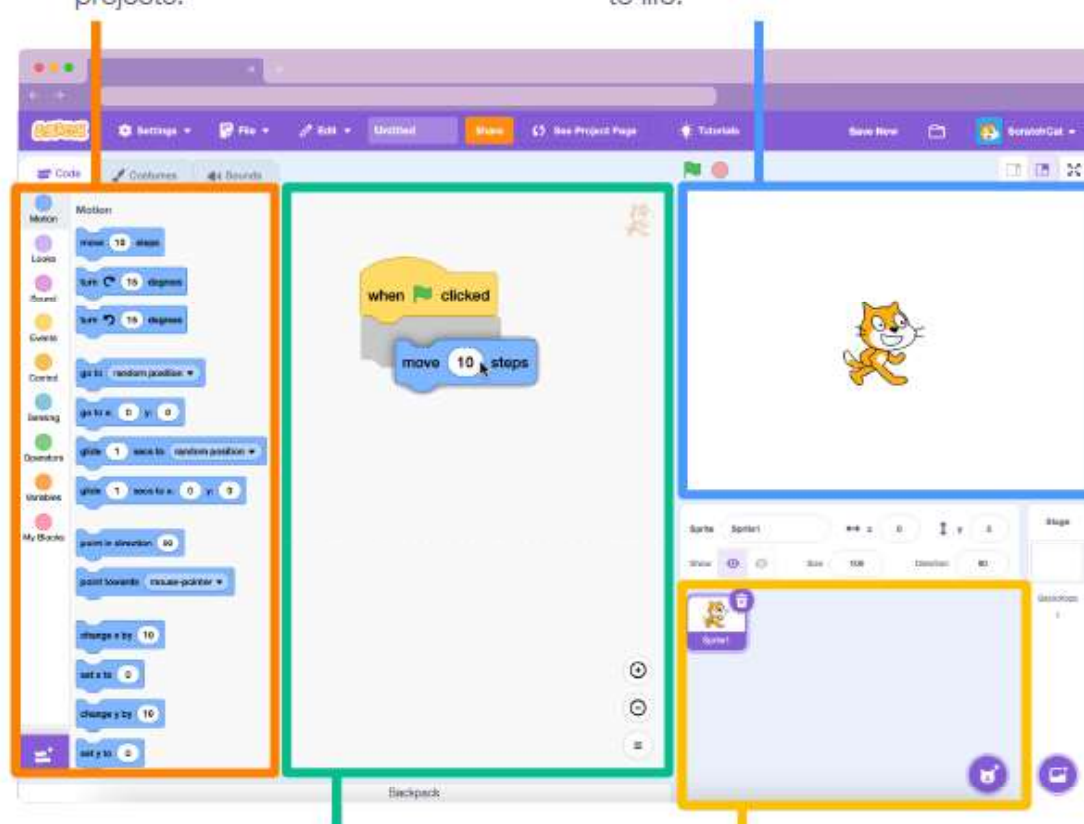
The Scratch Editor



The Scratch Editor is where you create projects in Scratch. Here are its main parts:

Blocks Palette
Blocks for coding your projects.

The Stage
Where your creations come to life.



Coding Area
Drag in blocks and snap them together to code your sprites.

Sprite List
Click the thumbnail of a sprite to select it.



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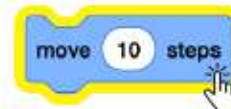


Let's Code!

To code projects in Scratch, you snap together blocks. Start by dragging out a **"move" block**.



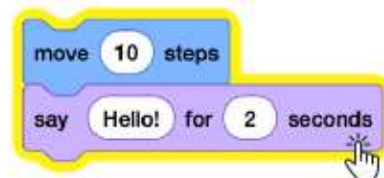
Click the block to try it. Does your cat move?



Now say something!
Click the **Looks** category.



Drag out a **"say" block**.
Snap it onto the **"move" block**.
Click on your blocks to try them.



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What Is a Sprite?

In Scratch, any character or object is called a sprite. Every new project in Scratch starts with the Cat sprite.

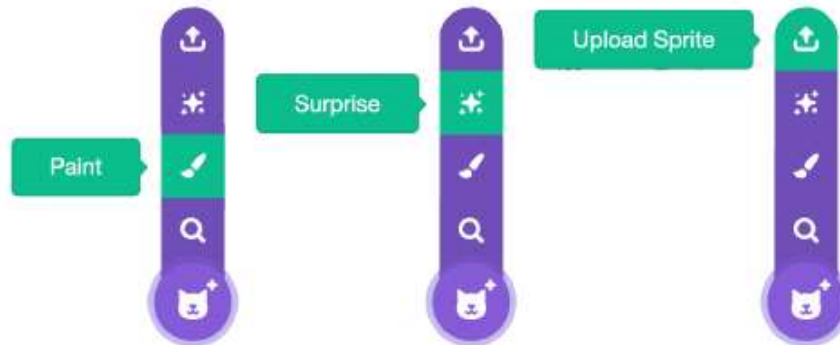


Want to choose a different sprite?

Click the **New Sprite** icon to choose a sprite from the library.



Or, hover over the New Sprite icon to see more options to draw your own sprite, get a surprise sprite, or upload an image from your computer.



Want to **delete a sprite** from your project?



First, select the sprite by clicking on its thumbnail in the Sprite List. Then, click the trash can to delete the sprite.



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Where Is Your Sprite?

Every sprite has an **x and y position** on the Stage.

x is the position of the sprite from left-to-right.

y is the position from top-to-bottom.

At the very center of the stage, x is 0 and y is 0.



When you move your sprite, you can see its x and y position change.



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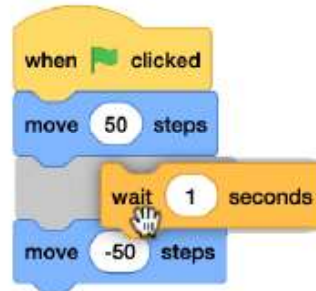
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Quick Tips

Something not working as expected?

Add temporary waits to slow down the action and give you time to process if a piece worked or not. Once you know the code is working, you can remove these waits.



Try adjusting the order/the sequence of the blocks. Ask yourself: What needs to happen first? What needs to happen second?

First...

Second...

Third...

Separate the blocks and click on each individually to see what it does. Is there a **similar but different** block option that might work better in your sequence?



Debugging is finding the errors in your code. [You can find more Debugging strategies by clicking here.](#)



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