






**code:
ninja**



Beginner's Guide To Coding For Kids




Lesson Objectives


-  Create an account on the Scratch website.
-  Learn how to create your very first Scratch project.
-  Learn how to add codes into your script.
-  Learn how to add sounds and play music in your Scratch project
-  Learn how to save and load your Scratch projects.

Part A Creating your account in Scratch

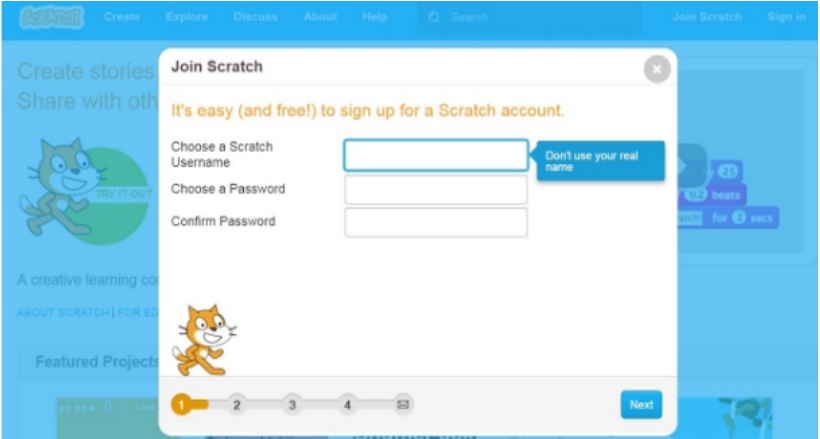
Step 1:
Open your web browser, go to <https://scratch.mit.edu> to access Scratch.



Step 2:
On the top right-hand corner of the page, select "Join Scratch".

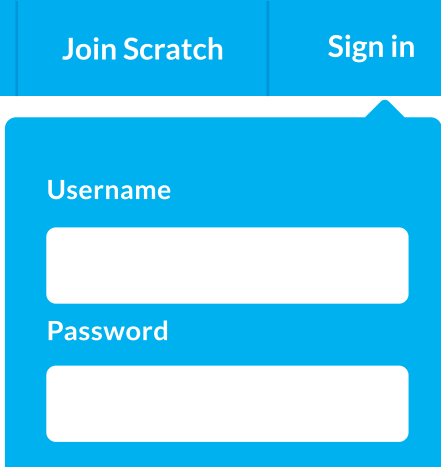


Step 3:
A "Join Scratch" account creation wizard should appear, proceed on to creating your account.



Part B Logging into your account in Scratch

Step 1:
On the top right-hand corner of the page, select "Sign in" and enter your account credentials.





Step 2:

When done, click the 'Sign in' button. If you are experiencing any difficulties with signing in, click the 'Need Help?' button.

Sign in

Need Help?

Part C

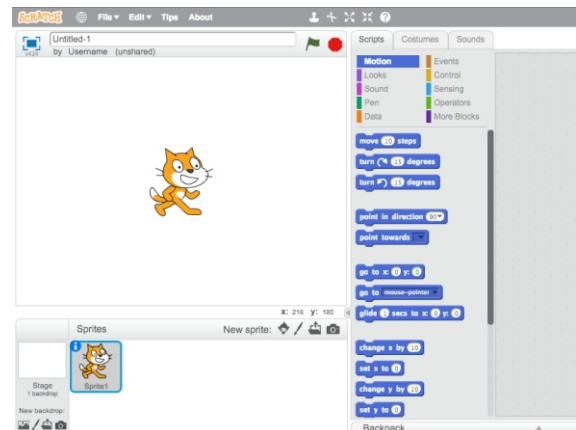
Creating your first Scratch project

Step 1:

On the top left-hand corner of the page, select the 'Create' button.

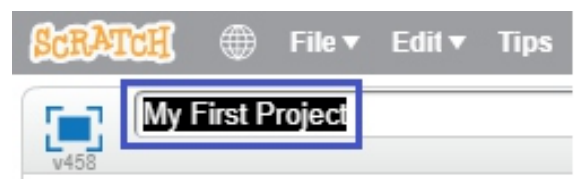


The browser window will enter the Scratch editor - the place where you will create and edit your Scratch projects.



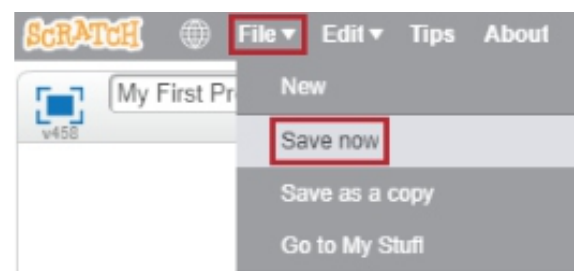
Step 2:

Near the top left-hand corner of the Scratch editor is the text field that stores the title of your Scratch project, rename it to "My First Project".



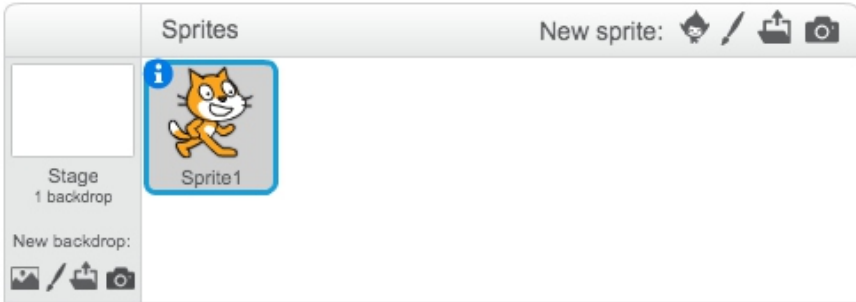
Step 3:

Select the 'File' dropdown menu and click 'Save now' to save your new Scratch project.



Part D Basics of the Scratch interface

Sprites interface



- Choose a Sprite from the library
- Paint your Own Sprite
- Upload your Sprite from your computer
- Take a photo via webcam
- Choose a Backdrop from the library

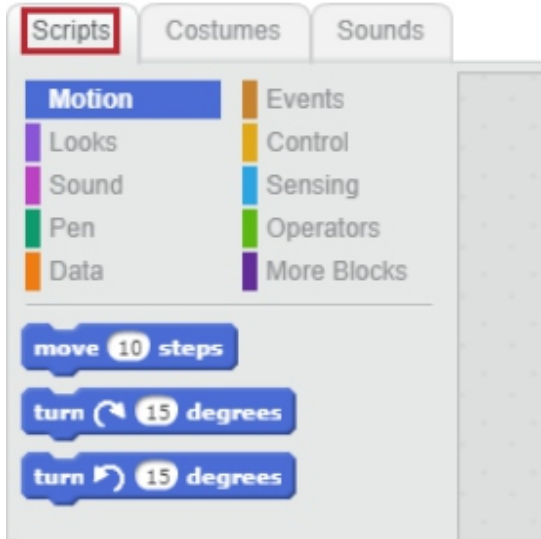
Sprites are the image objects that are displayed on the scratch player.

Types of buttons

Enlarge player	Minimise player
Play/Run program	Stop program

Types of tabs

The 'Scripts' tab allows you to create and edit the program codes of your program.



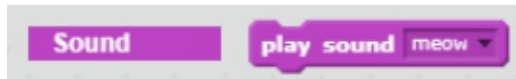
The 'Costumes' tab allows you to edit and change the look of your sprites.

The 'Sounds' tab allows you to record and load sound files into your project.

Types of code

Motion	Events
Looks	Control
Sound	Sensing
Pen	Operators
Data	More Blocks

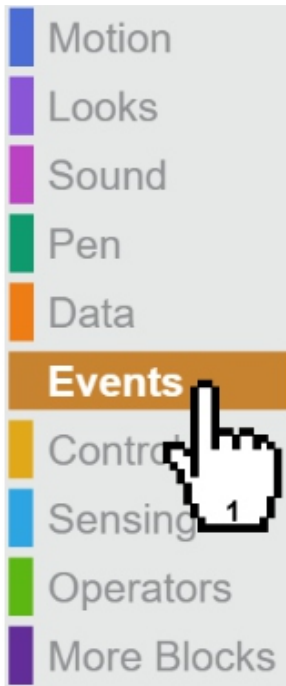
All the pieces of code in Scratch are categorised by colour.



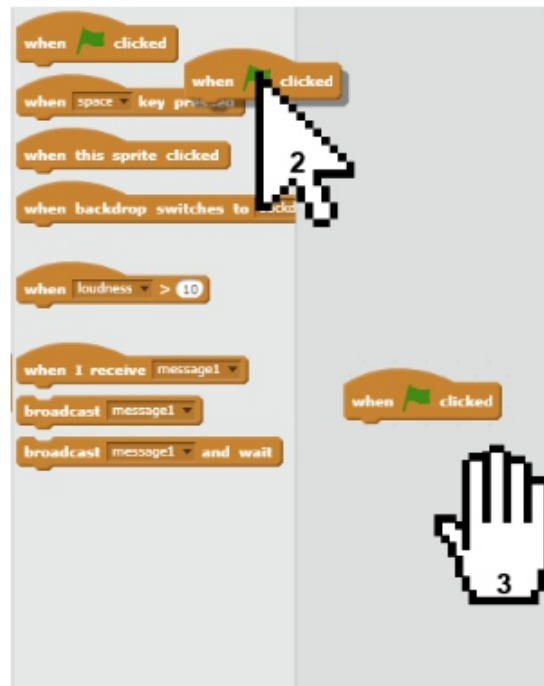
E.g. "play sound meow" is from the Sound category.

Part 6 Coding your project

Creating a code piece

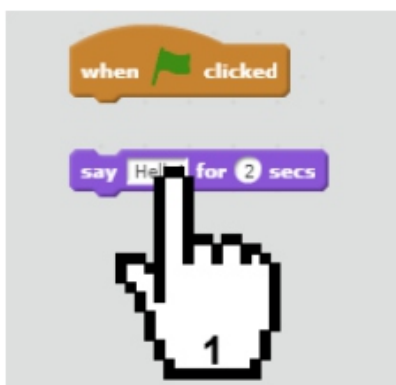


Step 1:
Select the type of code.

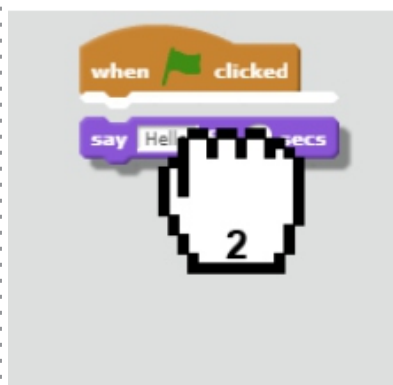


Step 2: and 3:
Drag and drop the code piece into the field.

Adding a code piece within another



Step 1:
Select the loose code piece from the field.

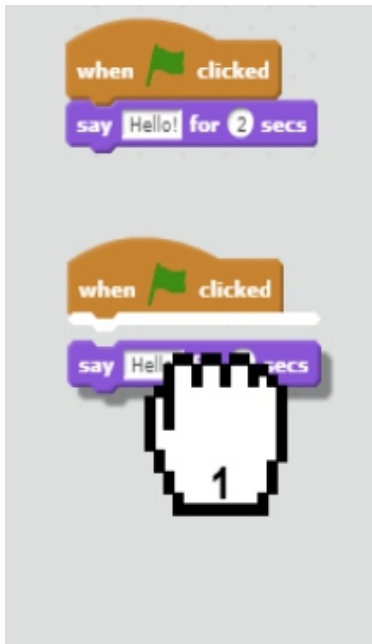


Step 2:
Drag and hover the code piece below the other code piece.

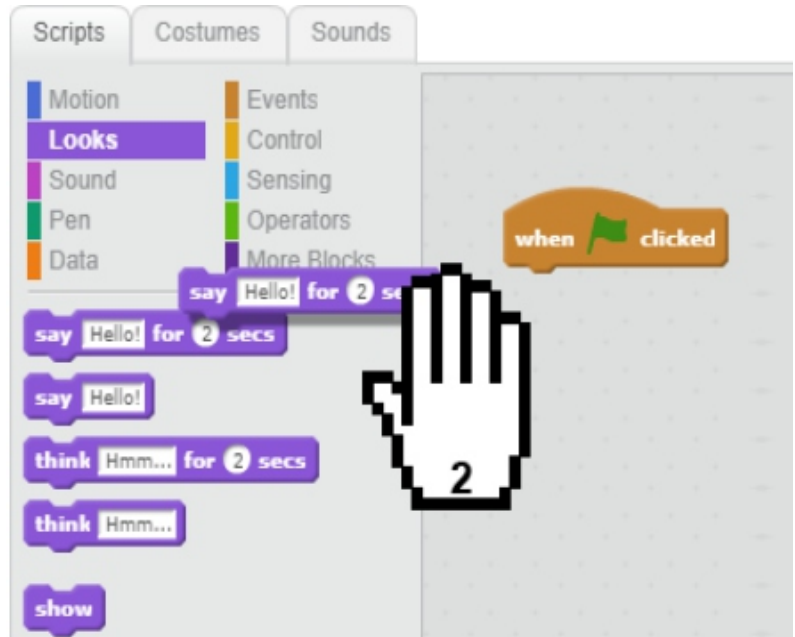


Step 3:
Drop the code piece and the two code pieces should be connected.

Deleting a code piece



Step 1:
Pluck the code piece to be discarded out of the program.

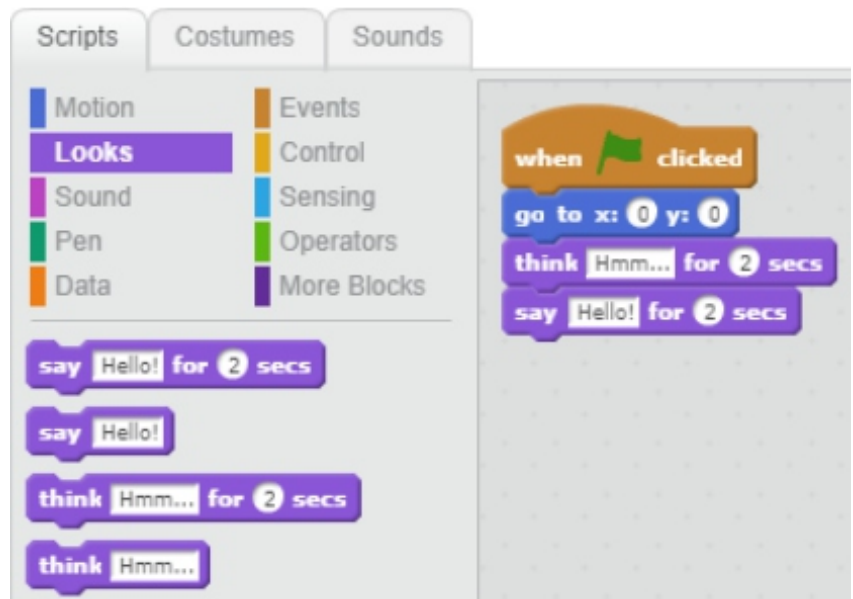


Step 2:
Drag the code piece over the menu listing, and drop it to delete it.

Activity One

Piece the code shown on the right, and see what the program does.

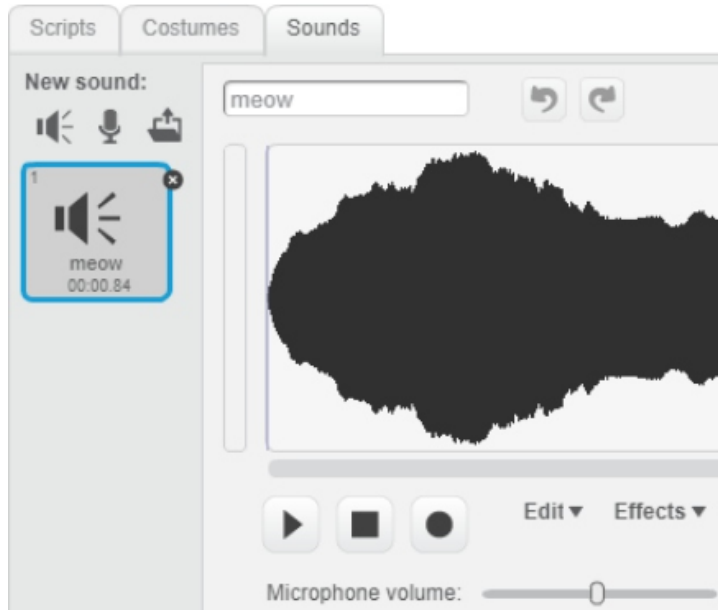
Press the to run the program.



Part F

Choosing a sound file from the library

Sound tab interface



Sounds are played from sound files.



Choose a Sound file from the library



Record your own sound via microphone



Upload your Sound file from your computer



Play button



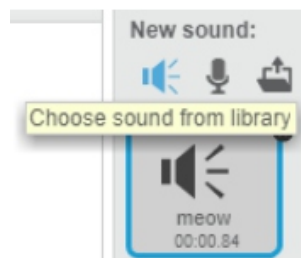
Stop button



Record button

Step 1:

In the "Sounds" tab, select the speaker button, as shown on the right, to choose a sound from the library.

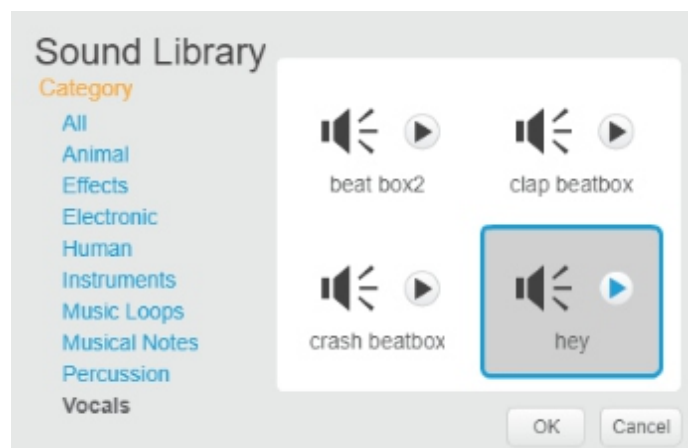


Step 2:

In the Sound Library, you may select from a variety of sound files, sorted by category.

Press the play button beside the sound file to hear how it sounds.

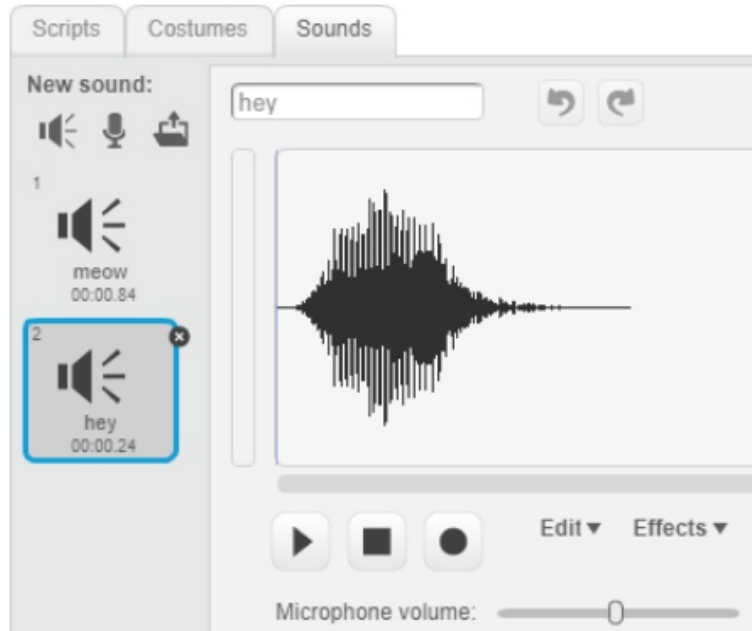
Select the file and press OK to confirm selection.





The sound file “hey” is added to the project.

Now you may play the sound file in the project, by using the code piece below.



Activity Two

Place the code shown on the right, and see what the program does.

You can get the program to repeat itself using the ‘forever’ code piece.

Press the  to run the program.

Press the  to stop the program.



Contact us at info@codeninjasg.com

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