# Lesson 1.3: Getting Started with Scratch

## Objectives

In this lesson, students will:
- ❖ Be introduced to Scratch, learn to log in and learn the basics of Scratch
- ❖ Engage in an exploratory coding experience in Scratch
- ❖ Create a dancing cat by following step by step instructions.

## Agenda

| | |
|---|---|
| 1. Getting Started with Scratch | 15 mins |
| 2. Managing Your Students' Scratch Accounts and Projects: | 10 mins |
| 3. Student Activity 1: Create your First Project | 10 mins |
| 4. Student Activity 2: Step by Step | 10 mins |
| 5. Wrap Up and Reflections | 5 mins |

## Preparation

- ❏ Create a Scratch teacher account. See appendix A for instructions.
- ❏ View the *Scratch Teacher Account* video and determine how to manage students' Scratch projects. You may want to create a class, student accounts and studios.
- ❏ Computers connected to the internet

## Resources & Links

- ❏ Scratch Teacher Account : https://tinyurl.com/yxu5gk2g

- ❏ Short Scratch 3 Overview Video: https://tinyurl.com/yyh24ykc

## 1. Getting Started with Scratch

Scratch is a programming language. You can program your own projects, share your projects and get help from others by using other people's code.

The following video gives a good introduction to Scratch:

https://tinyurl.com/yyh24ykc

It could be helpful to give a quick overview of how to code a couple of instructions to make the cat move back and forth or as shown below make the cat move in a circle by clicking on the top block of the script multiple times.
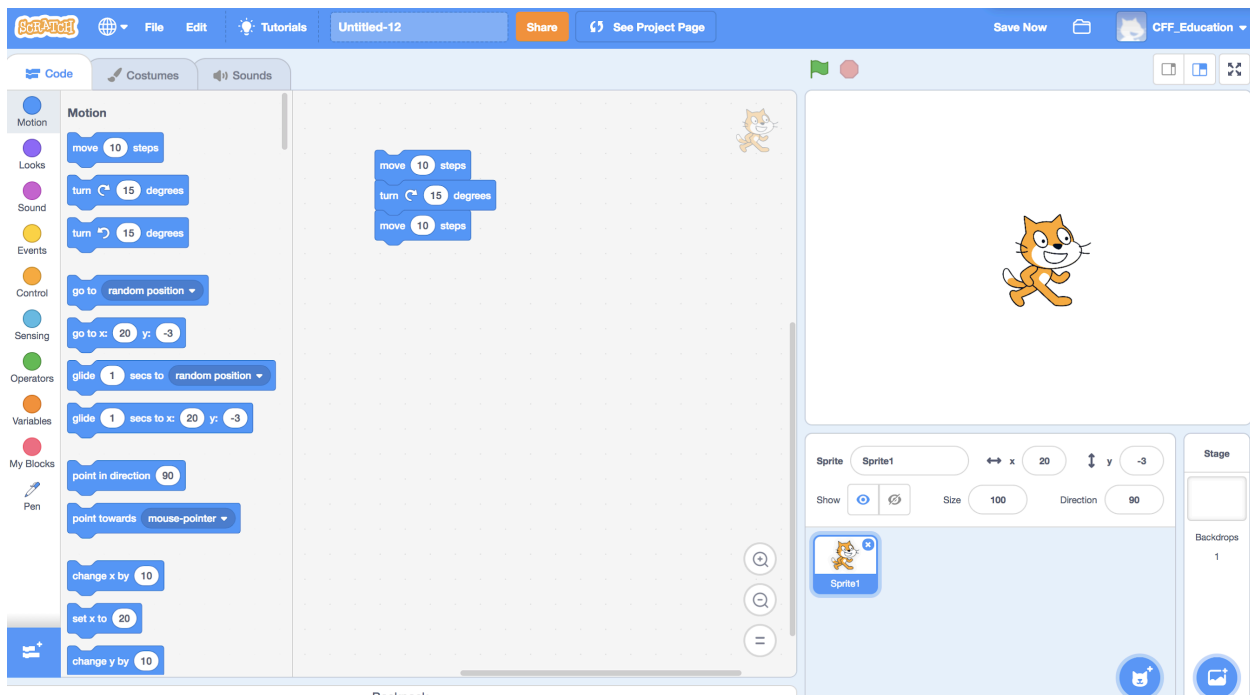
You may want to give a tour of the different sections of the Scratch tool such as:

1. The colored categories with blocks
2. The stage
3. The scripts area in the middle
4. The Sprites area and explain what a Sprite is

Demonstrate how to perform basic steps such as:

1. How to create, name and save a project

2. How to create new sprites
3. How to drag blocks to the script area, snap them together and delete them from the script area.

**The Scratch Backpack**

Demonstrate the use of the Scratch [backpack](#) by placing scripts and entire sprites in the backpack and retrieving them in a different project (click on the link for detailed information about the Scratch backpack).  This is a very valuable tool to copy code between projects and to save code or sprites in case of accidental deletion.

## 2. Managing Your Students' Scratch Accounts and Projects:

It is recommended that you use a Scratch Class for your students which allows you to create Scratch accounts for all your students.   You will want to have your Scratch Class,  your students' accounts and a studio created ahead of time.

See appendix A for information on how to create a teacher account, students' accounts, a class and a studio.

**This is a good time for you to tell your students how you want to manage their projects and how they will create their Scratch accounts.**

## 2. Student Activity 1:  Create your first project

**Instructions to give to students:**

- Go to **scratch.mit.edu** and sign in to your Scratch account.
- Click on the **Create** to start a new project
- Try clicking on the different parts of the Scratch interface to see what happens.
- Drag blocks onto the canvas, snapping additional blocks together.  Click on the block or top block to see what happens.   Be creative and see what the cat can do.
- Give your project a name in the box that says **untitled.**
- Click on **Save now** in the upper right corner.  The project may have auto saved in which case it says "**Project saved"**.

## 3. Student Activity 2:  Getting Started

In this activity, students will follow the Getting Started tutorial in the **Tutorials** section to create a dancing cat in Scratch. Once students have completed the steps, tell them to experiment by adding other Scratch blocks to make the project their own.
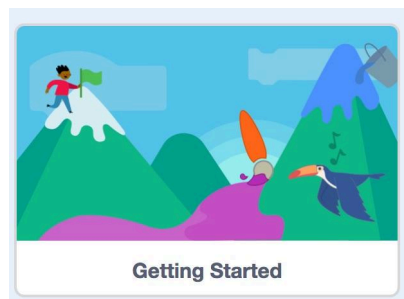
**Instructions to give to students:**

- Create a new project by clicking on **Create** at the top of the Scratch screen.
- Click on **Tutorials**
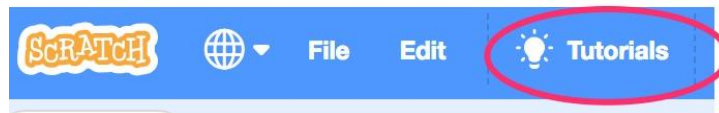


- Click on the **Getting Started** tutorial

## 4. Wrap Up and Reflections

| Reflection Points |
| --- |
| ● What is Scratch?<br>● What cool thing did you add to your Getting Started project?<br>● Did you discover something new?<br>● What other projects would you like to code? |

# Appendix A: Scratch Teacher Accounts and Scratch Classrooms

## What are Scratch Teacher Accounts

A Scratch Teacher Account provides teachers and other educators with additional features to manage student participation on Scratch, including the ability to create student accounts, organize student projects into studios, and monitor student comments.

To request a Teacher Account, go to the teacher account request form:
https://scratch.mit.edu/educators/register

It takes up to 24 hours to get your teacher account approved.  Once you have the account and log in,  you will see the purple banner with the features only available to teacher accounts.

| Hi, cff_educator |  |  |  |
|---|---|---|---|
| Teacher Account | My Classes | Educator Resources | Teacher Account FAQ |
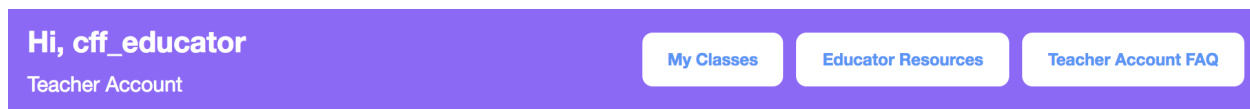
## Creating Student Accounts, Classes and Studios

This video tells you just about everything you need to know about teacher accounts and how to create classes and add students:

https://tinyurl.com/yxu5gk2g

## Tips On Using Teacher Account Classes and Studios:

**Classes** allow you to manage your students' accounts and projects.
**Studios** allow you to group and track projects for the Class.

Once you have your teacher account, you can create a **Class** as demonstrated in the video. After you add your students to your class,  you will be able to see all the activities of your students, including when students:

- ❏ Love or Favorite a project
- ❏ Create a project
- ❏ Change their profile page
- ❏ Receive an alert and why

❏ Remove inappropriate comments
❏ Unshare students' projects
❏ Change a student's password

You can change a student's password in two ways. You can prompt the student to change their password at the next login, or manually change their password.

Once you have a Class created, you can also create a class **Studio**. Your students will be automatically added as curators of the studio.

Studios can be used for a number of different reasons. It is a place where you can store a collection of projects. For example, it can be used as a general space for your students to add their completed projects, for a specific assignment, based around a particular theme, or even used as a place to collect projects you are inspired by (among so many other possibilities).

Create studio with example projects, remixed projects (all projects that will be remixed by students)