TO DO: CODE YOUR OWN ADVENTURE HOLIDAY FUN FOR KIDS!



What is coding? Coding is how humans speak to computers. People who are computer programmers use different coding languages to make computer programs and things like websites, games, and animations.

What is ScratchJr? ScratchJr is an introductory coding app (iOS and Android) for young children (ages 5 - 7). Children can modify and design characters, objects, backgrounds, add their own sounds, and then use the programming blocks to bring them to life.

For more information head to https://www.scratchir.org/



Where do I start? Download ScratchJr for free, available from the App Store and Google Play Store.

Let's meet the programming blocks:

Yellow : triggering blocks.

These blocks get your code started or can make blocks communicate with each other.



Blue : motion, or movement blocks

These blocks get your characters moving around your project:; up, down, left and right.



These blocks can help your characters talk, change size and fade away.



Green : sound blocks

These blocks can make sounds; or you can record your own sounds to use in your project.



Orange : control blocks

These blocks allow you to control how your code is used; faster, on a loop, or pausing at certain times.



Red : ending blocks

These blocks can act as a full stop to your project, help you switch between scenes, or repeat forever.



Create your own scenes and characters, and then send them on an adventure as you learn to code with ScratchJr. *Parental permission required to download ScratchJr app from the App Store or Google Play Store.



STEP 1: Select the Home icon



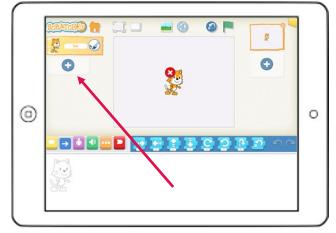
STEP 3: The cat is the Scratch mascot. To delete the cat, hold your finger over the cat. A little red cross will appear, tap it and the cat will disappear.



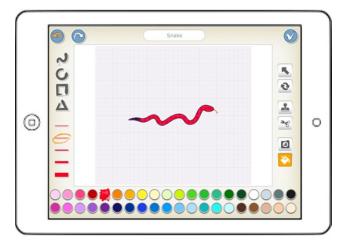
STEP 5: To choose a character, tap it ,then select the tick button. To change the look, select the paint editor button.



STEP 2: Press the **+** symbol to start a new project. Projects automatically save here.



STEP 4: To choose a new character tap the **+** symbol on the left side of the screen. You can add more characters by tapping the **+** symbol.



STEP 6: The paint editor allows you to draw and change colours, and details. Select the tick when you have finished.

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STEP 7: To add a background, select the change background button



STEP 9: Now you have a character and a background, we are ready to code!



STEP 11: Hold and drag blocks into the programming area and fit them together to make a sequence of actions, called a script. Experiment to see which combination makes the most sense to your character and scene.



STEP 8: Scroll through, tap the background you like and then select the tick button. To edit, or even draw a background, select the paint editor button.



STEP 10: Each block colour has a different category. Go to the **TO DO** page to learn more about the blocks.



STEP 12: To run the program, tap any of the blocks in the script. The 'Start on Green Flag' block also makes your script run.

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STEP 13: To add another scene, tap the **+** symbol on the right side of the screen.



STEP 15: When you add a new scene, a new block will appear in the red 'end blocks' category.



STEP 17: Test it out. Congratulations on coding your first project!



STEP 14: To copy your character into the second scene, tap and hold the character from the left side of the screen, and drag/drop it onto the new scene (on the right side of the screen). This also copies the coding script.



STEP 16: By selecting this block, it will tell the character and script to continue into the next scene.



WHAT'S NEXT: What other adventures will you code with ScratchJr?