

Y1/2 – How do we begin to Scratch?

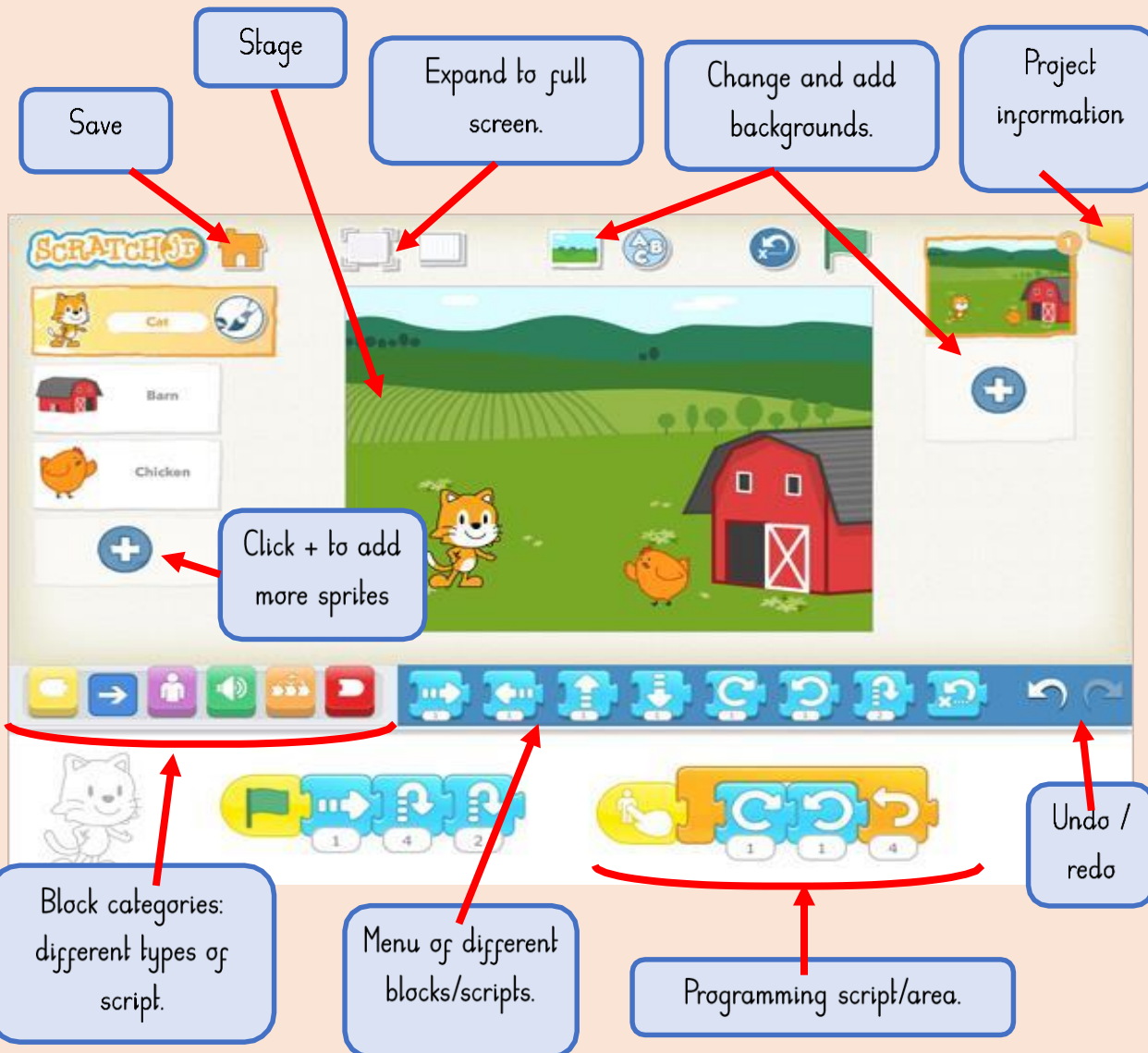
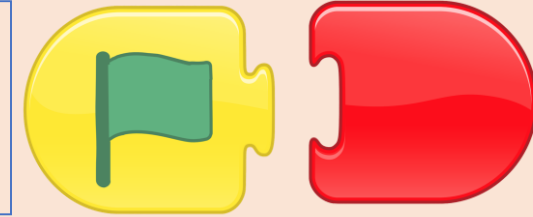


Diagram illustrating the Scratch Jr interface components and their functions:

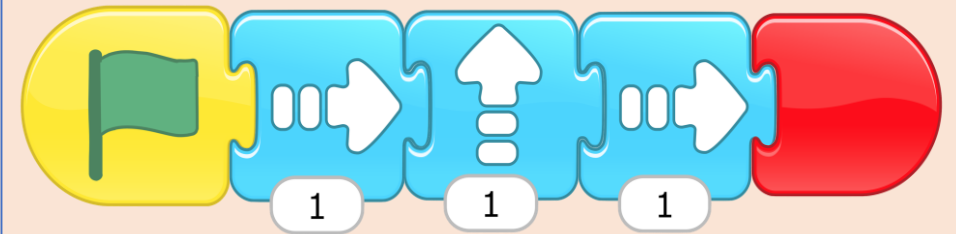
- Save**: Button to save the project.
- Stage**: The central area where the project is displayed.
- Expand to full screen**: Button to toggle between windowed and full-screen modes.
- Change and add backgrounds**: Buttons to change the background or add a new one.
- Project information**: Button to view and edit project details.
- Click + to add more sprites**: Button to add new sprites to the stage.
- Block categories: different types of script**: Categories of script blocks (e.g., motion, sound, loops).
- Menu of different blocks/scripts**: The menu showing available block categories.
- Programming script/area**: The area where script blocks are assembled.
- Undo / redo**: Buttons to undo or redo the last action.

Use a start flag at the beginning of your algorithm.



Use a red block at the end of your algorithm.

Link blocks together to build a sequence of instructions.



Use the number in the block to tell the program how many times to do something. Use this to make your algorithm more efficient.

