

# SCRATCHJR- MY CODING PLAYGROUND

## BRIDGE COURSE



## GRADE-2

### PRIMARY PREVIEW

- ⊙ Introduction to ScratchJr
- ⊙ Adding a Character
- ⊙ Blocks in ScratchJr
- ⊙ Getting Started
- ⊙ Removing a Character
- ⊙ Making Your Character Move
- ⊙ ScratchJr Interface
- ⊙ Choosing a Background
- ⊙ Saving Your Project



## INTRODUCTION TO SCRATCHJR

ScratchJr is a block-based coding app. It uses blocks for coding. It helps you to create stories, games and animations.

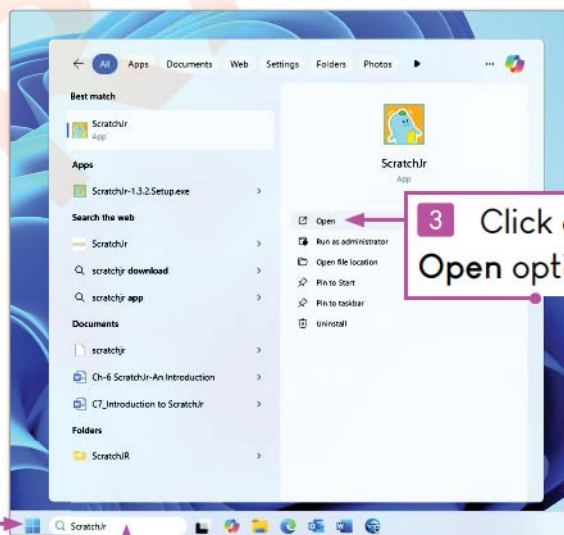


## GETTING STARTED

To start using ScratchJr, follow the given steps:

Just like ants work together to build their homes, Scratch Jr. helps us use blocks to create stories and games with our own ideas!

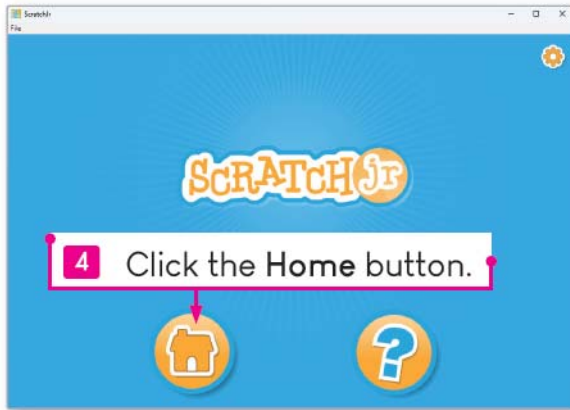
**NATURAL FACT**



1 Click on the Start button.

2 Type ScratchJr in the Search bar.

3 Click on the Open option.



Scratch Jr window opens.

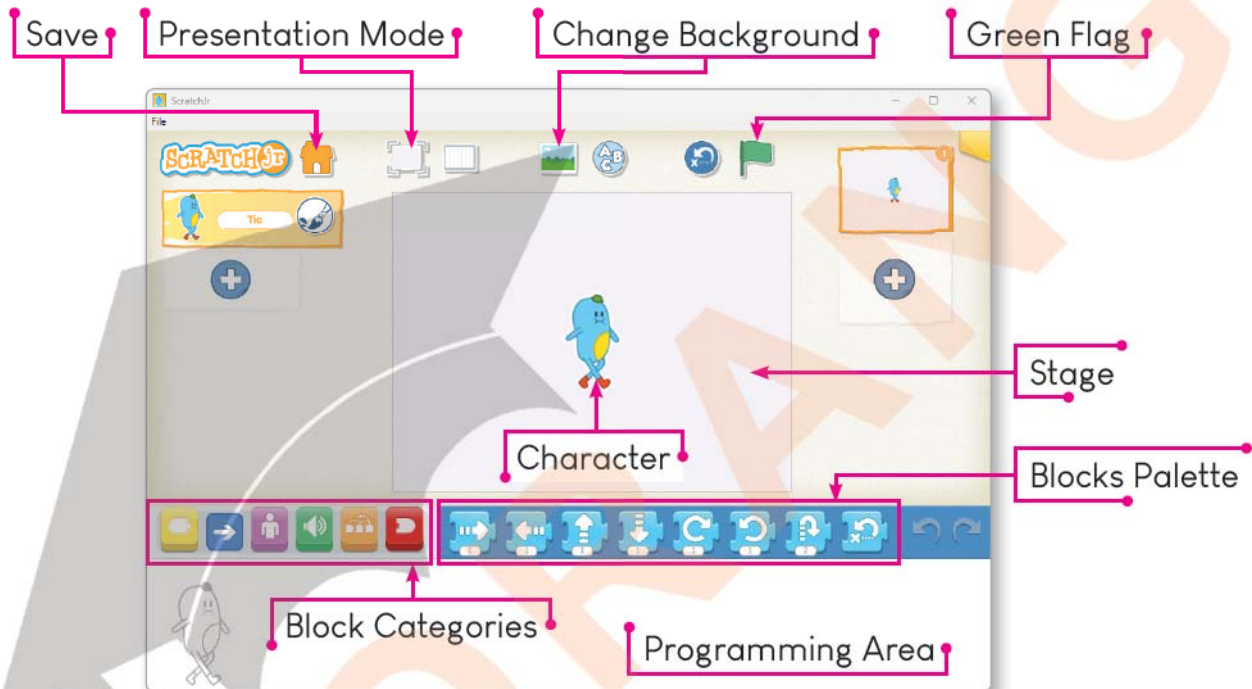


A new project window will open.



## SCRATCHJR INTERFACE

The interface of Scratch Jr has different components.



Components	Descriptions
Save	It saves the current project and moves to the Home page.
Presentation Mode	It expands the stage to the full screen.
Change Background	It selects or creates a background image for the stage.
Green Flag	It is used to run the character.

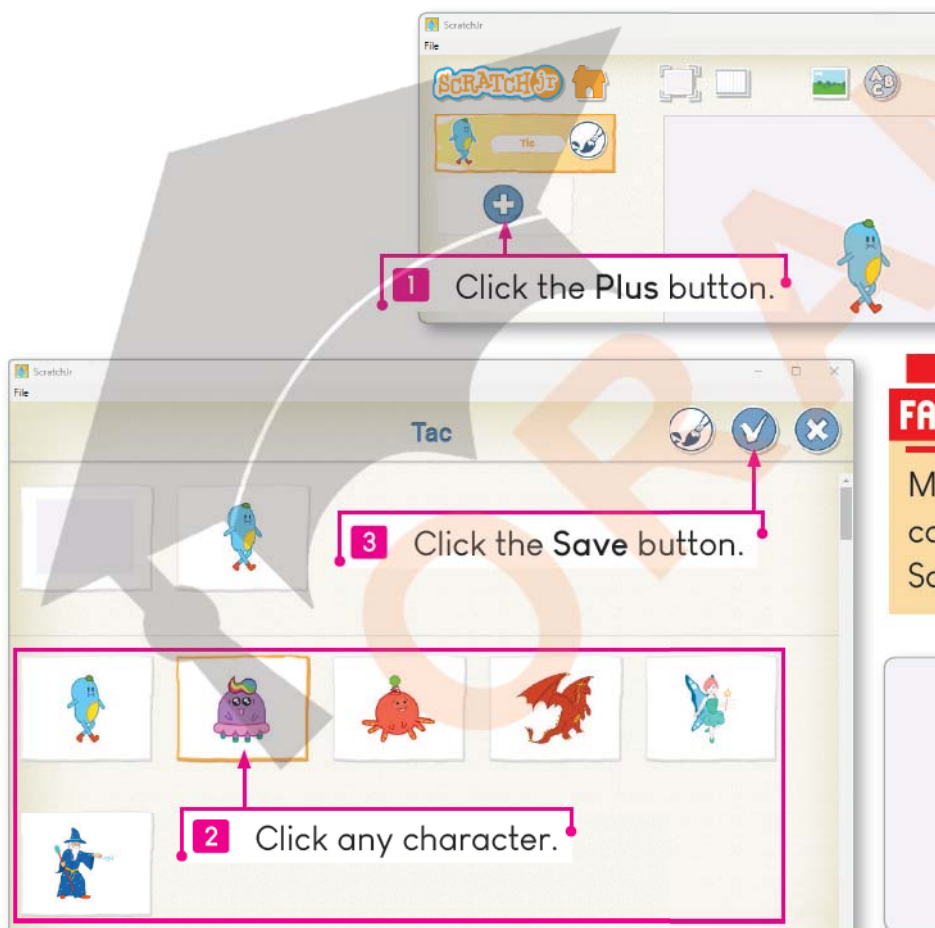
Components	Descriptions
Character	It performs actions according to your script.
Stage	It is the area where the action of a character takes place in the project.
Blocks Palette	It shows the blocks from the selected category of blocks.
Block Categories	It is where you can select a category of blocks.
Programming Area	It is the area where you connect blocks to create programs.



## ADDING A CHARACTER

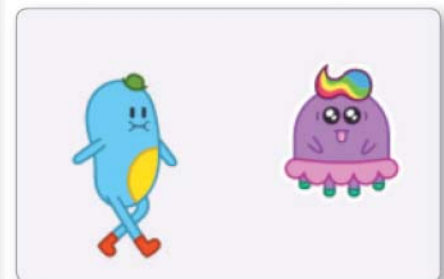
A **character** is called a sprite. It is a picture on the screen that you can make move, jump, talk or dance using blocks in ScratchJr.

To add a new character, follow the given steps:



### FACT File

More than 10 characters can be added to your ScratchJr project.



The selected character gets added to the stage.



## REMOVING A CHARACTER

You can also remove a character from the stage. To remove the character, follow the given steps:



1 Tap and hold the character until a red cross appears.



2 Click on the red cross.

The selected character will be removed.



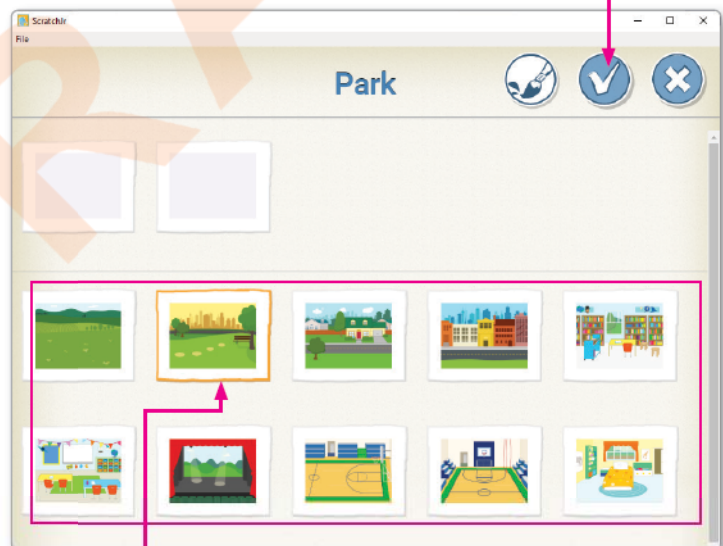
## CHOOSING A BACKGROUND

A **background** is the scene behind the characters. It shows the place where your story is happening. You can choose the background as per your choice.

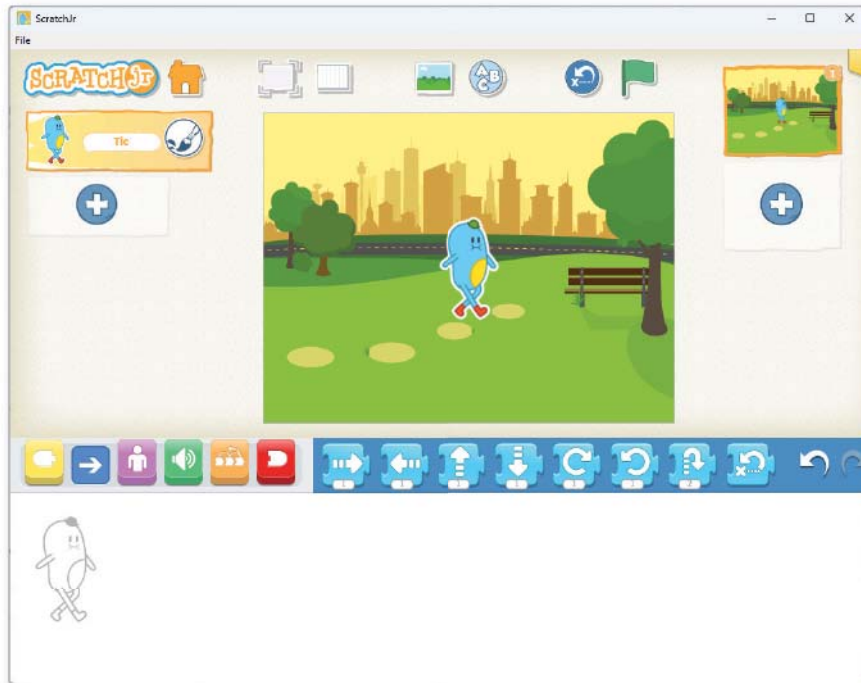
To choose the background, follow the given steps:

1 Click on the Change Background icon.

3 Click on the Save button.



2 Select the background you want.



The selected background will be added to the Stage.

### RAPID RECALL

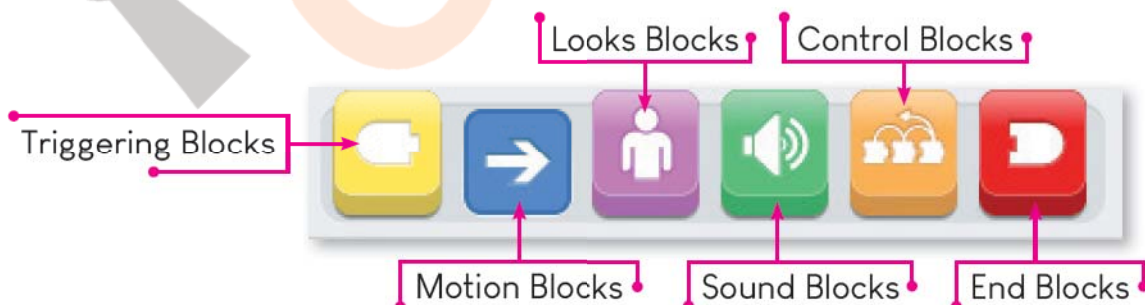
Tick (✓) if you know this.

1. ScratchJr is a block-based coding app.
2. A character is called a sprite.



## BLOCKS IN SCRATCHJR

A **block** is a command that tells a character what to do. When you put blocks together, you create a **script**. There are six categories of blocks in ScratchJr. These categories are as follows:



## TRIGGERING BLOCKS

Triggering blocks start the script and also send messages. These blocks are yellow.



START ON GREEN FLAG



START ON TAP



START ON BUMP



SEND START MESSAGE



START ON MESSAGE

## MOTION BLOCKS

Motion blocks are blue and make your character (sprite) move. You can drag and drop them to tell your sprite to go forward, turn around or move in any direction.



**MOVE RIGHT:** Moves the character to the right by the specified number.



**MOVE LEFT:** Moves the character to the left by the specified number.



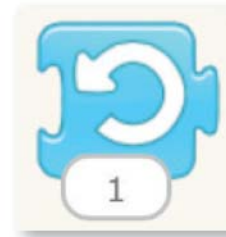
**MOVE UP:** Moves the character up by the specified number.



**MOVE DOWN:** Moves the character down by the specified number.



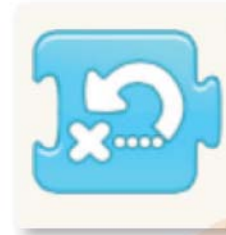
**TURN RIGHT:** Rotate the character clockwise by the specified number of times.



**TURN LEFT:** Rotate the character counterclockwise by the specified number of times.



**HOP:** Moves the character up and then down.



**GO HOME:** Resets the location of a character to its starting position.

## LOOKS BLOCKS

Looks blocks are purple and control your character looks.



SAY



GROW



SHRINK



RESET SIZE



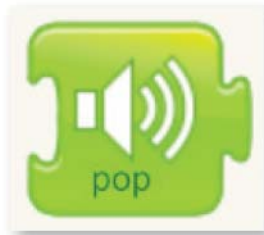
HIDE



SHOW

## SOUND BLOCKS

Sound blocks are green and can be used to add sound to your project.



POP



PLAY RECORDED SOUND

## CONTROL BLOCKS

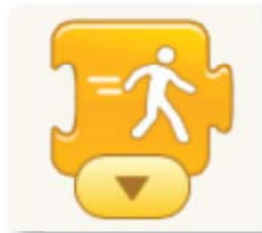
Control blocks are orange and are used to control the order and timing of your character's actions.



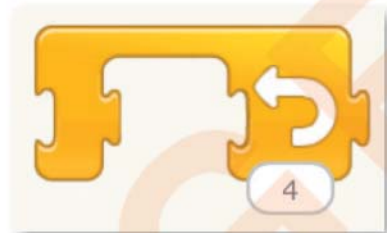
WAIT



STOP



SET SPEED



REPEAT

## END BLOCKS

End blocks are red and show the end of a script.



END



REPEAT FOREVER

Think Tank



If your favourite toy could come alive in ScratchJr, how would you make it move around the screen?

### RAPID RECALL

Tick (✓) if you know this.

1. Triggering blocks are used to run the script.
2. Motion blocks are used to move the character.





# MAKING YOUR CHARACTER MOVE

Characters can be moved by using **Motion Blocks**. These blocks tell your character how to move on the screen.

To move your character to the right, follow the given steps:

**1** Click on the **MOTION BLOCKS** category.

**2** Drag the **MOVE RIGHT** block from the blocks palette to the programming area.

**3** Tap on the number.

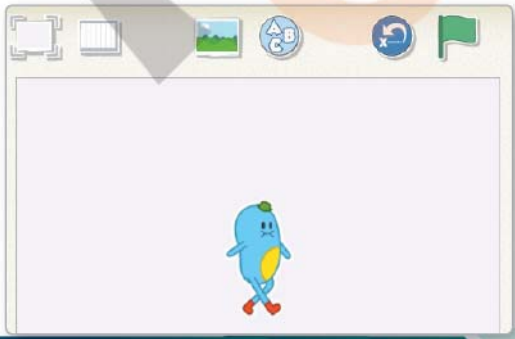
**4** Select the number of steps you want your character to move.

**5** Click on the block to move the character.

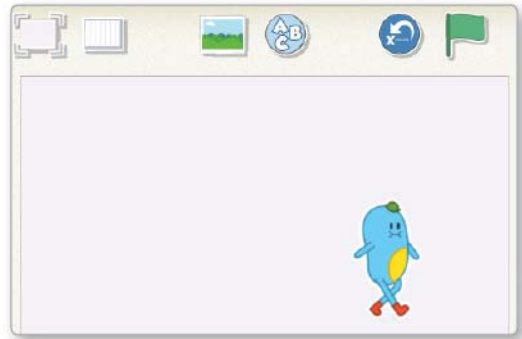
## HINTS & HACKS

By default, the Motion block category is selected in the Blocks Category.

Character before move



Character after move



The character will move 4 steps to the right.

Similarly, you can move your character in any direction using the Motion blocks.



Create a script in ScratchJr to move two sprites in different directions using Motion blocks.

+ | Study



### LIVE ((O)) LEARNING

Create a short animated race between two characters, using motion blocks.

### ART INTEGRATION ACTIVITY

21<sup>st</sup>  
Century  
Skills #Creativity

Create the following scene in ScratchJr and make the fairy dance by following the given script:

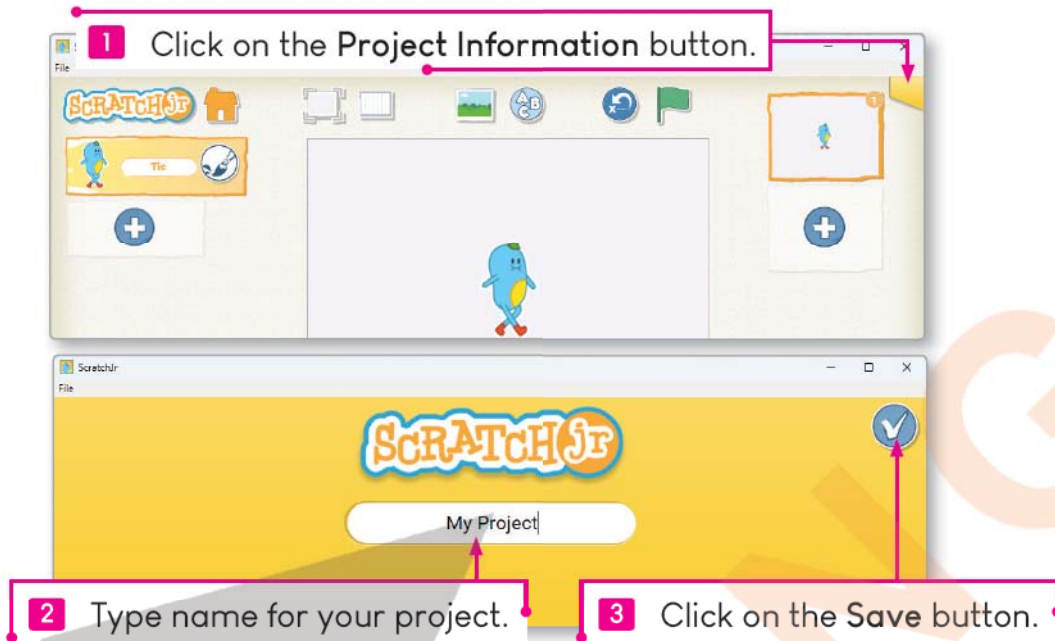




## SAVING YOUR PROJECT

ScratchJr saves your work automatically with default name as **Project1** or **Project2** and so on.

You can also save the project with your own name. To save the project, follow the given steps:



Your project will be saved with your own name.

### TECH T E R M S

- App: An app is program that helps you to do things.
- Icon: An icon is a picture or a symbol on the screen.

### REWIND RUN

- ScratchJr is a block-based coding app.
- A character is called a sprite.
- ScratchJr has many characters in its library.
- You can remove a character from the stage.
- Motion Blocks are special blocks that make your sprite move.