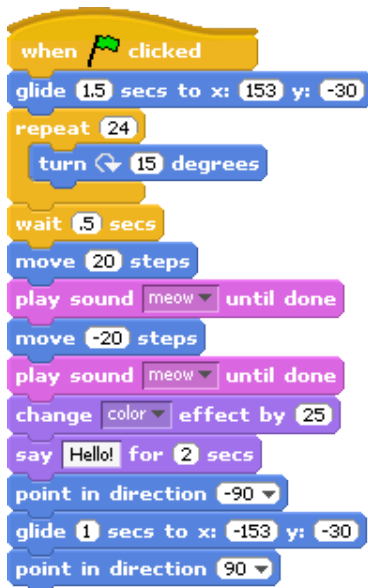




# Introduction to Scratch:

*Learning About Blocks*

Inside the intro\_to\_scratch.sb file, you should be able to find this stack of blocks fairly easily:



You can see that the topmost block contains a green flag. Let's find that green flag in Scratch, and press it to see what happens.

What happens is that Scratch runs through each and every one of these blocks in order, starting at the top and working its way downwards. This is how programs work - they are a set of steps that are played through in a certain order.

## Changing values and working with blocks:

1. Change the coordinates of the first "glide" block, and the amount of time it takes to get there as well.



2. Change the number of times in the repeat block. What effect does this have on how the object rotates?

```
glide 1.5 secs to x: 153 y: -30
repeat 24
  turn 15 degrees
wait .5 secs
move 20 steps
```

3. Add another motion block between the repeat loop and the wait command.

```
glide 1.5 secs to x: 153 y: -30
repeat 24
  turn 15 degrees
wait .5 secs
move 20 steps
```

4. change the color effect to something else, see what it does.

```
move 20 steps
play sound meow until done
change color effect by 25
say Hello! for 2 secs
point in direction -90
```

5. Add in the “next costume” block somewhere in the animation. See what effect it has when you play the animation.
6. Add a thought bubble and make him think a phrase of your choice for 1.3 seconds.
7. Add a repeat loop and a block of your choice inside of it.
8. Import a new sound for the cat sprite and add a block to make it play at some point in the animation.

