**SCRATCH** is a programming language that lets you create your own interactive stories, animations, games, music, and art.

This guide shows you how to make a project in **SCRATCH**.

To start a new project, go to **SCRATCH** and click **Create**.

If you have a **SCRATCH** account, sign in so your project saves.
Drag a **MOVE** block into the Scripts area.

Click on the block to make the cat move.
Drag out a **PLAY DRUM** and snap it onto the **MOVE** block.

Click and listen.  
*If you can’t hear it, check that the sound on your computer is on.*

You can choose different drums from the pull-down menu.
Add another **MOVE** block. Click inside the block and type in a minus sign.

Click on any of the blocks to run the stack.

Add another **PLAY DRUM** block, then choose a drum from the menu. Click to run.
Drag out a **REPEAT** block and drop it on top of the stack. You want the mouth of the **REPEAT** to wrap around the other blocks.

*To drag a stack, pick it up from the top block.*

You can change how many times it repeats.

Click to run.

*You can click on any block to run a stack.*
Click the **LOOKS** category and drag out a **SAY** block.

Click inside the **SAY** block and type to change the words. Click to try it.

Then snap the **SAY** block on the top.
Whenever you click the green flag, your script will start.
To stop, click the stop button.
Now try something different...

Drag out a CHANGE EFFECT block.

Click to see what it does.
8 key Press

Now press the space bar on your keyboard.

You can choose a different key from the pull-down menu.
You can add a backdrop to the Stage.

Click 🧵 to choose a new backdrop.

Choose a backdrop from the library (such as “Spotlight-Stage”).

Click OK.

The new backdrop now appears on the Stage.
Each object in Scratch is called a sprite.

To add a new sprite, click one of these buttons.

NEW SPRITE BUTTONS:

- Choose from the library
- Paint your own sprite
- Upload your own image or sprite
- Take a picture (from a webcam)

To add this sprite, click People and select “Cassy Dance.”

You can drag the characters to where you want them.
Now you can tell the sprite what to do. Try the following, or explore on your own.

### ADD SOUND

Click the **SOUNDS** tab.

You can **Choose** a sound.

You can **Record** your own sound.

Or **Import** a sound file. (MP3, AIFF, or WAV format)

Then, click the **SCRIPTS** tab, and drag in a **PLAY SOUND** block.

Choose your sound from the pull-down menu.

### CHANGE COSTUMES

Each sprite can have more than one costume.

To change the current costume, click the **COSTUMES** tab.

Then click on a different costume for the sprite.

### ANIMATE

You can animate a sprite by switching between costumes.

Click the **SCRIPTS** tab.

Create a script that switches between costumes.
Type a title for your project.

For more ideas, click Tips:

The Tips Window shows example scripts you can use in your project.

It also explains what each of the blocks in SCRATCH does.
Save and Share

To save your project online, make sure to sign in.

(If you want to save the file to your computer drive, click the File menu and choose “Download to your computer.”)

When you are ready, click See project page

Click Share for full screen viewing.

Click Share for others to see and play with your project.

Type in notes about your project.

When you share, others can visit and interact with your project.

Now what? You can Create a new project or Explore for ideas.

To find out more, click Help or go to http://scratch.mit.edu/help
Scratch is a programming language that makes it easy to create your own interactive stories, games, and animations – and share your creations with others on the web.

Scratch is developed by the Lifelong Kindergarten research group at the MIT Media Lab (http://llk.media.mit.edu). Our group develops new technologies that, in the spirit of the blocks and fingerpaint of kindergarten, expand the range of what people can design, create, and learn.

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