

Ardito Scratch Curriculum

Part 1: The Basics

Students work in an exploratory way to acquire the following skills

- Create/modify sprites
- Add costumes to sprites
- Add/edit backgrounds
- Give actions to sprites with bricks
- Hide/show sprites and backgrounds
- One sprite changes the behavior of another sprite
- Working with variables
- Working with conditions (if/then, repeat, forever, etc.)

Part 2: Adding sensors -- Letting Scratch interact with the real world

([The Scratch Wiki](#) has a section on [Sensing Blocks](#))

- Using loudness to change a sprite's behavior
- Using loudness sensor with the pen to create a drawing and/or oscilloscope
- Using touching to change a sprite's behavior
- Combining sensors and variables to control a Scratch project and/or game
- Optional** -- attach a sensor board to use light, temperature, or other sensors to affect Scratch.