



Initiation to ScratchJr



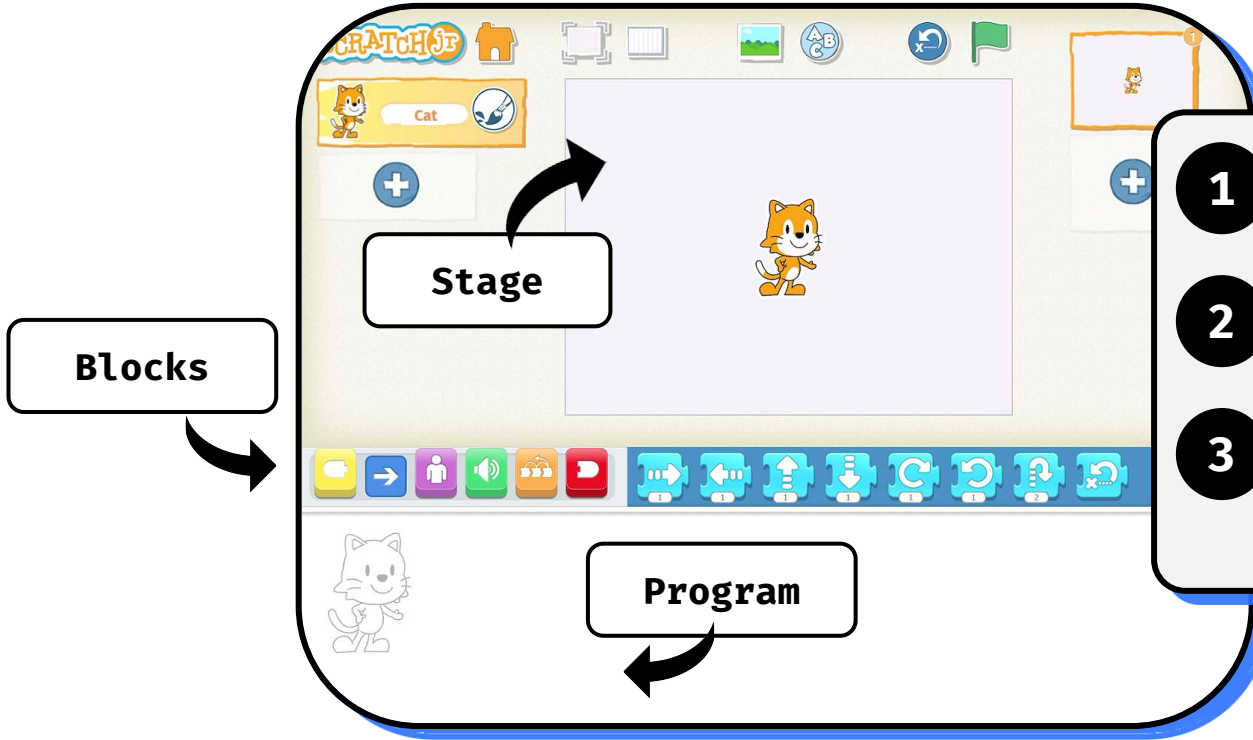


01

- O X

What is ScratchJr?

Presentation of ScratchJR



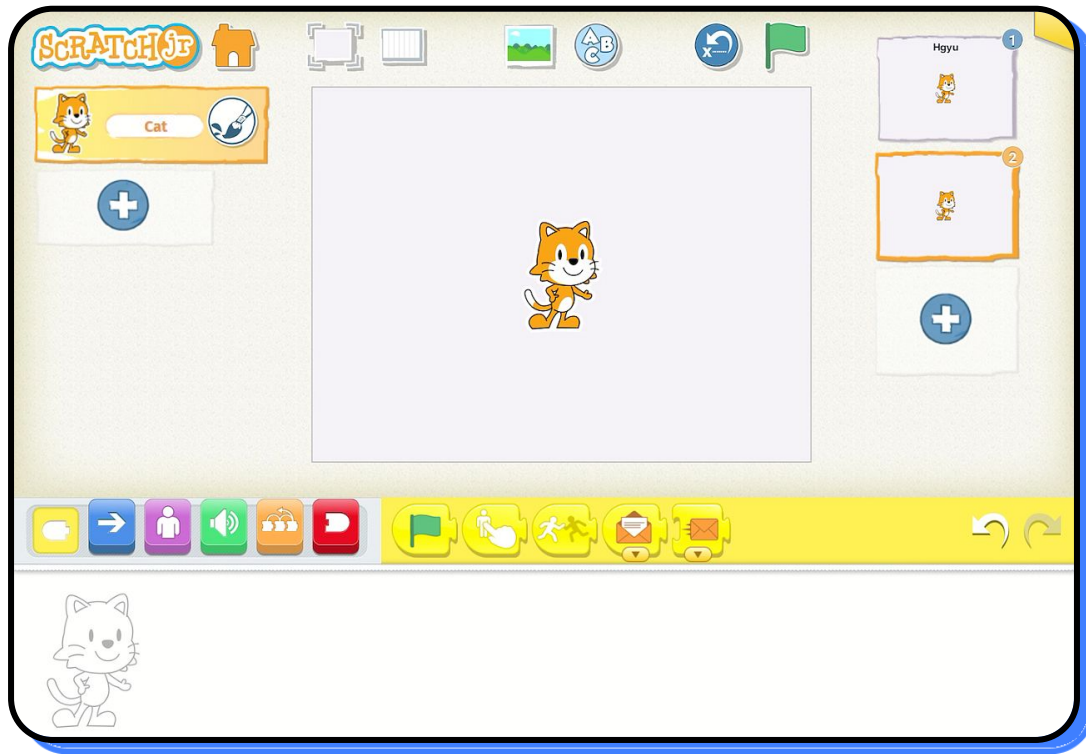
- 1 Do you know ScratchJr?
- 2 Observe the image.
- 3 What do you think we can do with ScratchJr?



02

- O X

The ScratchJr Interface

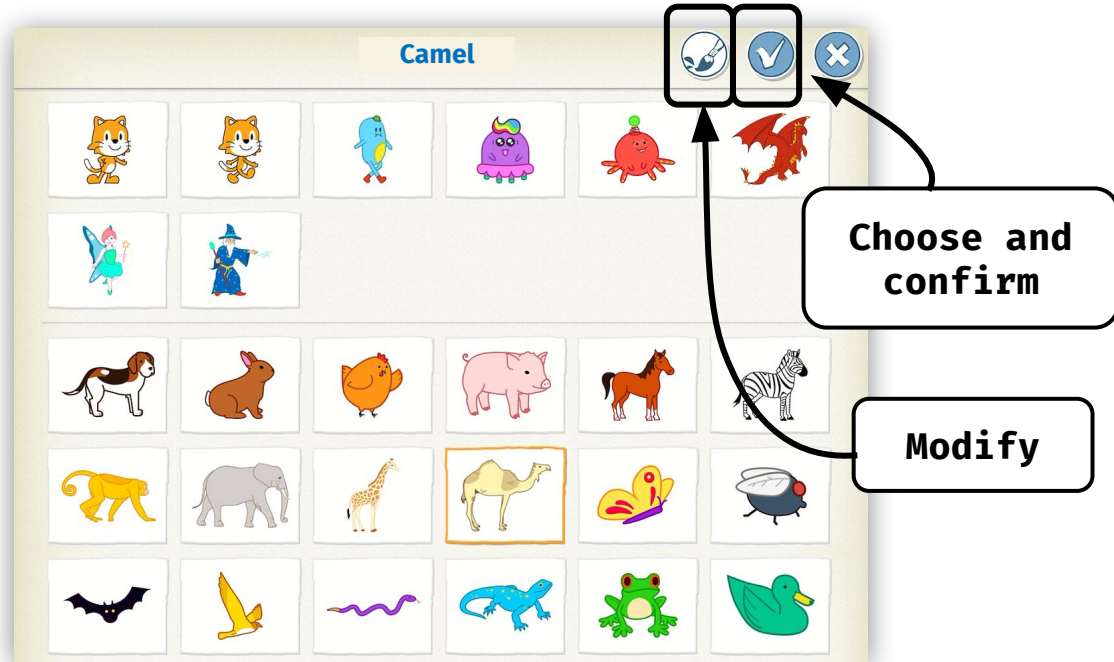


To learn about all the features, watch this [tutorial](#).



Find the green flag. 🔍 What do you think it does?

Characters

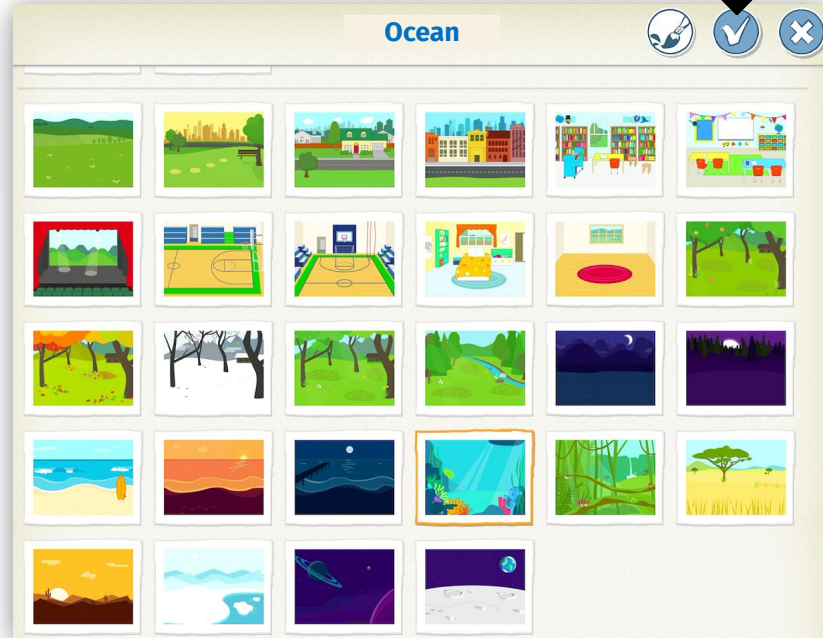


Backgrounds

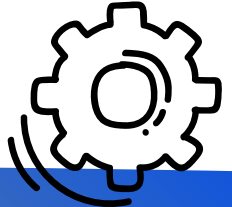
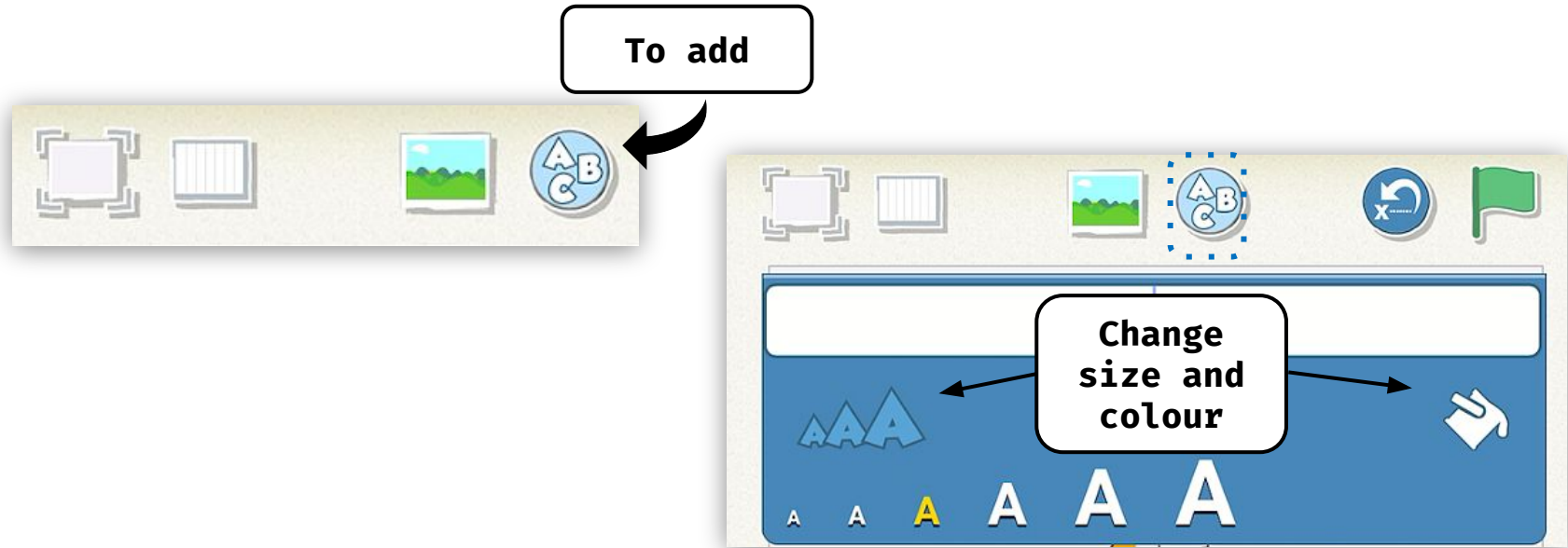


To add

Choose and confirm



Title





SCRATCH Jr

03

- O X

Coding in ScratchJr

< Triggering Blocks >

Triggering Blocks

Block	Name	Description
	Start on Green Flag	Starts the script when the Green Flag is tapped.
	Start on Tap	Starts the script when you tap the character.
	Start on Bump	Starts the script when the character is touched by another character.
	Start on Message	Starts the script whenever a message of the specified color is sent.
	Send Message	Sends a message of the specified color.



To **start** a
program



< Motion Blocks >

Motion Blocks		
Block	Name	Description
	Move Right	Moves the character a specified number of grid squares to the right.
	Move Left	Moves the character a specified number of grid squares to the left.
	Move Up	Moves the character a specified number of grid squares up.
	Move Down	Moves the character a specified number of grid squares down.
	Turn Right	Rotates the character clockwise a specified amount. Turn 12 for a full rotation.
	Turn Left	Rotates the character counter-clockwise a specified amount. Turn 12 for a full rotation.
	Hop	Moves the character up a specified number of grid squares and then down again.
	Go Home	Resets the character's location to its starting position. (To set a new starting position, drag the character to the location.)

To make a **sprite move**



< Looks Blocks >

Looks Blocks		
Block	Name	Description
	Say	Shows a specified message in a speech bubble above the character.
	Grow	Increases the character's size.
	Shrink	Decreases the character's size.
	Reset Size	Returns the character to its default size.
	Hide	Fades out the character until it is invisible.
	Show	Fades in the character until it is visible.

To **say, grow** or **shrink** and more



Discover the functions of the other blocks.

< Sound Blocks >

Sound Blocks

Block	Name	Description
	Pop	Plays a “pop” sound.
	Play Recorded Sound	Plays a sound recorded by the user.

To **record**
and **play** a
sound



< Control Blocks >

Control Blocks

Block	Name	Description
	Wait	Pauses the script for a specified amount of time (in tenths of seconds).
	Stop	Stops all of a character's scripts on the page.
	Set Speed	Changes the rate at which certain blocks are run.
	Repeat	Runs the blocks inside its loop a specified number of times.



To **pause, stop** or **repeat** a script...



< End Blocks >

End Blocks

Block	Name	Description
	End	Indicates the end of the script (but does not affect the script in any way).
	Repeat Forever	Runs the script over and over.
	Go to Page	Changes to the specified page of the project.

To **end**
a script or **go to a**
different page...





Scratch Jr

04

- O X

Let's practice!

MISSION 1

Level 1

Scratch moves from left to right

Movement

HELP












Adapted from
Hervé PERROT, 2016
Atelier Canopé 78

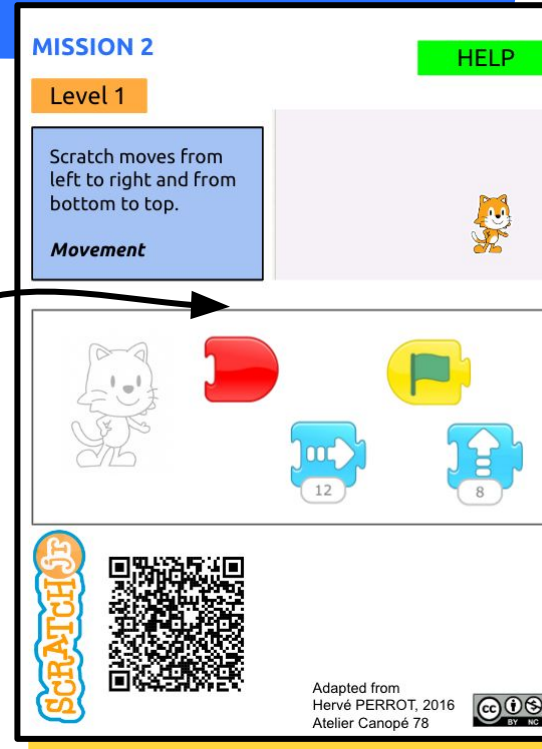




1. Watch this mission



2. Use these blocks to complete Mission 2.

A screenshot of the Scratch Mission 2 interface. At the top, it says "MISSION 2" in blue and "Level 1" in an orange box. A green "HELP" button is in the top right. A blue box contains the text: "Scratch moves from left to right and from bottom to top." Below this, the word "Movement" is written. The main workspace shows a Scratch cat sprite on the left, a red "when green flag clicked" block, and two blue "move" blocks: one with a right arrow and the number 12, and another with an up arrow and the number 8. A yellow "when green flag clicked" block is also present. At the bottom left is the "SCRATCH JR" logo, and at the bottom center is a QR code. The bottom right contains the text "Adapted from Hervé PERROT, 2016 Atelier Canopé 78" and a Creative Commons license icon (CC BY NC). A black arrow points from the "video" icon to the "Movement" section of the mission interface.

1. Watch this mission



2. Use these blocks to complete Mission 3.

Can you try other blocks?

The image shows a Scratch Jr mission screen. At the top, it says "MISSION 3" and "Level 1". There is a green "HELP" button. A text box describes the mission: "Scratch moves from left to right, from bottom to top and then spins on itself." Below this is a "Movement" section with a Scratch cat icon and a set of blocks: a red "when green flag clicked" block, a yellow "move 12 steps" block, a blue "turn 120 degrees" block, a blue "move 8 steps" block, and a blue "turn 90 degrees" block. A QR code is at the bottom left, and the Scratch Jr logo is at the bottom right. The bottom right corner also contains the text "Adapted from Hervé PERROT, 2016 Atelier Canopé 78" and a Creative Commons license logo.



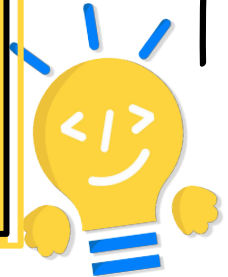
1. Watch this mission



2. Use these blocks to complete Mission 4.

Can you try other blocks?

A screenshot of the Scratch Mission 4 interface. At the top, it says "MISSION 4" and "Level 1". A green "HELP" button is in the top right. A text box says "Scratch is disoriented." and "Movement". Below this is a workspace with a Scratch cat sprite. To the right of the cat are five code blocks: a "Turn 12 degrees" block, a "Turn 6 degrees" block, a "Turn 3 degrees" block, a "Turn 180 degrees" block, and a "Turn 90 degrees" block. At the bottom left is the Scratch logo, and at the bottom right is a QR code. The text "Adapted from Hervé PERROT, 2016 Atelier Canopé 78" and a Creative Commons license logo are at the bottom.





Scratch

05

- O X

Your Turn !

Take on other challenges

Level 1

Mission 1 [video](#) - [help](#)
Mission 2 [video](#) - [help](#)
Mission 3 [video](#) - [help](#)
Mission 4 [video](#) - [help](#)
Mission 5 [video](#) - [help](#)
Mission 6 [video](#) - [help](#)
Mission 7 [video](#) - [help](#)
Mission 8 [video](#) - [help](#)
Mission 9 [video](#) - [help](#)
Mission 10 [video](#) - [help](#)
Mission 11 [video](#) - [help](#)
Mission 12 [video](#) - [help](#)

Level 2

Mission 1 [video](#) - [help](#)
Mission 2 [video](#) - [help](#)
Mission 3 [video](#) - [help](#)
Mission 4 [video](#) - [help](#)
Mission 5 [video](#) - [help](#)
Mission 6 [video](#) - [help](#)
Mission 7 [video](#) - [help](#)
Mission 8 [video](#) - [help](#)

Level 3

Mission 1 [video](#) - [help](#)
Mission 2 [video](#) - [help](#)
Mission 3 [video](#) - [help](#)
Mission 4 [video](#) - [help](#)

Level 4

Mission 1 [video](#) - [help](#)
Mission 2 [video](#) - [help](#)

Source : site [Canopé](#)





Scratch

06

- O X

**It's YOUR turn to
create!**

Create a program that includes at least...

- ✓ one character and one background;
- ✓ one “motion” for at least one character;
- ✓ one recorded sound;
- ✓ one other element of your choice.





Scratch

07

- O X

Other challenges

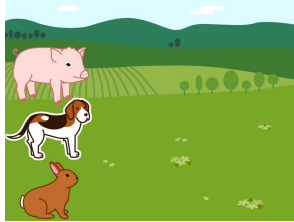
SITE ScratchJr.org



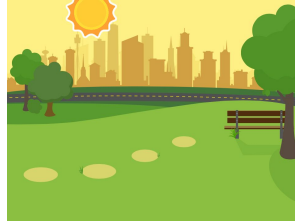
Drive Across the City



Run a Race



Sunset



Moonrise after Sunset



Spooky Forest



Dribble a Basketball



Dance Party



Meet and Greet



Conversation

