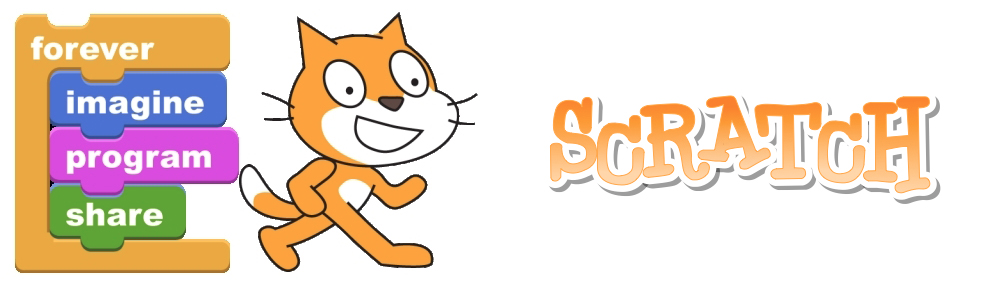
****

**Introduction to Scratch**

***What is Scratch?***

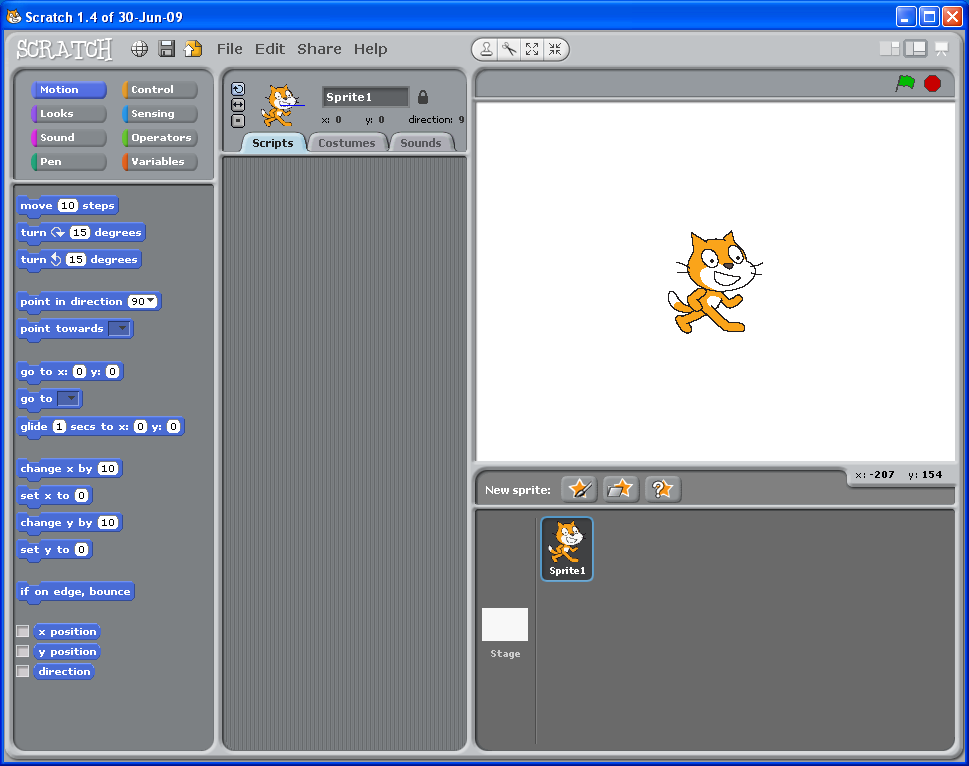
Scratch is a control program that enables you to create your own interactive stories, animations, games, music, and art

The name **Scratch** comes from the **scratching technique** used by **hip-hop disc** jockeys, who spin vinyl records back and forth with their hands to mix music clips together in creative ways. You can do something similar with Scratch, mixing different types of media clips (graphics, photos, music, sounds) in creative ways.

**Part 1: Creating your first game – Cat & Mouse**

In this introductory tutorial, you will create a simple game in which your character (cat) will follow your mouse pointer around the screen.

1. First let’s change our character.

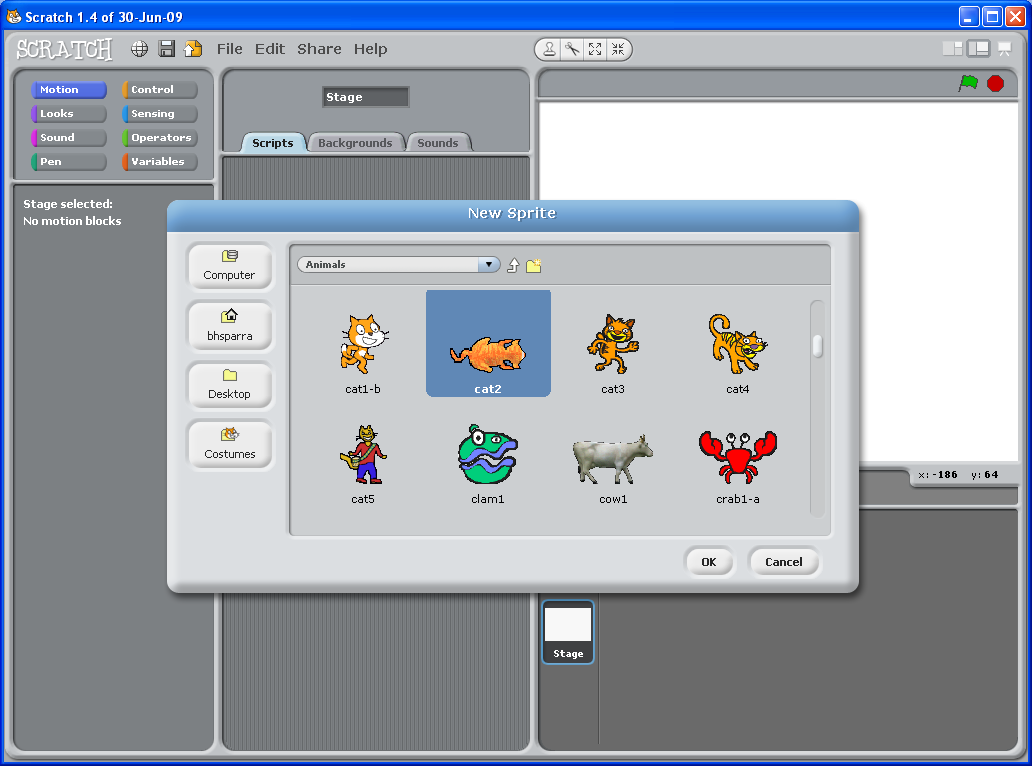


This is **sprite1**, it comes already loaded in the **SPRITE LIST** and has already been placed on the **STAGE**

**1:** Right Click and delete **sprite1** from the **SPRITE LIST**

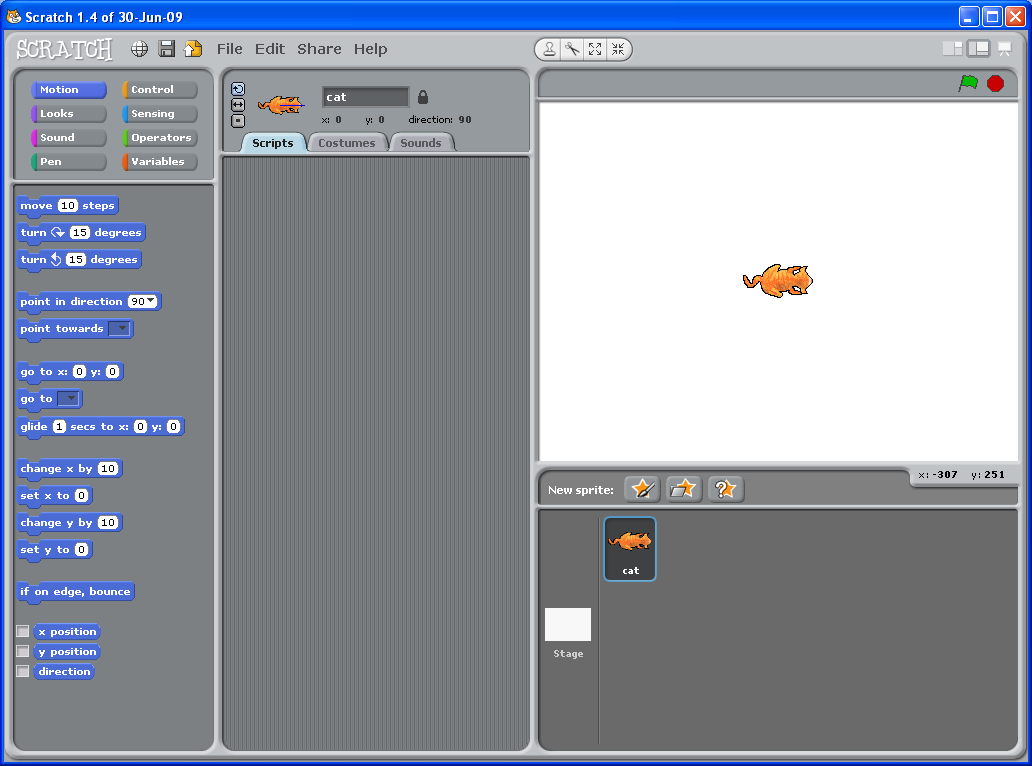


**2:** Click on the insert new sprite button.



**3:** Select the sprite called **cat2** from the **animals** folder.

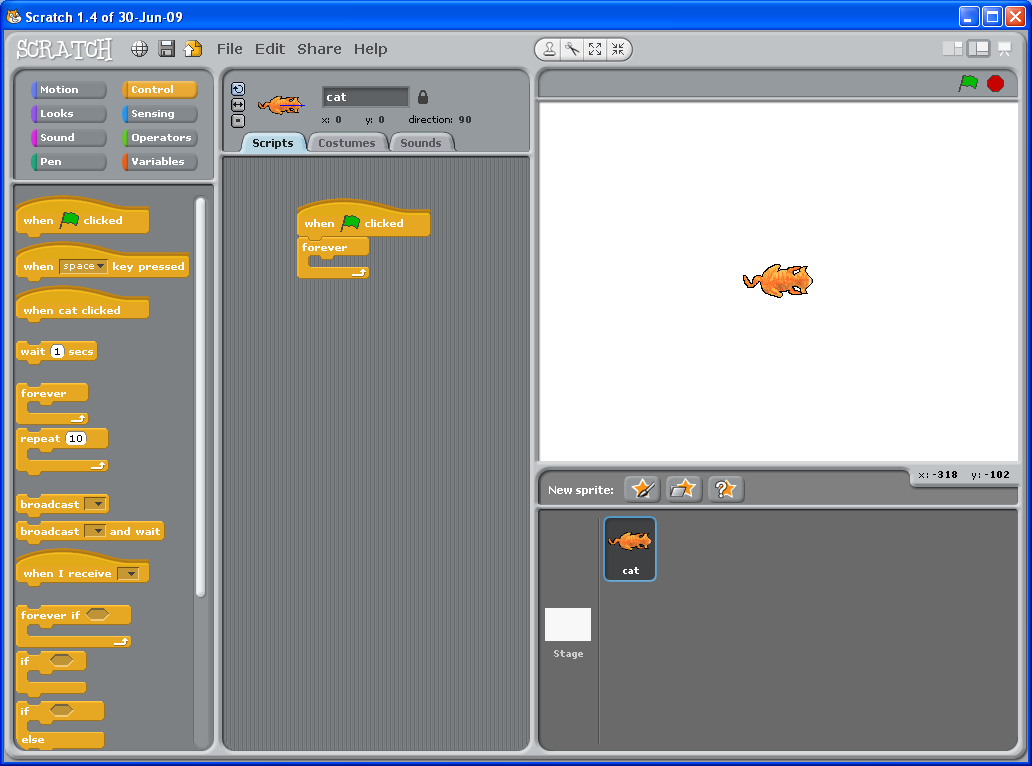
**4:** Rename the sprite and call it **cat**. Remember to always call new sprites sensible names!





**5:** From the **control menu**, drag and drop this rule into the **SCRIPTS AREA**



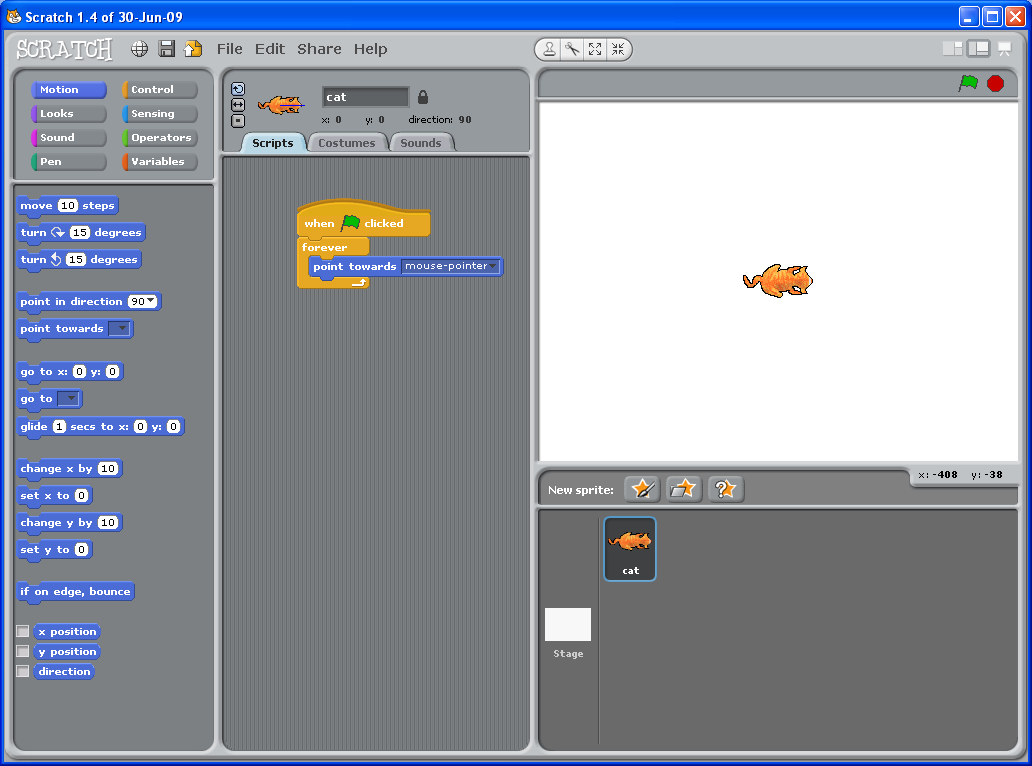
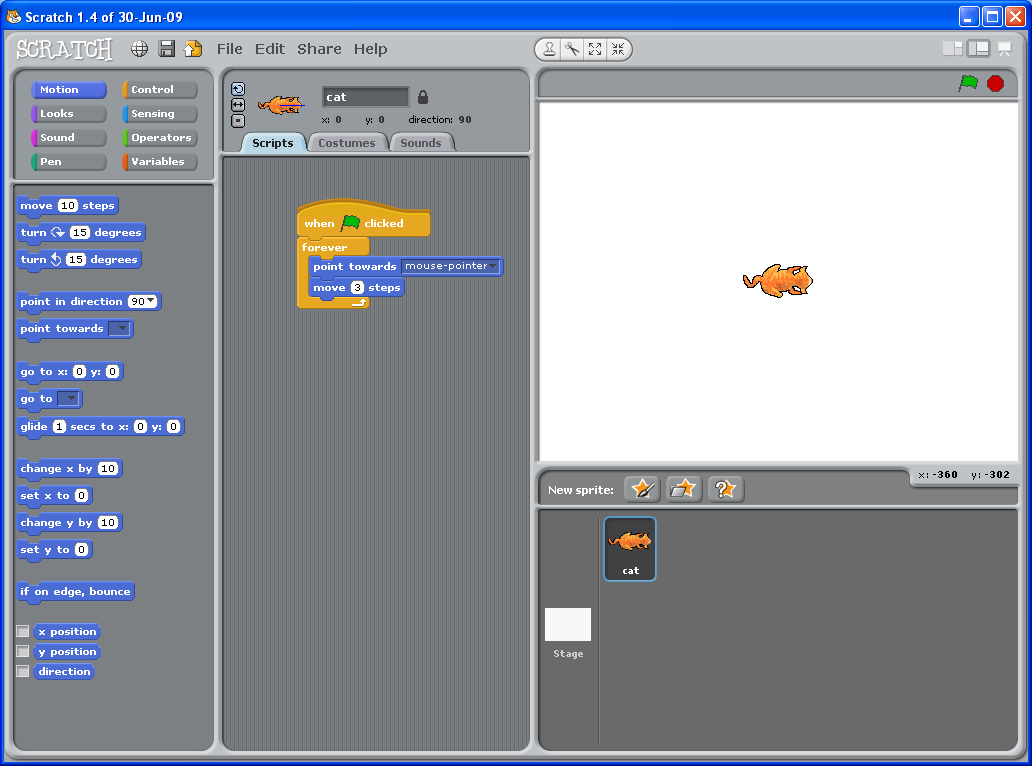
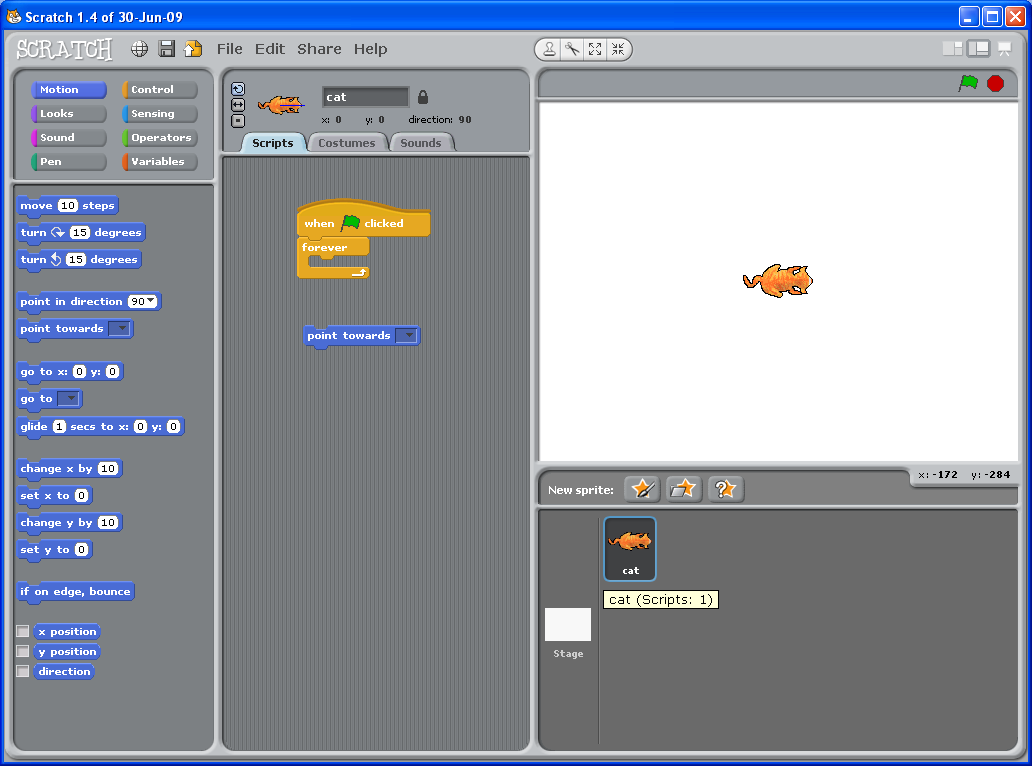
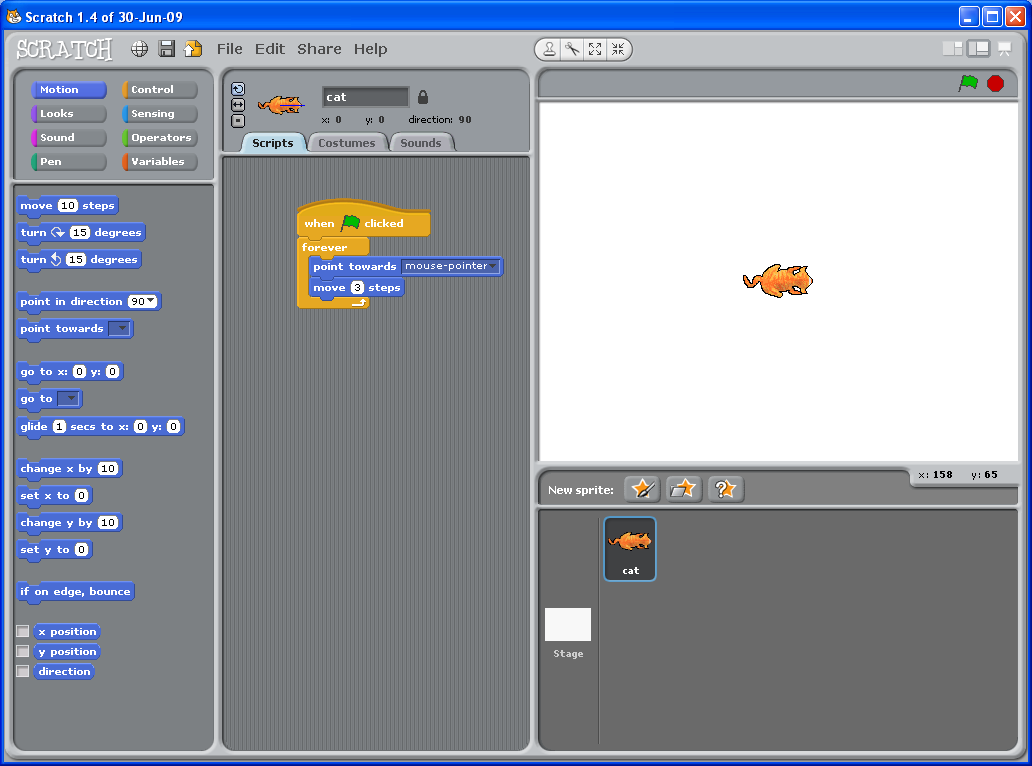


Compatible rules can be joined together in the **SCRIPTS AREA**



**6:** From the **control menu**, drag and drop the **forever** rule into the **SCRIPTS AREA** and join it together.

**7:** From the **motion menu**, drag and drop the **point towards** rule into the **SCRIPTS AREA** and join it inside the forever rule



**11:** run your program by pressing the **green flag**.

**10:** change **number of steps** to 3.

**8:** choose **mouse pointer** from the drop down list.

**9:** From the **motion menu**, drag and drop the **move 10 steps** rule into the **SCRIPTS AREA** and join it underneath the point towards rule.

**Part 2: Controlling your character**

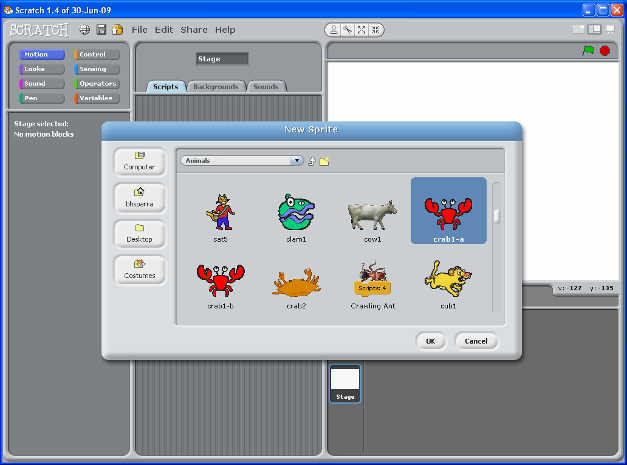
In this tutorial, you will learn how to control a sprite using the keyboard.

**1:** Click on **File** and **New** to create a new project.



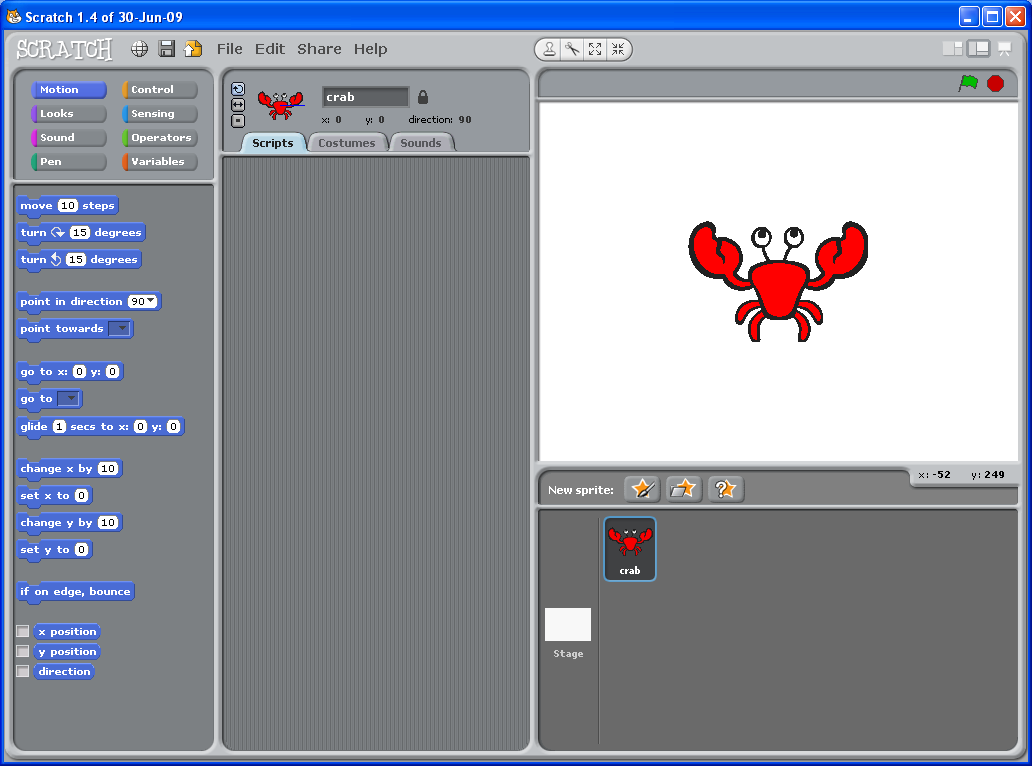


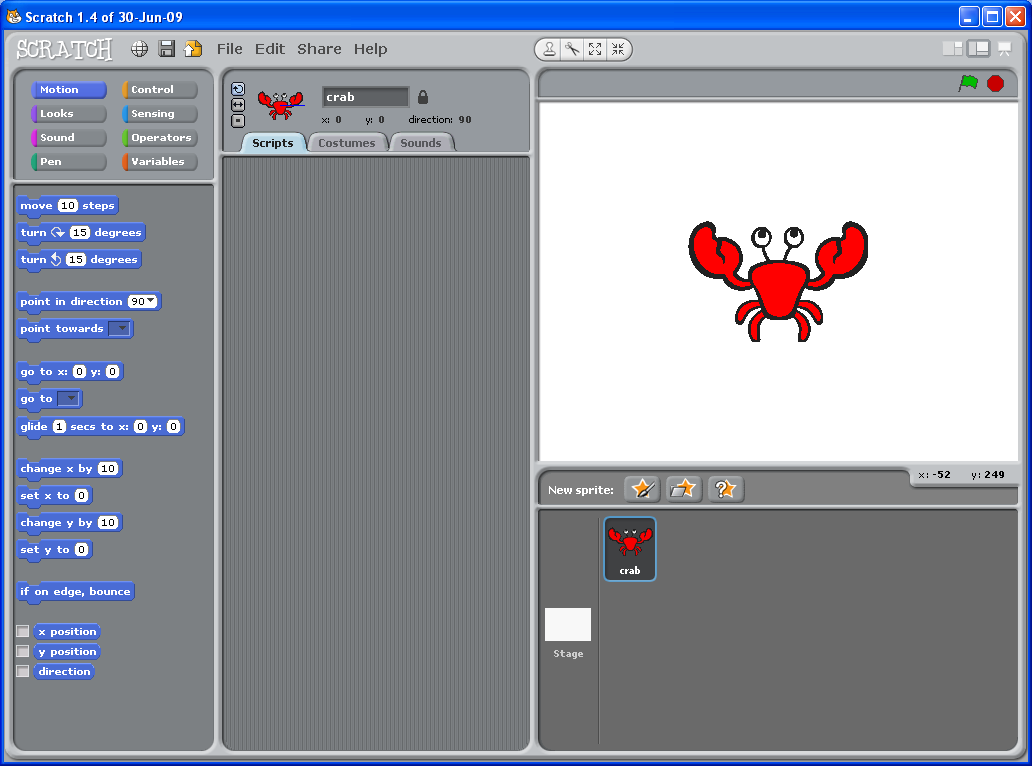
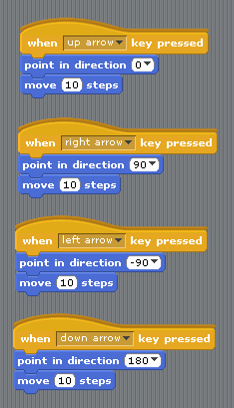
**2:** Click on the insert new sprite button.



**4:** Rename the sprite and call it **crab**. Remember to always call new sprites sensible names!

**3:** Select the sprite called **crab1-a** from the **animals** folder.





**6:** Build and test the following script for the crab sprite.

Add a further 3 scripts to make the crab move in all four directions.

**5:** click the **only face left-right** button