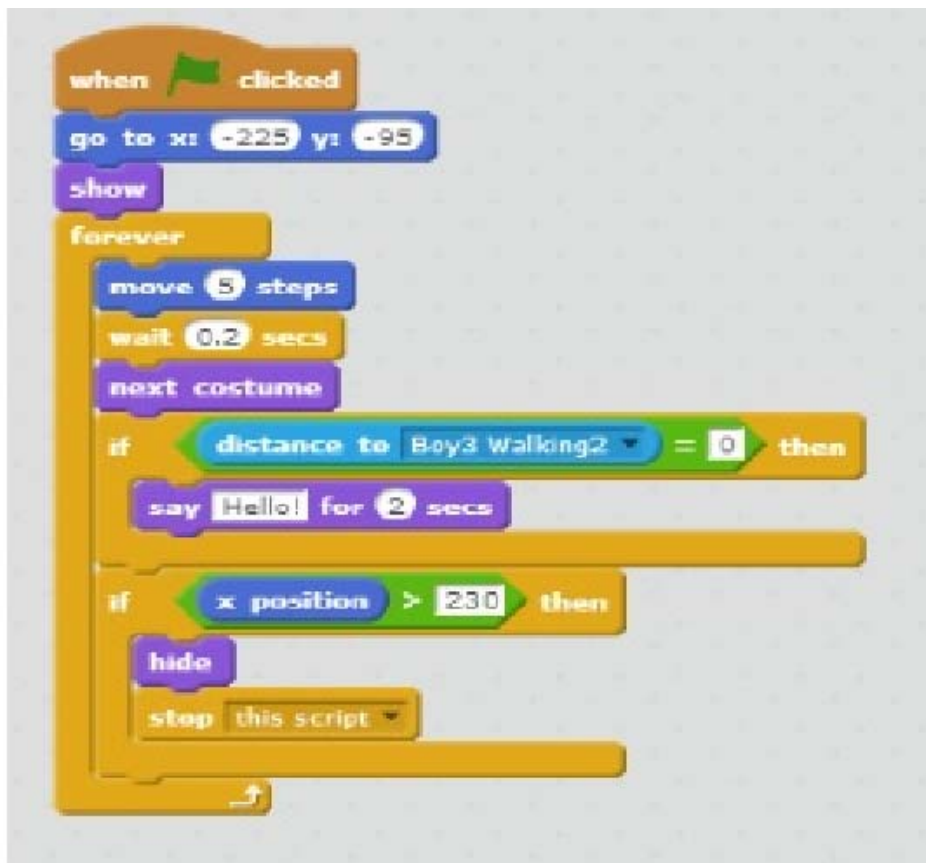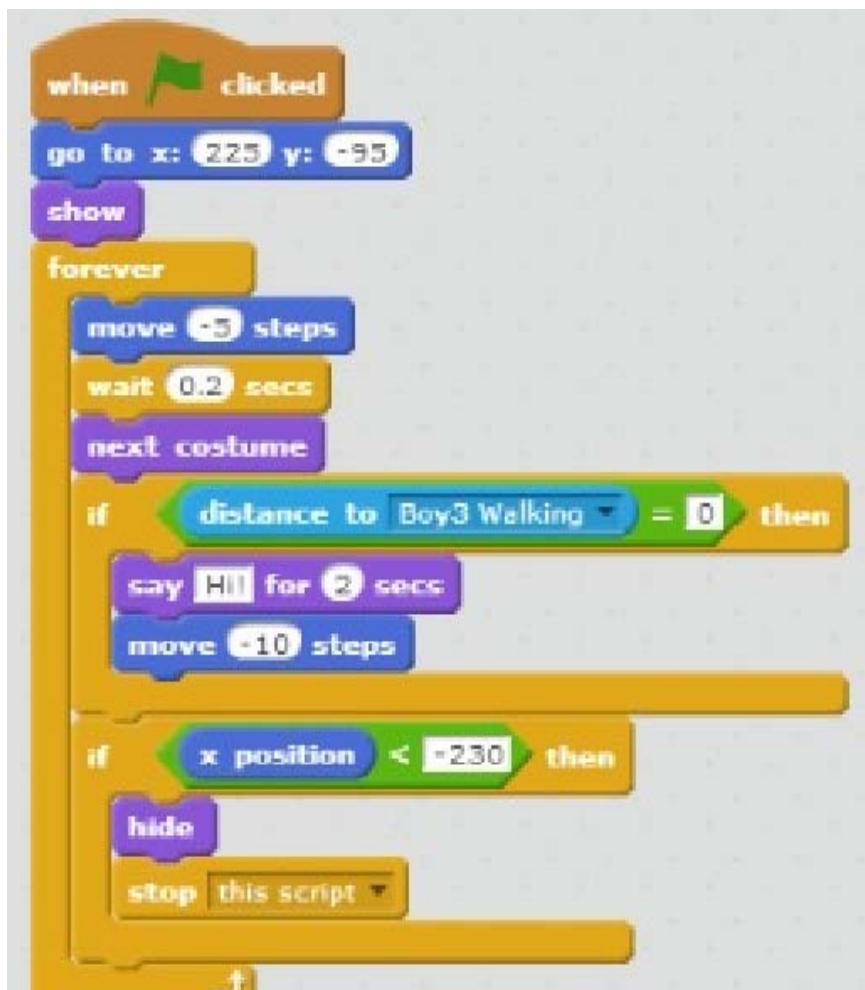**Creating a basic Animation:**

1. Open Scratch. Sign in. Go to **Create**.
2. Go to the upper bar. Rename your project from **Untitled** to **Animation** (or whatever you like)
3. Delete the Cat. (Click the **scissors** in the top bar and then click the Cat under **Sprites**.)
3. Create your First Twin Sprite

- Click "Choose sprite from library" icon in the **Sprites** Bar after **New sprite**:.
- Select **Boy3 Walking**.
- Double click.

4, Create your Second Twin Sprite

- Click "Choose sprite from library" icon in the **Sprites** Bar after **New sprite**:.
- Select **Boy3 Walking**.
- Double click.

5. Make the Second Twin turn:

- Go to **Costumes**
- Choose each costume and click on **Flip left-right** icon in the upper right corner

6. Make the first Boy move:

7. Make the Second Twin move. **Be careful to change the x-coordinates and change the "move steps" to -5!**

Extras:
Add sounds or a longer conversation or other characters.

Creating a Basic *Hide and Seek* Game:

4. Open Scratch. Sign in. Go to **Create**.

5. Click on "Choose backdrop from library" icon below. Choose a backdrop. Double click.

6. Delete the Cat. (Click the **scissors** in the top bar and then click the Cat under **Sprites**.)

4. Create your Sprite

- Click "Choose sprite from library" icon in the **Sprites** Bar after **New sprite**:.
- Select an icon that you want.
- Double click.

5. Click on **Scripts**

6. Click on **Data**. Click on **Make a Variable**. Write Variable name: **Score**. Click **OK**.

7. Create the Scripts for your Sprite:

- Go to **Events.** Drag a "When Green Flag Clicked" into the scripts field
- Go to **Data.** Drag "Set score to 0" and connect it to the Green Flag Script
- Go to **Motion.** Drag "go to x: y: ".
- Change the coordinates to 0: "go to x:0 y:0". and connect it to "Set score to 0"
- Go to **Looks.** Drag "show". Connect. Drag "Say: _____ for __ secs". Change the message to "Catch me to score a point!". Connect.
- Go to **Control**. Drag "forever". Connect.
- Go to **Looks.** Drag "hide". Insert into "forever".
- Go to **Control**. Drag "wait 1 secs". Connect to "hide".
- Go to **Motion.** Drag "go to x: y: ".
- Go to **Operators**. Drag "pick random __ to__". Change the numbers: "pick random -200 to 200". Insert it after x: . Drag "pick random __ to__". Change the numbers: "pick random -140 to 140". Insert it after y:
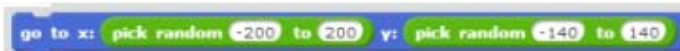
    Connect to "wait 1 secs".

- Go to **Looks.** Drag "show". Connect.
- Go to **Control**. Drag "wait 1 secs". Change 1 to 0.7 or even less if you want your game to be harder.
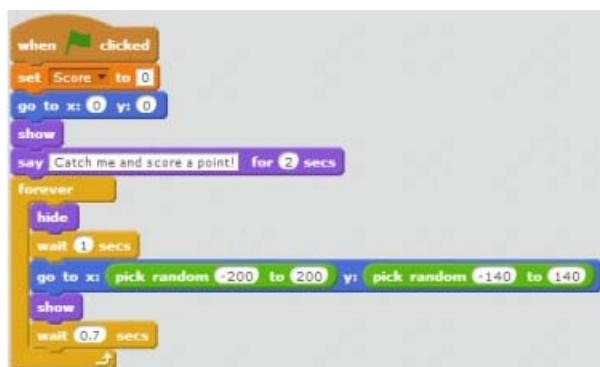
8. How to keep score:
- Go to **Events.** Drag "when the sprite clicked"
- Go to **Data.** Drag "change score by 1" and connect to "when the sprite clicked"
- Go to **Sound.** Drag "play sound__" and connect.

If you want to change sound, click on **Sounds**. Under **New sound** click on **Choose sound from library**. Double-click on the sound you like. Go back (click on **Scripts**). In your "play sound___" tag change the sound.

Creating a Basic Maze Game:

7. Open Scratch. Sign in. Go to **Create**.

8. Delete the Cat. (Click the **scissors** in the top bar and then click on the Cat.)

9. Create your character Sprite:

Go to **New Sprite**. Ether go to **Choose new sprite from the library** or **Paint new sprite.**

10. Create your maze:

Click on **Stage**. Go to **Backdrops.** Draw your maze. *Use Rectangular Tool.* Click on **Scripts**.

5. Click on your Sprite.

Make it move and bounce from the walls by pressing arrow keys:

- Go to **Events.** Drag **When Green Flag Clicked**.

- Go to **Control.** Drag "**forever**" and connect it to **When Green Flag Clicked**.

  - Drag **if** . Drag **when___key pressed** onto the stage. Choose **up arrow**.

  - Go to **Motion**. Drag **point in direction**. Change to **0**. Connect to **when up arrow key pressed.** Put **move 2 steps** in **if.**

  - Go to **Control.** Drag and connect another **if.**

  - Go to **Sensing**. Drag **touching color.** Click on the colour window and then touch your maze. The colour in **touching color** should change to the colour of your maze. Put **touching color** in the **if.**

  - Go to **Motion.** Put **move steps** after **if.** Change to **move – -2 steps.** Then your sprite will bounce when touching the walls.
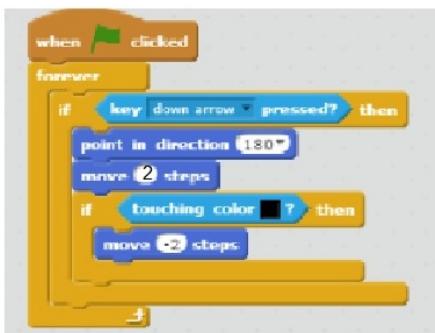
6.Make scripts to the rest of the arrow keys:

- Right-Click on the script and **Duplicate.** Change to **up arrow**. Change direction to **0.**

- Right-Click on the script and **Duplicate.** Change to **left arrow**. Change direction to **-90.**

- Right-Click on the script and **Duplicate.** Change to **right arrow**. Change direction to **90.**

7. Let your sprite always start at the entrance of the maze:

- Move your sprite to the entrance.

- Go to **Events.** Drag **When Green Flag Clicked**.

  Go to **Motion.** Drag and connect **go to x: y:**

Creating a Basic *Race* Game:

11. Open Scratch. Sign in. Go to **Create**.
12. Make the Announcement Backdrop:
    - Click on Stage
    - Click ""Paint new backdrop" icon under **New backdrop:**
    - Choose T (text tool) and type PLACE YOUR BETS! At the left edge of the backdrop
    - Click on **Scripts**
    - Go to **Events.** Drag a "When Green Flag Clicked" into the scripts field
    - Go to **Looks**. Drag and connect "change backdrop to__". Change it to "change backdrop to backdrop2".
    - Go to **Control**. Drag and connect "wait _ sec". Change it to "wait 4 sec".
    - Go to **Looks**. Drag and connect "change backdrop to__". Change it to "change backdrop to backdrop1".
    - Go to **Events**. Drag and connect "broadcast__". Open the menu inside "broadcast__". Click on "new message". Type "run". Click OK.

13. Delete the Cat. (Click the **scissors** in the top bar and then click the Cat under **Sprites**.)
14. Create your Finish Line
    - Click "Paint new sprite" icon in the **Sprites** Bar after **New sprite**:
    - Draw a line from top to bottom
    - Click on sprite. Move the line to the right edge of the stage
    - You can rename your sprite. Click on *i.* Name your sprite "Finish".
3. Create your first racing Sprite
    - Click "Choose sprite from library" icon in the **Sprites** Bar after **New sprite**:.
    - Select an icon that you want.
    - Double click.
    - Move it to left edge of the stage (the Start of you race)
4. Make your sprite race:
    - Click on **Scripts**

- Go to **Events.** Drag a "When I receive__" into the scripts field. Choose "When I receive run"
- Go to **Motion.** Drag "glide _ sec to x: y: ". Change the coordinates to whatever coordinates are shown in the upper right corner. Change "glide __sec" to "glide 2 sec". Connect.
- Go to **Control**. Drag "forever". Connect.
- Go to **Motion.** Put "move _ steps" inside the "forever"
- Go to **Operators.** Drag "pick random _ to _" inside the "move _ steps", Change "pick random 1 to 15"
- Go to **Control**. Drag "if _ then". Connect to "move".
- Go to **Sensing**. Drag "touching ?". Change to "touching Finish ?" or whatever the name of your Finish sprite. Insert into "if _ then".
- Go to **Control**. Drag "stop all". Insert in "if touching Finish ? then".

5. Add more "racers"

- Click "Choose sprite from library" icon in the **Sprites** Bar after **New sprite**:.
- Select an icon that you want.
- Double click.
- Move it to left edge of the stage (the Start of you race)
- Click on your first "racer" sprite. Drag and drop the whole script onto your new "racer" sprite.
- Click on your new "racer" sprite. Change the coordinates in "go to x: y: ". to whatever coordinates are shown in the upper right corner. You have your second "racer"!
- Repeat these steps to create as many racers as you wish.