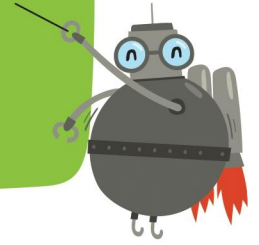
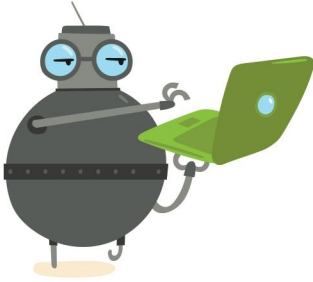


# Usborne Lift-the-flap Computers and Coding




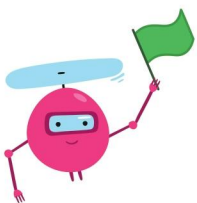
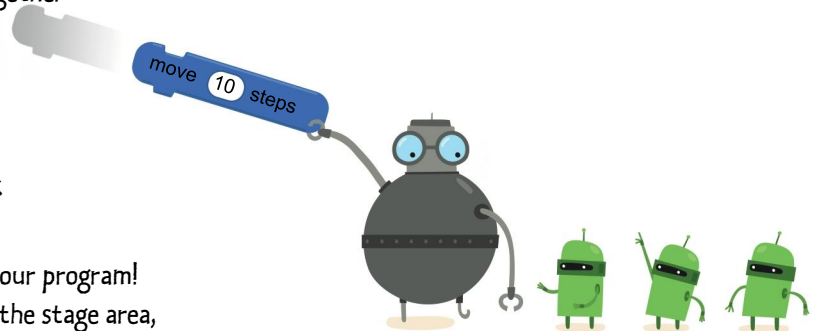
## To start coding with Scratch...



1. Go to <https://scratch.mit.edu/>
2. Click on “Create” next to the Scratch logo.
3. On the next screen you’ll see the stage area with the Scratch cat, a Code tab with a list of block menus, and the area where you will build your code. There will be a pop-up window in front of them. Click the play button to watch a short introduction to Scratch or click the small ‘x’ to close the window.

## To build the simple Scratch program on page 10...

1. Under the Code tab, click on “Events”.
2. Drag the block for “when  clicked” into the area in the middle where you build your code.
3. Now click on “Control” (under Code). Then drag the “forever” block into the coding area, and snap it together with the “when clicked” block.
4. Next click on “Motion”. Then drag “point towards” and “move 10 steps” into the coding area, and drop them inside the “Forever” block. (The “Forever” block will expand so they fit.)



5. Now you’re ready to start your program! Click on the green flag above the stage area, then move your mouse-pointer around the stage. The cat will follow it.

6. To stop, click the red button at the top of the stage.

## To make the cat move its feet...

1. Click on “Looks” under the Code tab. Then drag out the “next costume” block and drop below the other blocks inside the “Forever” block.
2. Click the green flag and move your mouse-pointer again. The cat will seem to walk.

