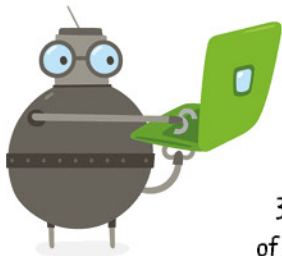


# Usborne Lift-the-flap Computers and Coding



To start coding with Scratch...



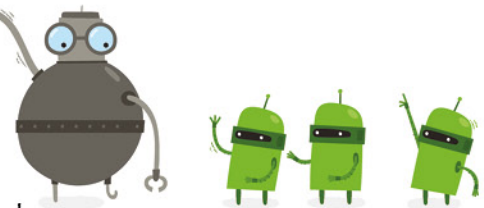
1. Go to <https://scratch.mit.edu/>
2. Click on "Try it out".
3. On the next screen you'll see the stage area with the Scratch cat, a Scripts tab with a list of block menus, and the area where you will build your code.

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

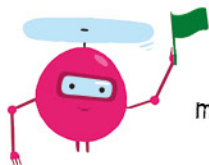
4. Under the Scripts tab, click on "Events".
5. Drag the block for "when clicked" into the area on the right where you build your code.
6. Now click on "Control" (under Scripts). Then drag the "forever" block into the coding area, and snap it together with the "when clicked" block.



7. 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.)



8. In the "point towards" block, click on the little down arrow and choose "mouse pointer".



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

To make the cat move its feet...

10. Click on "Looks" under the Scripts tab. Then drag out the "next costume" block and drop it inside the "Forever" block.

11. Click the green flag and move your mouse-pointer again. The cat will seem to walk.



Go cat!

