Usborne on Scratch

The Usborne Scratch account lets you view finished code for all the projects in the book. You can also access starter packs, with sprites and backdrops ready to code yourself.

Getting there

To access the Usborne account, click on the link at Usborne Quicklinks, or go to https://scratch.mit.edu/users/Usborne/

The projects are listed in Shared projects by page number. Click on View all to see all the projects. Some projects have several versions, shown by numbers after the name.

Viewing a project

1. Click on a project. Then read the instructions displayed on the right.
2. To view the code, click on the See inside button. To return to the project page, click on See project page.
3. To start a game or activity, click the green flag. When it finishes, you need to click on the red stop button before you can click the green flag to play again.
4. Use your back button, or click on the name Usborne, to return to the list of Shared projects.

Remixing

Remixing means changing a project, then saving and sharing your new version (see page 81 of your book). You need to be signed in to your Scratch account to make a remix.

You can save your own version of any Usborne project. Just make your changes to the code, then click Remix.

Backpack

If you come across a sprite, backdrop or bit of code you would like to copy, and you are signed in to your Scratch account, you can use the backpack. This appears at the bottom of the screen (in See inside view). Just drag the item you want into the backpack, and it will be stored for you.