



SCRATCH

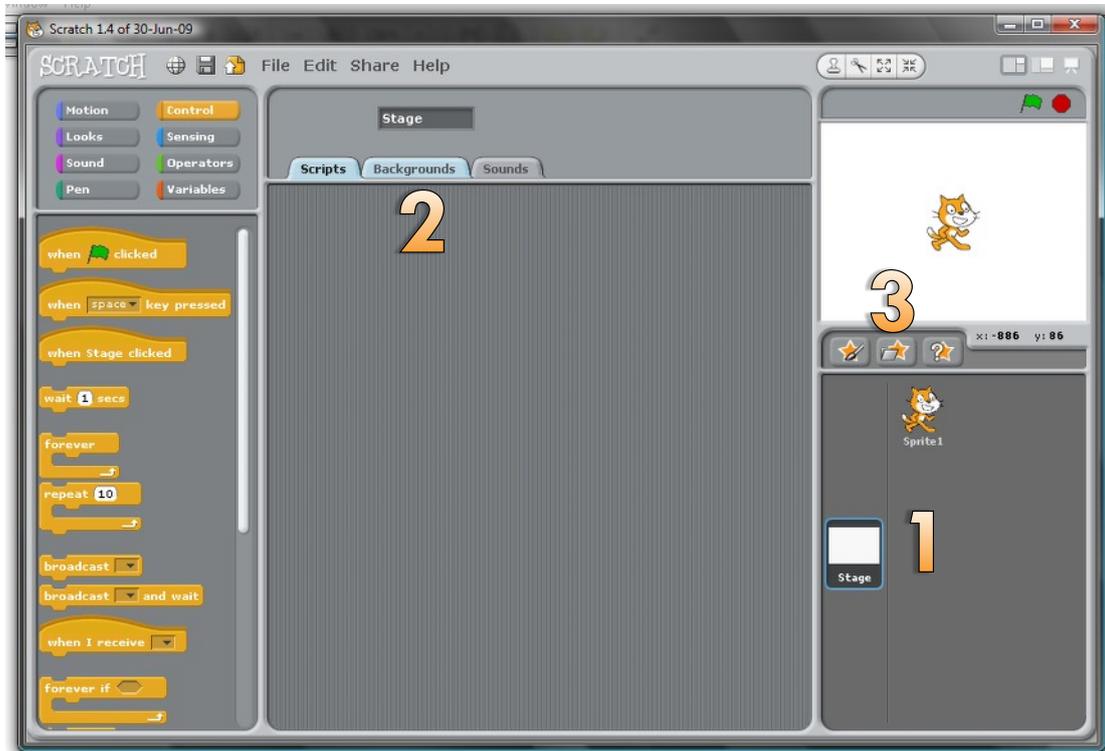
Booklet 1

- Adding backgrounds
- Changing Sprites
- Basic movement
- Using Co-ordinates

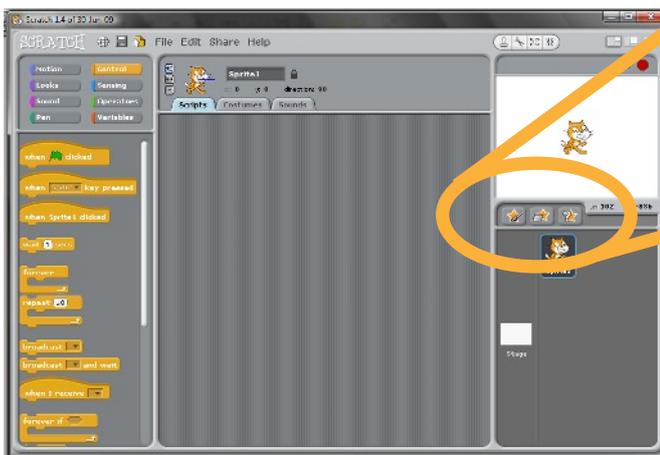
Game Control

Adding a background

First (1) Select the **Stage** in the bottom right (double click on it). Next (2) Select the **Backgrounds** tab and **Import** (3) a different background for the stage.



Changing a sprite



Click here to
select different
Sprites

These folders will show
where you can select
the Sprite you want



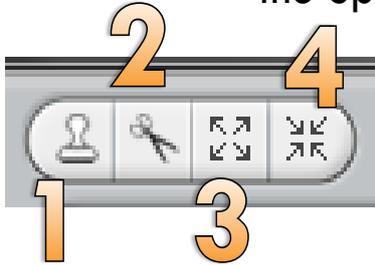


Game Control

Changing a Sprite

Delete a Sprite

Shrink the Sprite

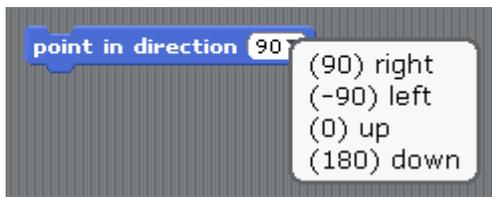


Duplicate a Sprite

Grow the Sprite

Changing Direction and Moving

Select the drop-down arrow to choose which direction the sprite should face:



Select the move instruction and type in the number of steps forward to move:



Talking

You can make sprites talk by using the "Say" instruction:



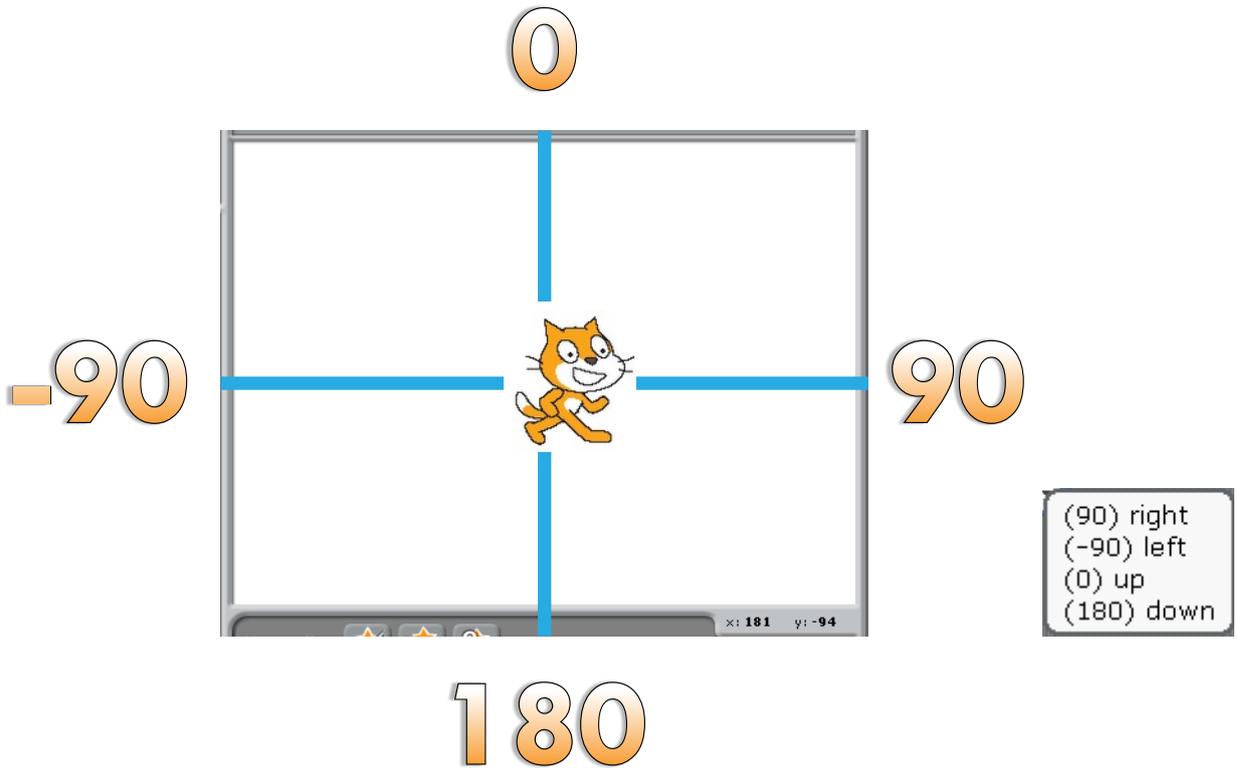
You can also make your sprite talk for a set length of time like this





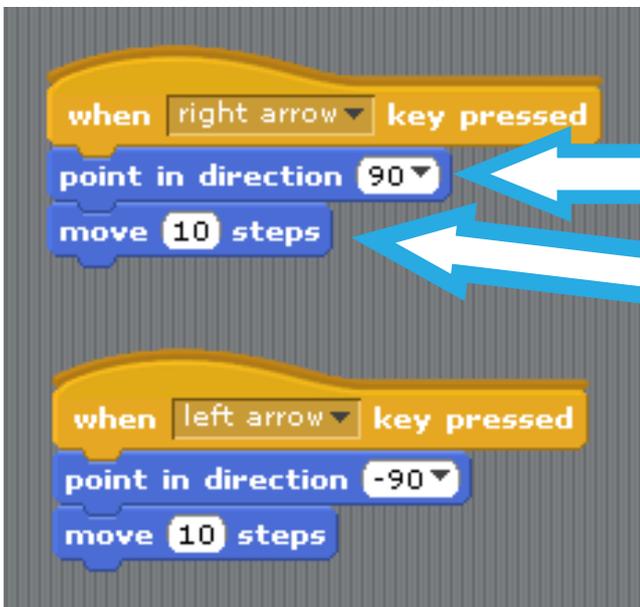
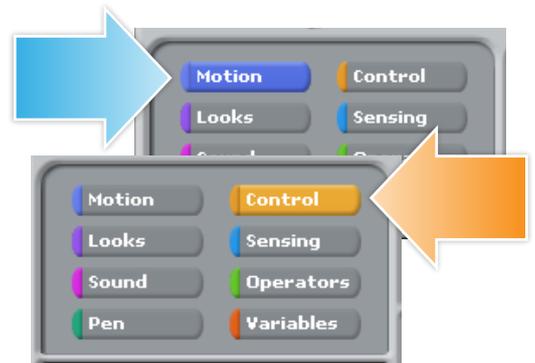
Game Control

Co-Ordinates



Movement with Keys

You can use any keys to control the sprite, below shows it being controlled using the **left** and **right arrow keys** on the keyboard:



This instruction tells the sprite what direction to face

This states how many steps forward to move at once