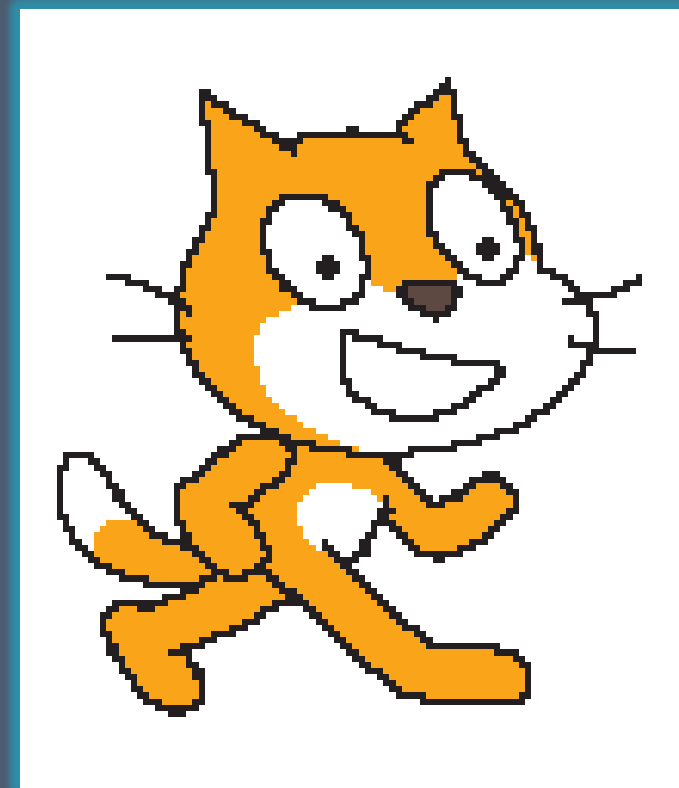


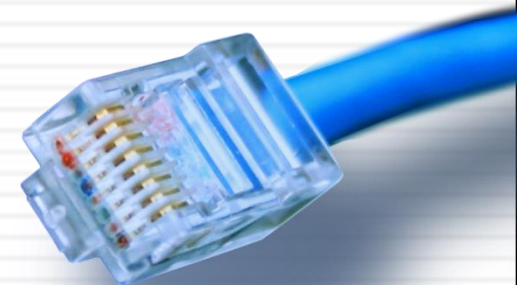
# SCRATCH



## Lesson 1 – Drawing Shapes

Welcome back

I hope you are ready!!



# Today's Lesson



- You will be introduced to Scratch software
- You will learn some of the names of the different component parts of the Scratch interface
- You discover how to produce a simple algorithm using Scratch that will draw shapes

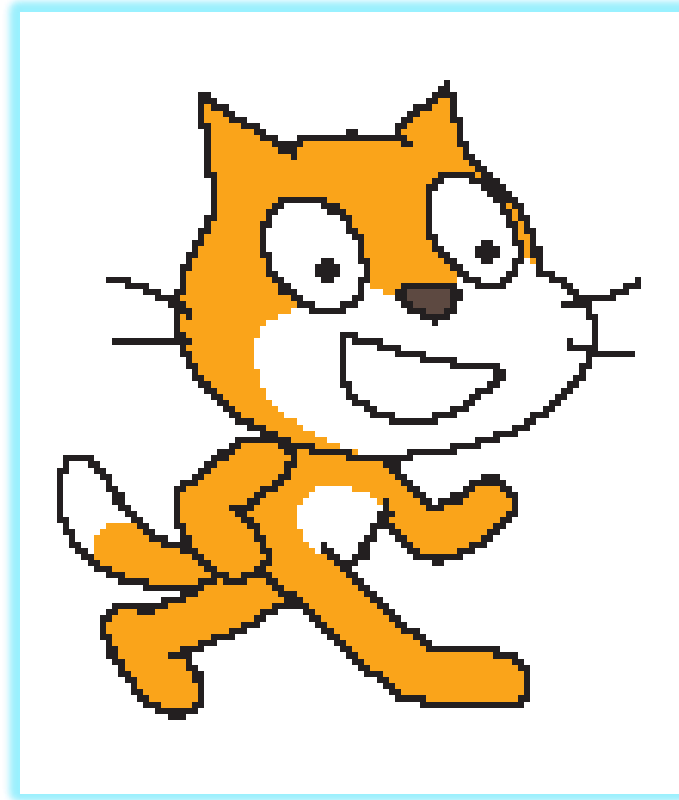
# What is an algorithm?

- An **algorithm** is a step-by-step list of directions that need to be followed to solve a problem.
- For example a recipe
- Or
- Instructions about how to put a LEGO model together
- Today we will be using algorithms

# Do you remember LOGO?

- How would we draw a square using LOGO?
  - FD 100
  - RT 90
  - FD 100
  - RT 90
  - FD 100
  - RT 90
  - FD 100
  - RT 90

# This Term we are learning how to use Scratch





# Introductory Movie

<https://www.youtube.com/watch?v=jxDw-t3XWd0>

# Scratch



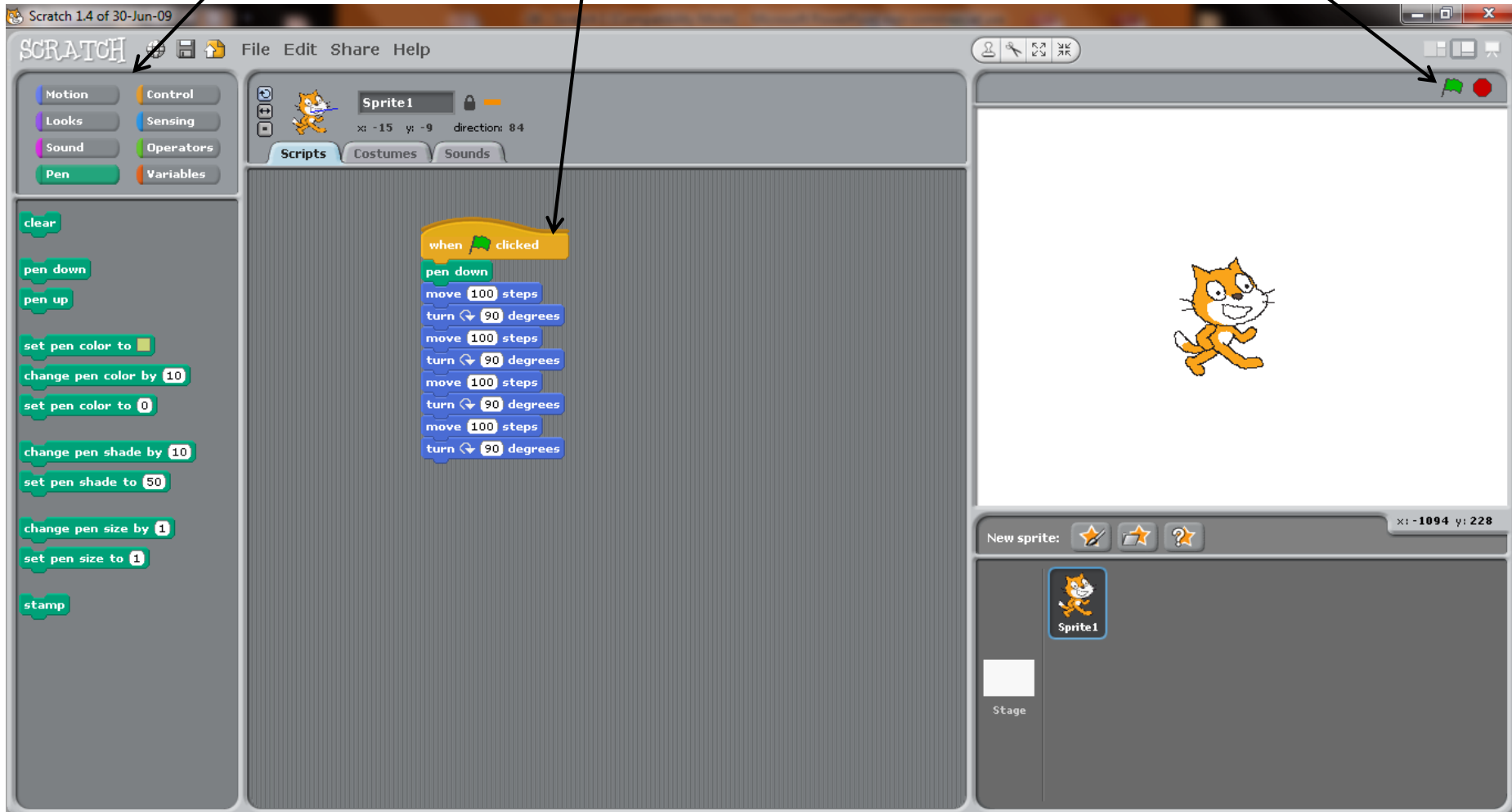
- Is useful for producing animations and games.
- Teaches us how to 'program.'
- Allows us to be incredibly creative.



Select Category of Instruction

Drag into centre

Click to Go



# Using Scratch

- Follow the instructions on the Word Document to create shapes

- Remember to Start with **Control**

- Followed by **Pen**

- Then **Motion**

- Don't forget to use the **Duplicate Tool**



# First Tasks

- Draw a Square and a Hexagon
- Other Tasks
- Can you draw a rectangle?
- Can you draw a shape where each side is a different colour?
- What other shapes and patterns can you produce?
- Can you use Scratch to write your name?

# Plenary

- What are your first impressions of Scratch?
- What other things do you think we might be able to do with Scratch?
- Can you name the component of the Scratch interface?

