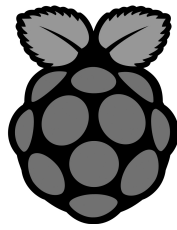


**INCHICODE**  
**WEEK 3**





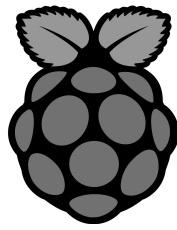
### INCHICODE WEEK 3

#### Scratch Programming

Today we are going to learn how to code using scratch online programming tool. This will give you the basics of programming that you can transfer to using your Raspberry Pi.

#### Things we will learn

- What is Scratch ?
- What can it do ?
- What do i need to know?
- How do i access the scratch program ?



## INCHICODE WEEK 2

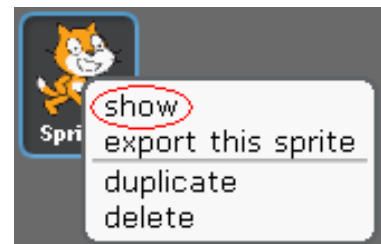
### Simple Scratch Commands

#### SPRITES

##### **Finding a Sprite**

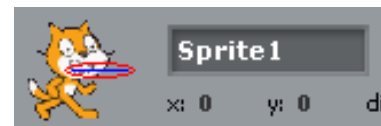
To carefully rotate a sprite, drag the blue line over its thumbnail.

Easy sprite rotation – To carefully rotate a sprite, drag the blue line on its thumbnail. In addition, if you want to quickly set it back to 90 degrees, just double-click the sprite thumbnail.



##### **Easy Sprite Rotation**

Easy sprite rotation – To carefully rotate a sprite, drag the blue line on its thumbnail. In addition, if you want to quickly set it back to 90 degrees, just double-click the sprite thumbnail.

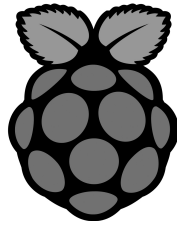


#### BLOCKS AND SCRIPTS

##### **Moving blocks to another sprite**

To move a script to another sprite, drag the stack over the receiving sprite's thumbnail and release once you see a white halo. The halo normally appears to the leftmost slot, if the block is so large it spans two slots.

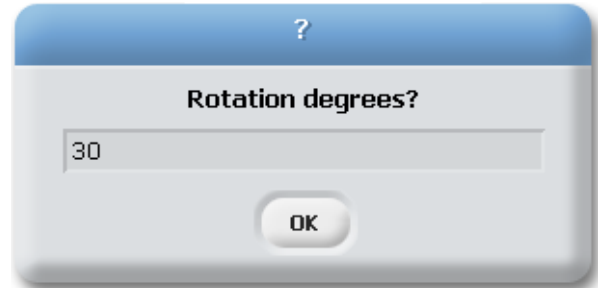




## Paint Editor

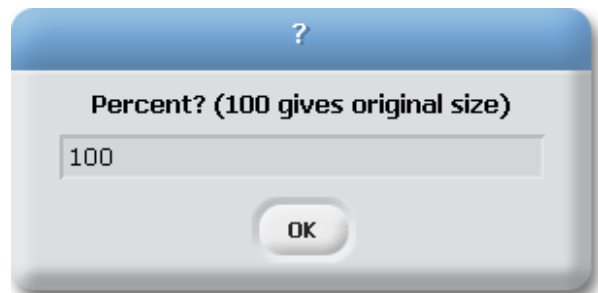
### Precise rotation

To rotate an image by a given amount of degrees, shift-click one of the rotation buttons and input a number.



### Precise size edits

To grow or shrink an image to a given percentage, shift-click one of the size buttons and input



### Continuous stamping

To continuously stamp an image without multiple clicks, hold Shift while the mouse is down.

