

Preparing for Scratch Coding

Thank you all for joining us for our Scratch class. We hope your future coders are as excited for camp as well. To make sure everyone is ready for class, we have made this document to help you prepare for Scratch camp.

Complete these 3 Steps which are detailed below:

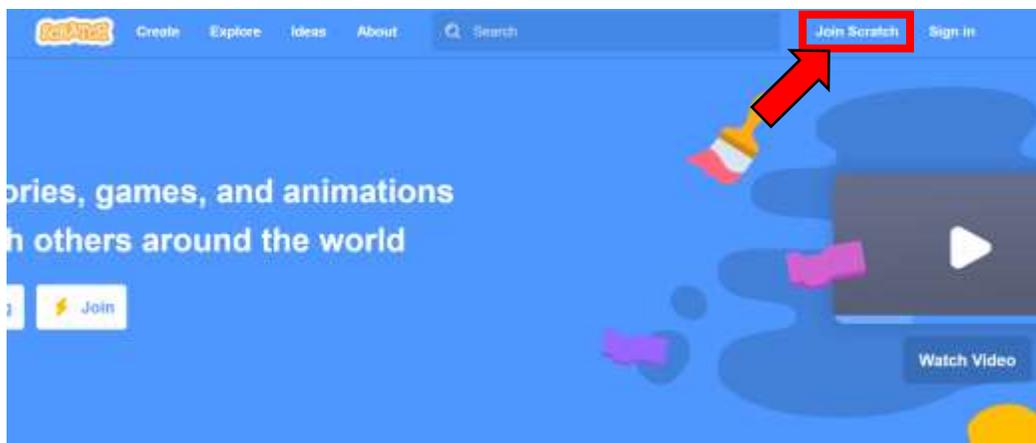
1. Go to scratch.mit.edu and create an account.
2. Click on the link in the email from TechKnowHow and download lessons for your child to use in camp.
3. Click on the link in the email from TechKnowHow and download games onto your child's computer/device to use during class. Your child must have these games on their device to be able to work on them in class

Estimated time to complete these steps: 20 minutes

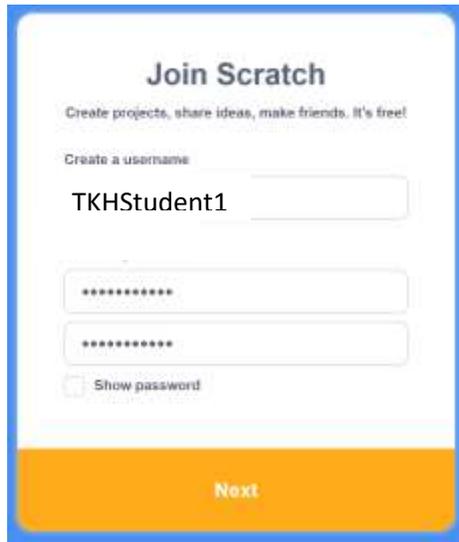
1. Create a Scratch Account

Our teachers will be using the online Scratch editor for this camp. This version differs from the downloadable desktop version in that it is much easier to save projects and open up previous projects. However, in order to use it properly, you need to create a free scratch account.

1. Go to scratch.mit.edu and click on **Join Scratch**

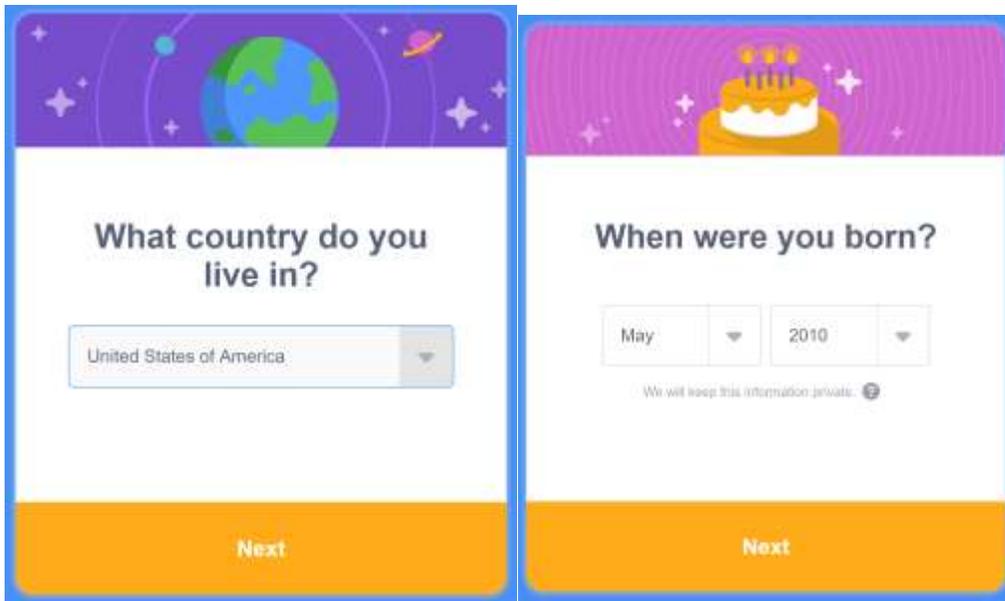


2. Create a username and password



The image shows the 'Join Scratch' registration page. At the top, it says 'Join Scratch' and 'Create projects, share ideas, make friends. It's free!'. Below that, it asks to 'Create a username' with the text 'TKHStudent1' entered in the input field. There are two password fields, both containing eight asterisks. A checkbox labeled 'Show password' is unchecked. At the bottom, there is an orange button labeled 'Next'.

3. Fill in your profile details

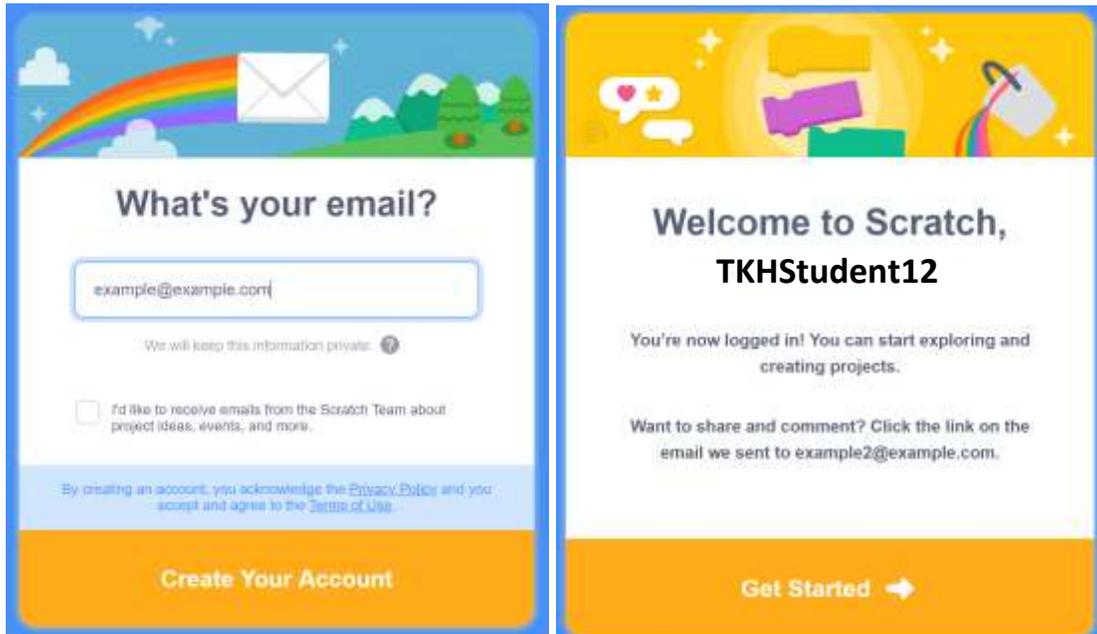


The image shows two side-by-side profile detail forms. The left form is titled 'What country do you live in?' and features a space-themed header with a globe and planets. The dropdown menu is set to 'United States of America'. The right form is titled 'When were you born?' and features a birthday cake header. The birth date is set to 'May' and '2010'. Both forms have an orange 'Next' button at the bottom.

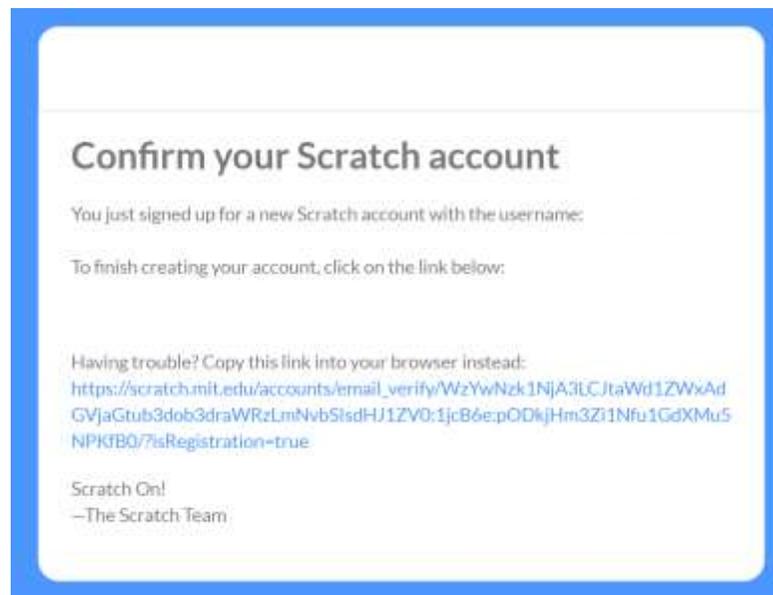


The image shows the 'What's your gender?' form. It has a header that says 'Scratch welcomes people of all genders.' The 'Male' radio button is selected. There are also options for 'Female', 'Non-binary', and 'Prefer not to say'. A text input field for 'Another gender' is empty. At the bottom, there is an orange 'Next' button.

4. Enter your email and then click Get Started on the next page.



5. Look for the confirmation email in your email and click the link to verify your account.



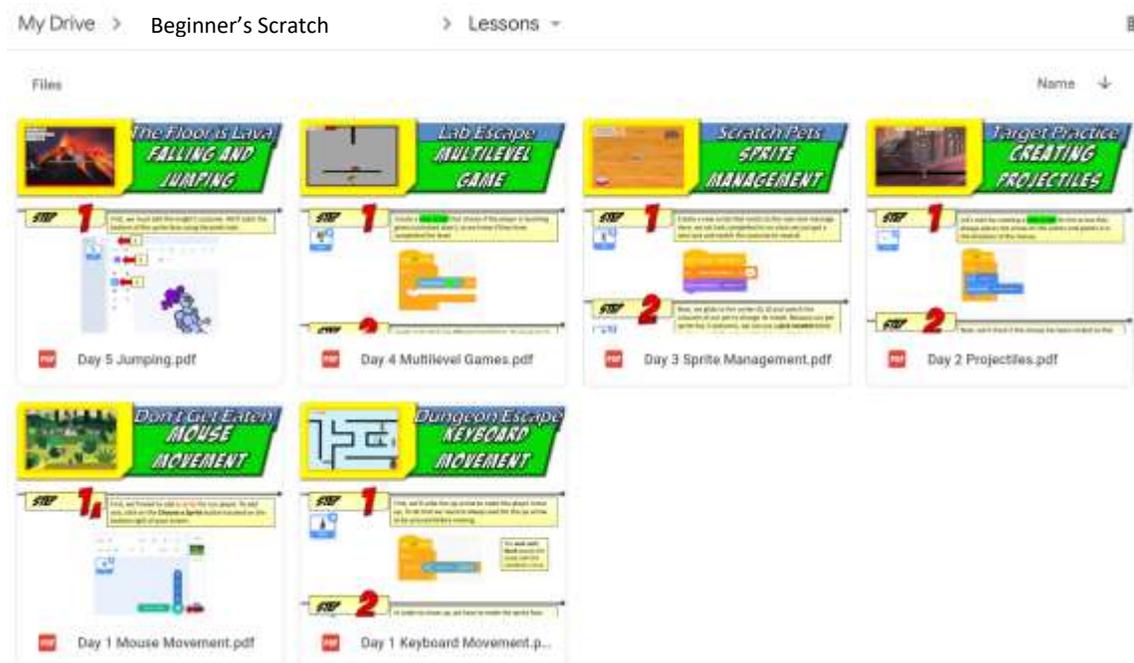
2. Downloading Lessons

Included in this email is a link to a google drive with all the lessons and the games.

1. Click on the link in the email it will send you to a page like this one with a games folder and a lessons folder

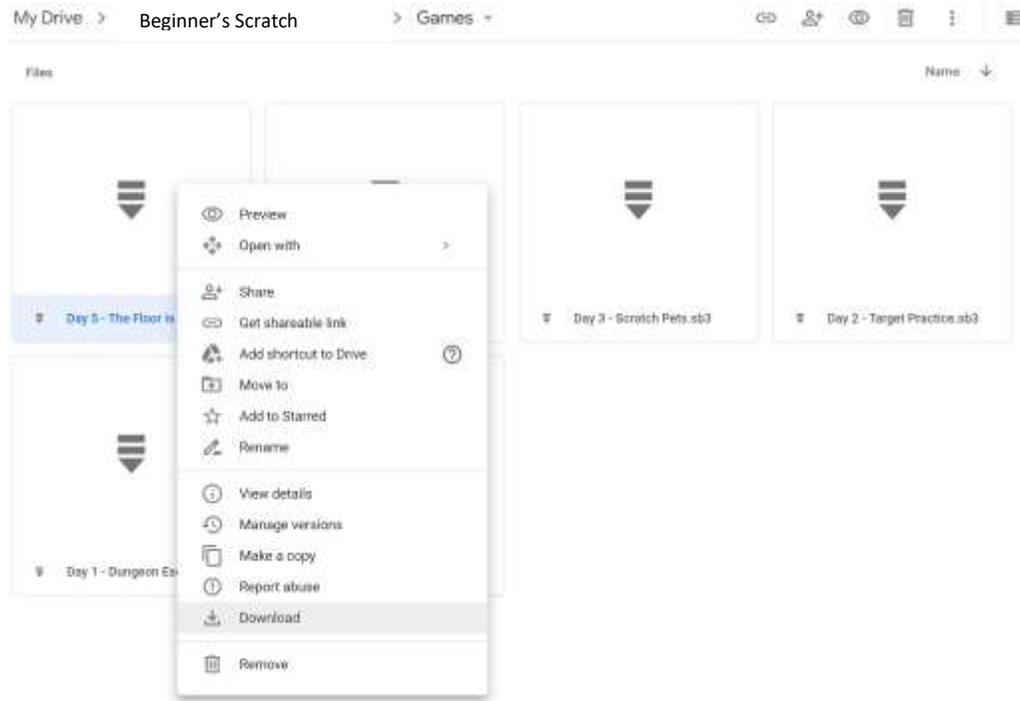


2. The lessons folder has all the lessons for all sessions. The files are in PDF format and our labeled by Day as well as what topic we will cover for that day. Note that Day 1 has two lessons. We recommend that you print them out or have them available on a second screen (like a tablet) so that your camper can view them during class.

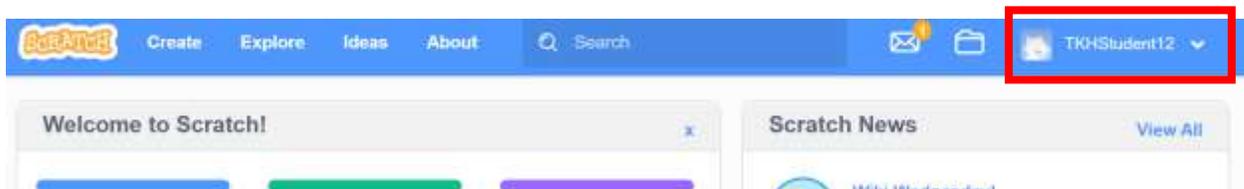


3. Downloading Games

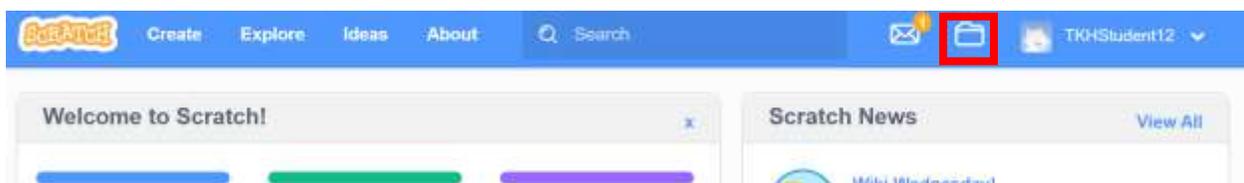
The games folder will have incomplete versions of the games we will be working on during camp. Each day your camper will edit these games to finish them. You will have to download each of them onto your computer by right-clicking on them and selecting download. Make sure you download all games.



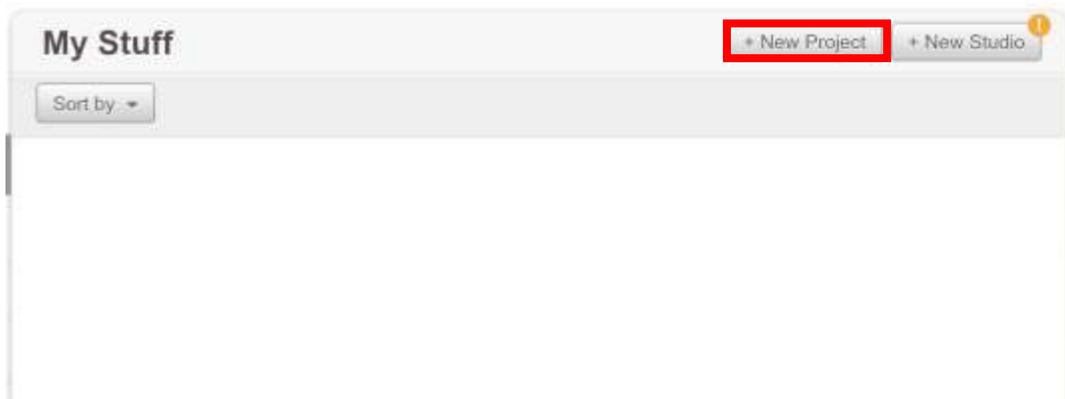
3. Go to scratch.mit.edu and make sure you are signed in with your camper's account.



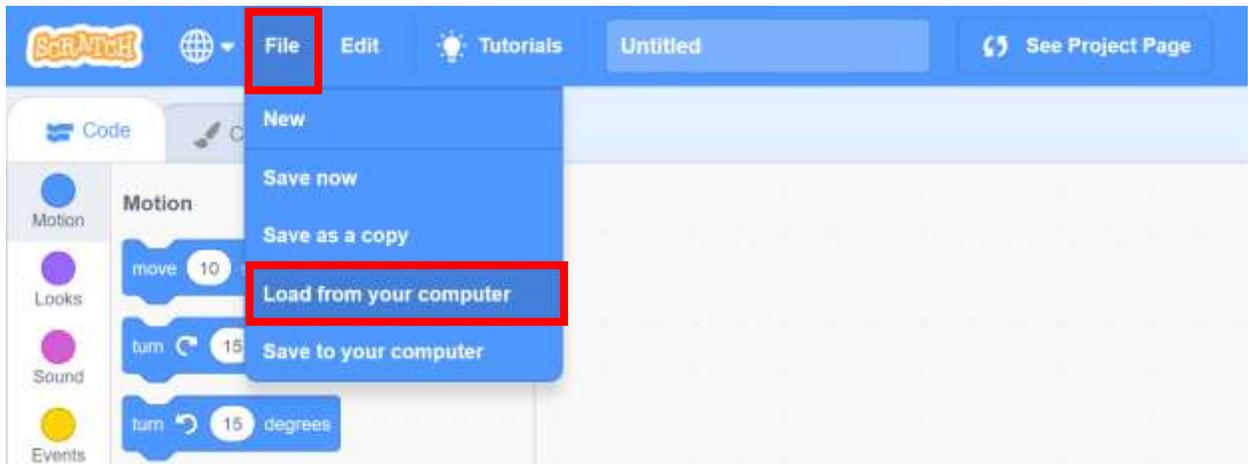
4. Click on the My Stuff button (folder icon).



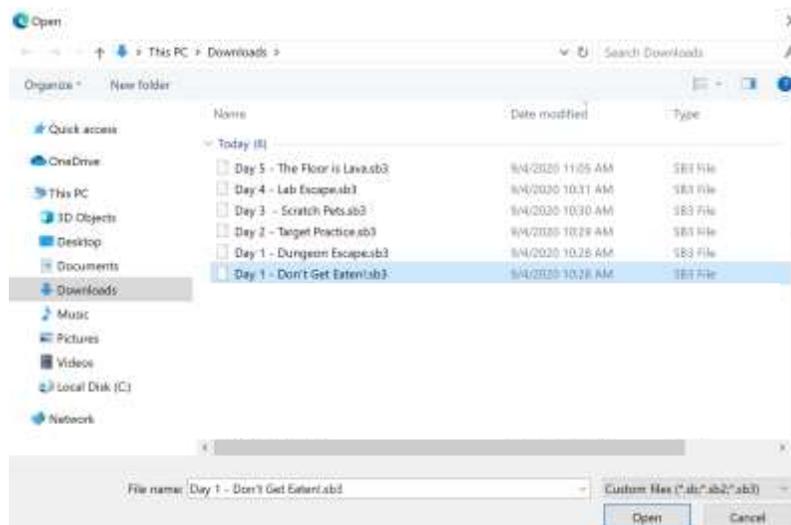
5. Click on New Project+.



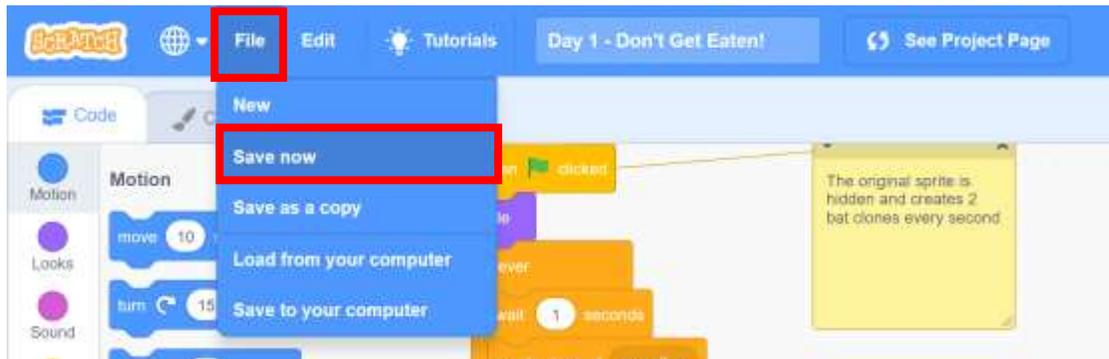
6. Click on **File** then click on **Load from Your Computer**.



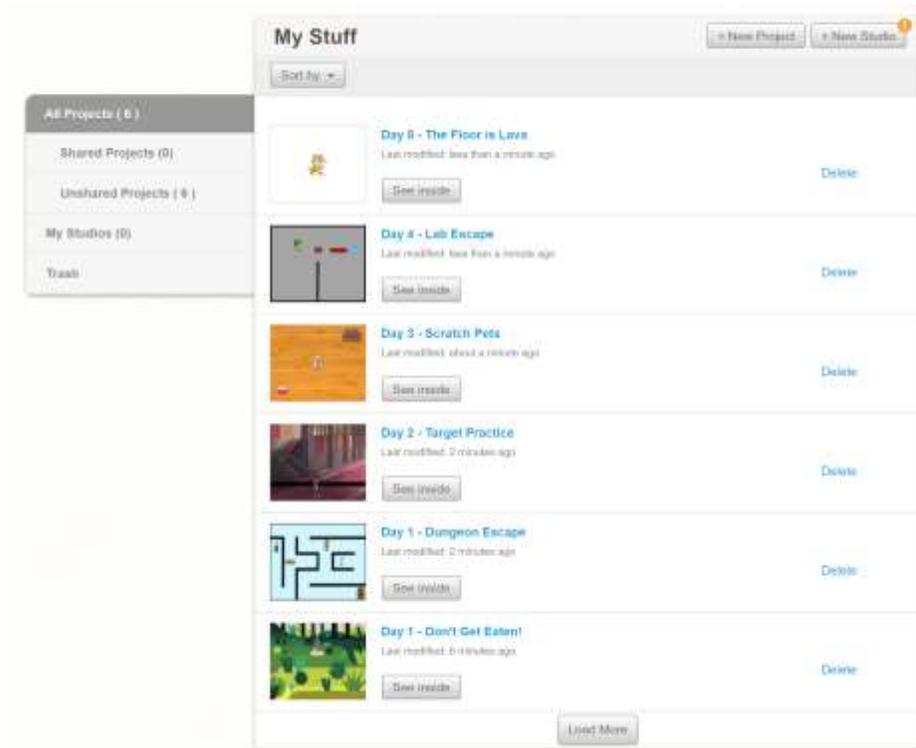
7. Navigate to your downloads to find the scratch games and open one of the games. When you get prompted to replace the contents of the screen click yes.



- This will open up the game on your screen. Click File then Save Now to save the game to your camper's profile.



- Repeat steps 5-9 for each game. **IMPORTANT:** You must do step 5 and 6 each time to go back to my stuff and create a new project. Once you are done, your My Stuff page should have all 6 games.



4. Final Instructions & Recommendations

Please have your camper use the same computer for Scratch and Zoom. It will allow the teacher to actually view our child's screen and better troubleshoot any issues. Also, since the games rely on keyboard controls, tablets cannot be used.

At the beginning of each day of camp, please make sure your camper is on the My Stuff page when they join the zoom call.

Lastly, we recommend that your camper use a separate mouse if possible, rather than the trackpad on a laptop. It will make moving and placing the blocks in Scratch much easier.

We look forward to meeting everyone at camp!