

Under The Sea

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Introduction



Lets Program!

- ▶ Scratch Jr. is a Visual Programming Language (VPL)
- ▶ Great to learn with
- ▶ Best way to learn is practice



Some Scratch Jr. Commands

- ▶ Move - Moves a character along the X or Y axis
- ▶ Hide - Makes a character invisible
- ▶ Show - Makes a character visible
- ▶ Wait - Pauses the program for a specified time
- ▶ When - Starts an event in Scratch Jr.

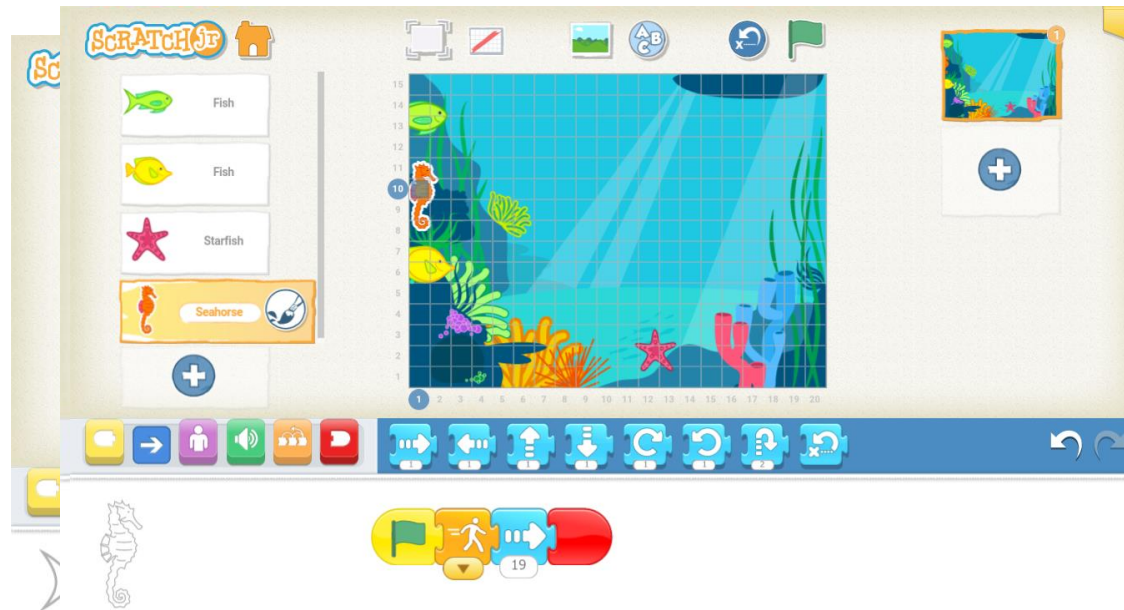
First Thing

- ▶ I created a new project
- ▶ Next I selected the ocean background
- ▶ Then I added my characters and deleted the cat

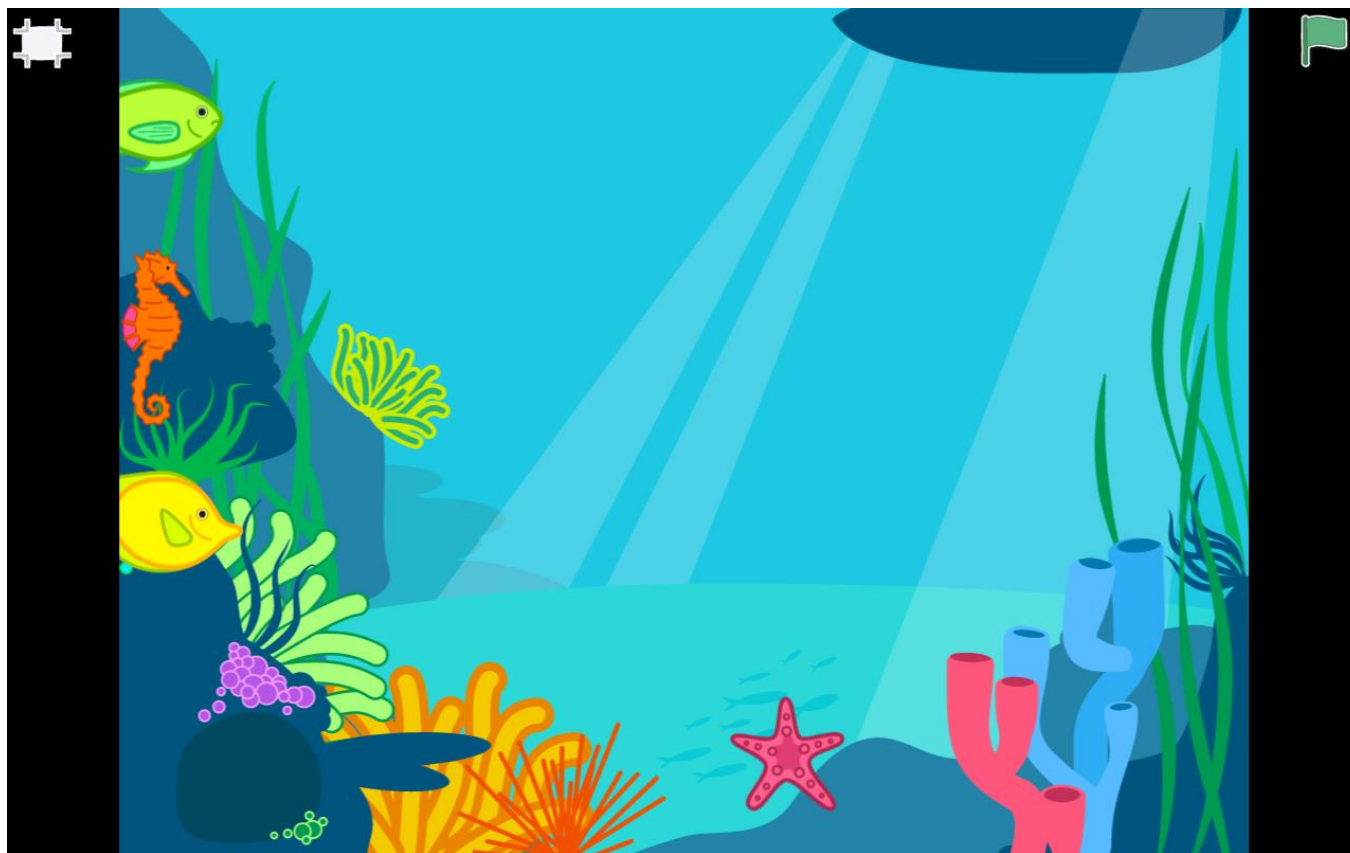


Characters

- ▶ Green Fish Character
- ▶ Yellow Fish Character
- ▶ Starfish Character
- ▶ Seahorse Character



Full Story



Conclusion

- ▶ Programming can be fun
- ▶ I learned to add Characters in Scratch Jr. and make them move

Resources

- ▶ <http://www.scratchjr.org/learn.html>
- ▶ Bing Images

Questions

