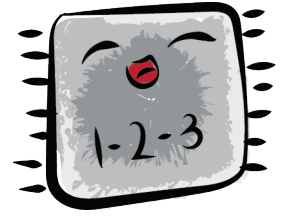


## Teacher's Aid: Scratch Programming



### Step 1: Students go to STEMTaught Scratch Portal

STEMTaught > Students > Scratch Programming (Students enter student password)

### Step 2: Students choose Scratch Tutorial and Enter Blank Template

You can cut and paste the template link into Google classroom for your students or your students can enter a blank template that has all the sprites they will need. This way they don't waste time saving and transferring the files Sprites to get started

### Step 3: Play the tutorial video and guide your class in programming

Play the video and pause it frequently. Keep your class together. Periodically have students who have mastered the step assist students who need help. You and your class can learn together. You will catch the hang of scratch programming quickly

#### Tips:

- Drag Puzzle pieces from the table into your coding space.
- To get rid of code you don't want, drag code back into the table of contents.

Your students can manually download sprites from the project page if they accidentally delete a sprite.

- Be sure to double click a sprite before you start programming to make sure that you are programming the right sprite.
- The scissors button is a good way to delete sprites you don't want. Additionally you can right click and delete.

#### Pro Tips:

- You can copy code and insert it into a sprite by simply dragging the code block into the new sprite. This is useful for projects that need multiple sprites with similar code.
- If a student hides a sprite and can't get it back, you need to replace the hide command with a show command and press the green flag to execute the "show" code to get it back.
- Common Mistake: Don't forget the forever loop! Often you may see a code block that makes sense, but without nesting the "if/then, or "if/else" in a forever loop, the computer will not start the code, or it will only execute it once.

*This is a typical arrangement of nested commands. Notice how the key function commands are nested in the if and forever loops.*

