





Exploring Computer Science Scratch #1 –Name

Objective: Demonstrate your understanding of the basics of Scratch.

1. In your *Exploring Computer Science* folder, create a folder titled *first_last_scratch_1*.
2. Start Scratch. Save this project in your *first_last_scratch_1* folder as *name*. This is **not** your name, but *name.sb2*.
3. Create a Scratch project using the letters of your name and one additional sprite. Use the built-in letters that come with Scratch or create your own letters.
 - a. Each letter of your name must have its own sprite.
 - b. You must have at least **5** letter Sprites and at least one additional sprite that is not a letter. Use your last name if your first name doesn't have enough letters. You can use a nickname if your name is really long. You need a minimum of **6** sprites total.
 - c. All sprites must have a unique name. Sprite1, Sprite2... are not good names for sprites.
4. **Each** of the 6 sprites has these requirements:
 - a. **Each** sprite must have a script that starts by using the *When green flag clicked* block.
. The script must contain a forever block. 
 - b. Each *forever-block* must contain a minimum of 3 blocks.
 - c. All sprites **must move continuously**. They may not go to a specific place and then stop moving.
 - d. All letters must do something **different** using **different** blocks.
5. The **Stage** has these requirements:
 - a. The Stage must have a backdrop that isn't white. It can be a color or a picture.
 - b. You must use the *When green flag clicked*  block for the **Stage** and **play music or a sound** in a *forever* block .
6. Save the document and exit out of Scratch.
7. Zip up your *first_last_scratch_1* folder. Turn in your *first_last_scratch_1.zip* file.