





## Intro to Programming Scratch #1 –Name

Objective: Demonstrate your understanding of the basics of Scratch.

1. Login to the Scratch website. Create a new project. Change the name of this project to *first\_last\_scratch\_1*. Click *File->Save now*
2. 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.
3. **Each** of the 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 3 or more 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**.
4. 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 .
5. Always do *File->Save now* before you log out of the Scratch website.
6. Now do *File->Save to your computer*.
7. Turn in your *first\_last\_scratch\_1.sb3* file to *missblomeyer.com*