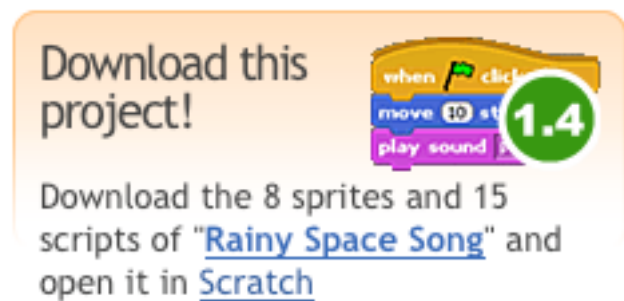


Scratch Homework – Lesson 4

For the past four weeks the students have been working on their animation projects and learning computer programming fundamentals such as initializing variables (in this case sprite location & costume, effects, and background) and looping (repeat and forever blocks). They have been introduced to the Cartesian plane, the X and Y coordinates, and should be able to tell the positive and negative value of X and Y in the 4 quadrants of the Cartesian plane.

Today we uploaded our projects to the NorthMarinScratch webpage, which can be accessed at <http://scratch.mit.edu/users/NorthMarinScratch>. The students were taught how to download the source code for projects so that they can work on them at home, should they choose. All they need to do is go to their (or any) Scratch project page and **click on the project name link** in the “Download this Project” section on the upper right of the project page (see right). Then they can click on the download which will launch Scratch. From Scratch they should go to File and Save the project in their local Scratch projects folder. **They will not be able to open it unless Scratch has been downloaded and installed.** (see below.)



If you have not yet downloaded and installed Scratch at home, you can do so at http://info.scratch.mit.edu/Scratch_1.4_Download. Scratch downloads for Mac, PC and Ubuntu (Linux) operating systems are available on this page. If you have trouble installing, please feel free to email me. Let me know what type of computer and operating system you are using and I will help you.

If you have email and want to ask me anything, you can email me at alfiawallace@yahoo.com. See you next week! Keep on Scratching! ☺

~ Mrs. Wallace