

Things to experience right away with children on Scratch and ScratchJr

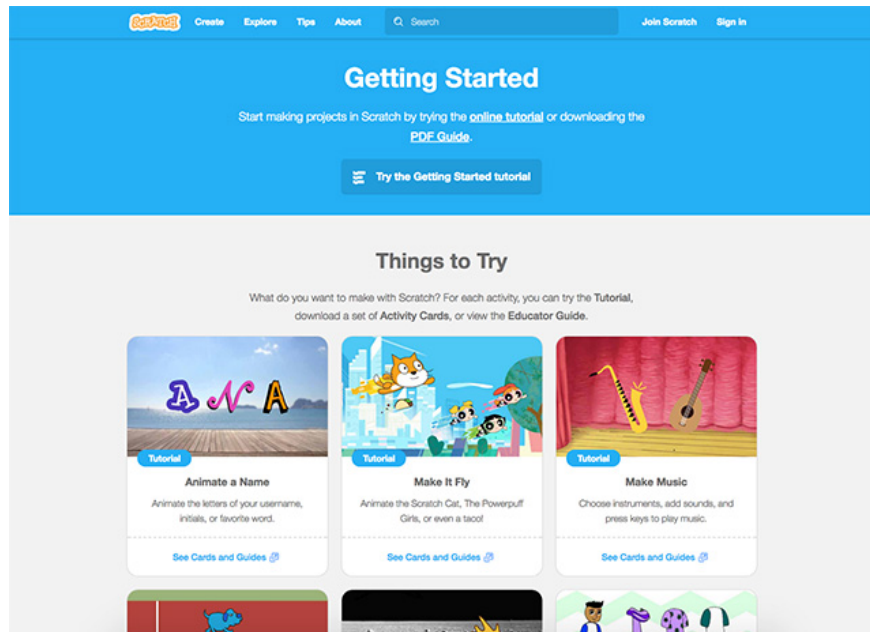
Why don't you try with your children to experience the fun and exciting learning and entertainment moments right on the phone with Scratch and ScratchJr?

Many people complain about kids' eyes glued to their phones, computers to play games or watch useless videos on YouTube. So, besides encouraging children to go out and play physical games and interact with friends more, why don't you try with your children to experience the exciting and interesting learning and entertainment moments right away? on the phone with Scratch and ScratchJr. Here are 10 activities you should try with kids on Scratch and ScratchJr before they're ready for the new school year.



Things to try on Scratch

1. Discover the information in the opening page (Getting Started)



The opening page is a great place to start your and your journey with Scratch!'Treasures' on this page are 12 project guides in Scratch, each with instructions for teachers and a free downloadable set of activity cards. On this page, you'll also find links to **Scratch Starter Projects** - the first project you and your baby will work together to get ideas.

Try: Use the **Animate Your Name** tutorial and create a lively project. This project will help make your nickname, surname or name come alive!

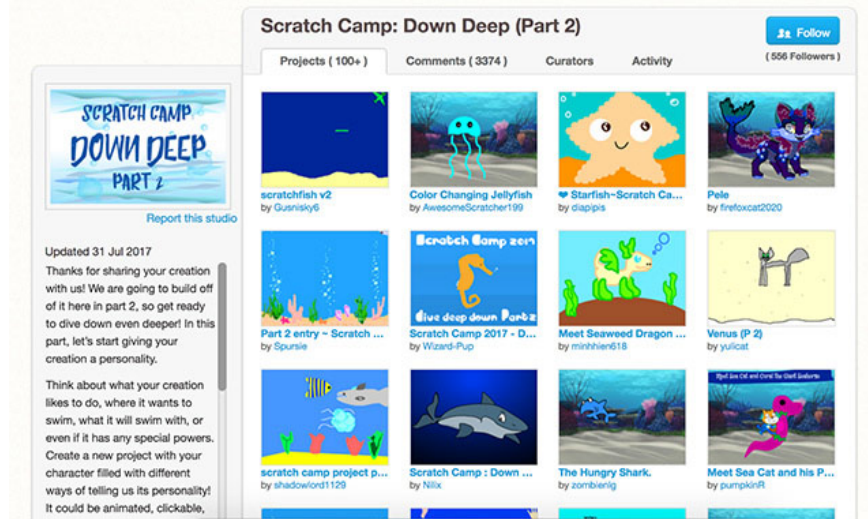
2. Download the encrypted Scratch tags



Activities on the Scratch encrypted card contain a world-wide 'welcome' invitation of Scratch corresponding to 12 instructions on the opening page. Each card will include step-by-step instructions for beginners to know how to write code with Scratch. The front of the card contains content about activities that kids can do on Scratch like cartoon characters or feature bonus points in some games. The back of the card contains instructions on how to

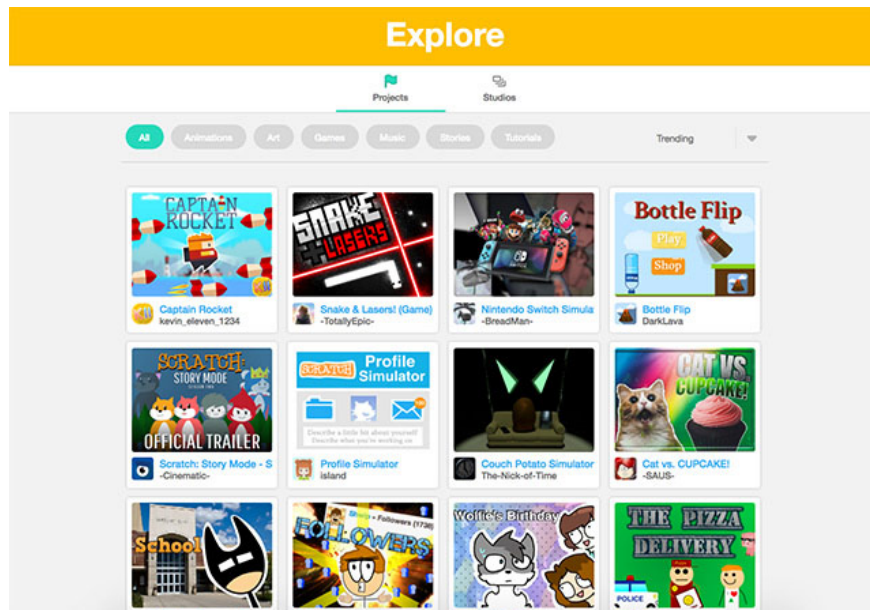
place the blocks to make the projects more vivid. '

3. Join the Scratch Camp



Online camps (Scratch Camp) are one of the annual community activities on Scratch. From July 24 to August 13, Scratch online camp was organized, attracting thousands of Scratchers. This is an opportunity for creative Scratchers to learn and share tips, tricks, and programming knowledge. For example, the camp online Scratch this year has the theme "Down Deep". Participating in the camp, you and your children can freely design, create animals, deep sea scenery like a giant monster, a cute little starfish, a fish, funny pig or anything you can imagine. This year's camp consists of three main parts, participants will in turn perform each part: Create an aquatic character, insert effects, and create a project that combines human projects. play another.

4. Explore the community



Your friends can find inspiration from what the Scratch community has been creating! You can check out the popular, popular and newly created projects in the Scratch community by visiting the **Explore** page. Here, you can search projects and studios by category, such as " **art** ", " **stories** " or " **tutorials** ". Also, try other Scratch projects, 'intrude' inside projects for more details on interesting effects or animations and try creating your own projects.

Try: Visit the " **Game** " list on **Explore Explore** and join the Scratch world of games. Think about what you can do to make the game more perfect, or modify the game, such as changing the sprites or adding levels in the game, then you can proceed to mix and turn it into My own game.

5. Mix projects



On Scratch, you can remix projects of other Scratchers to develop or modify ideas you like. First, find topics that you and your kids love on Scratch (such as 'tacos' or 'cats'). Then, select a project that you find interesting, click " **See inside** ", then select " **Remix** ", and then go to the stage to add your own features and sophistication to the project. Make sure you don't copy another person's project and specify the origin and name of Scratch that created the original project that you refer to before sharing.

Try: Visit the Scratch StormyRaven project studio. There are lots of interesting projects to unleash 'remix' by adding your own textures, testing new codes, or adding your favorite sound effects!

Things to discover in ScratchJr

1. Try using active tags

Although ScratchJr is now available as a tablet app, there are many useful free learning and teaching materials that you can find on www.ScratchJr.org. A great way to start learning to write code in ScratchJr is to follow the instructions on the ScratchJr activity tags. Each card contains information about how to create scenes in ScratchJr, integrating complex concepts of code and programming, as well as many other information. These cards also contain creative ideas for you to refer to. It can be said that studying through action tags is a great way to start a project in ScratchJr.



Can I Make My Car Drive Across the City?

1. Choose Background

New Background

2. Choose Character

New Character

Delete the cat (press and hold)

3. Resize Character and Move to Start Place

Shrink

Drag the car from the center of the screen to the bottom corner.

4. Make Programs

Grid On/Off

Use the grid to calculate how many blocks the car should move.

- How would you make the car go only half way across the screen?
- What would happen if a wizard, or a dragon, or an elephant appeared on the sidewalk?

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Try it: Start your journey on ScratchJr with Drive Across the City to learn how to make characters move in a certain distance. Thereby, you can create a story of your own set in a city context!

2. Refer to sample projects

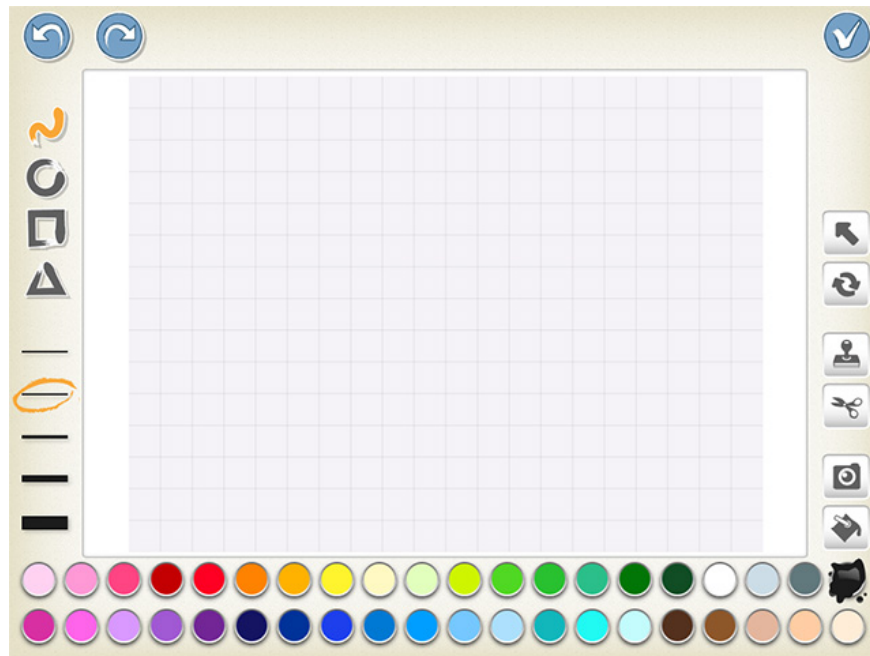
Have you ever clicked a button with a large question mark icon in the ScratchJr application? If not, when you click on it, you will find 8 sample projects provided by the ScratchJr team. These sample projects mean something like an introduction to creative code that you can write in ScratchJr. Take a look at these projects to get new ideas, understand the functions of individual blocks and discover how to incorporate creative storytelling into your projects.

The screenshot shows the Scratch Jr application interface. On the left, there is a character selection menu with options: Child, Teen, Cake, and Soccer ball. The main stage displays a scene with a house, trees, and two children. One child is holding a cake, and the other is holding a soccer ball. A speech bubble says "Or soccer?". On the right, there are three preview thumbnails of different scenes. At the bottom, there is a toolbar with various icons for actions like moving, speaking, and programming. Below the toolbar, there are some programming blocks: a yellow flag block, a clock block with "10", a purple speech bubble block with "Or", and a yellow hand block pointing to a red stop block.

Try this: See the sample project with " **Friends** " to program your own adventure story in creative ways!

3. Create with Paint Editor

In fact, most of the characters used in ScratchJr projects are created using the Paint Editor tool. The Paint Editor allows programmers to express their creativity by editing the appearance of characters and layouts in the ScratchJr library, or creating a whole new one. You can use this tool to rename characters and wallpapers, change colors as well as take photos and use them as characters and layouts for your project.



Try: You can incarnate your own story by clicking on the brush icon at the top of the character list screen. Draw a shape, like a circle or square and click on the camera icon on the right side of the Paint Editor. Click inside the image to activate the device's camera and take a picture of yourself to add it as a character!

4. Combined with 'offline' classes

Programming with ScratchJr takes place on a computer screen, phone, but that doesn't mean you can't combine extracurricular activities, 'offline' classes to enhance learning on ScratchJr! For example, techniques like brainstorm ideas for scripting and collaboration planning can be done with paper and pencil before we start creating programs in ScratchJr.





Try this: Print out the big ScratchJr command and use them to play 'Simon Says' by having your kids arrange and match the correct and incorrect programs in sequence. This is a great offline activity to help children learn to move and gather work programs at the same time before starting work with software on the computer.

5. Test new blocks

With six types of programming in ScratchJr, you will have more opportunities to incorporate advanced coding concepts into your projects. If you have never used a certain block before or if you are not sure about the function of that block, the best thing to do is try using it in a specific program. Refer to the block description page on the ScratchJr home page for more knowledge about individual blocks.



Should try: Have you ever wanted to create your own electric game? Try using Triggering blocks of different yellow colors like ' **Start on Tap** ' and ' **Start on Bump** ' to control when characters perform some action and create your own game! You can even create your own joystick by drawing directional characters in the Paint Editor and programming so that these keys only start to act when clicked!

The above is all you should do with children on Scratch and ScratchJr, wish you all the best learning and entertaining moments.

See more:

1. Beginners of computer programming need to focus on what?
2. 5 free application building platforms do not need code
3. Do you know the 15 hottest programming languages ??on this GitHub?
4. 13 basic programming channels in Vietnamese that every young person can learn

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