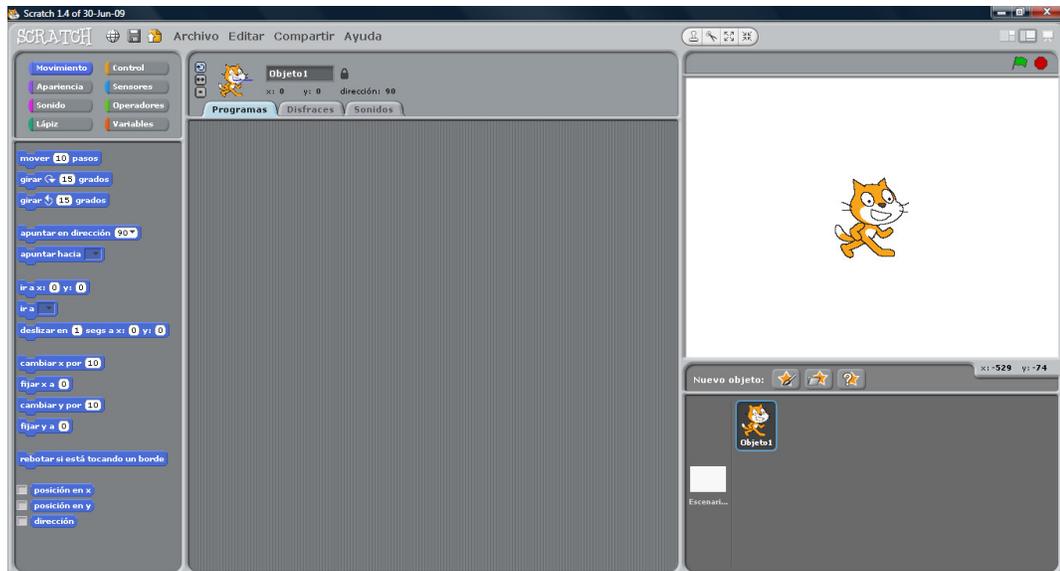


# Scratch

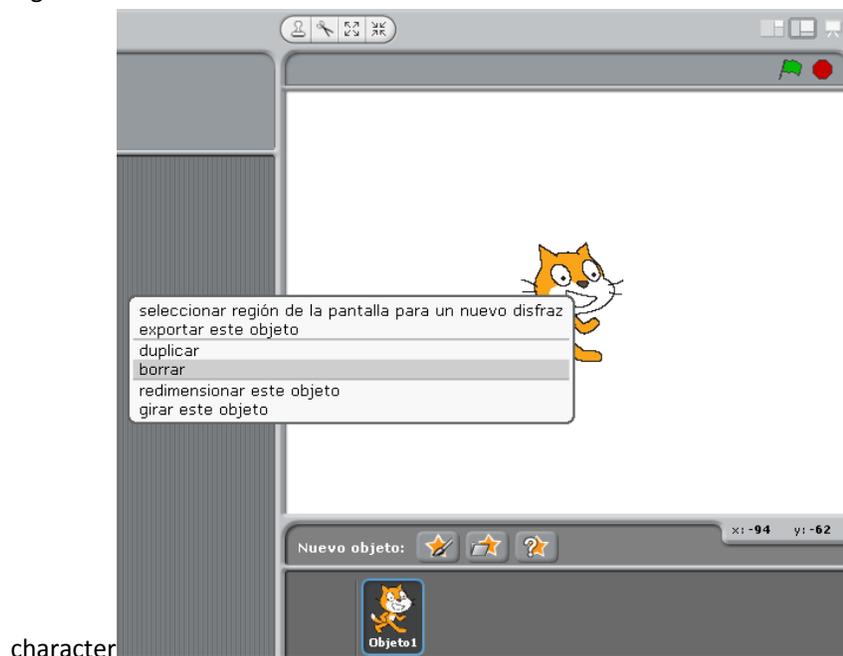
We are going to show you how to work with this simple program, it is very visual and easy to learn

**First at all, you will learn to change the character:**

1- Open Scratch

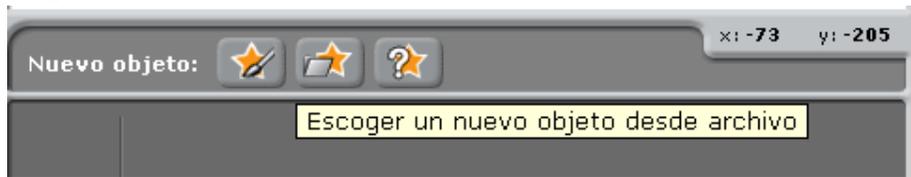


2- Right button on the

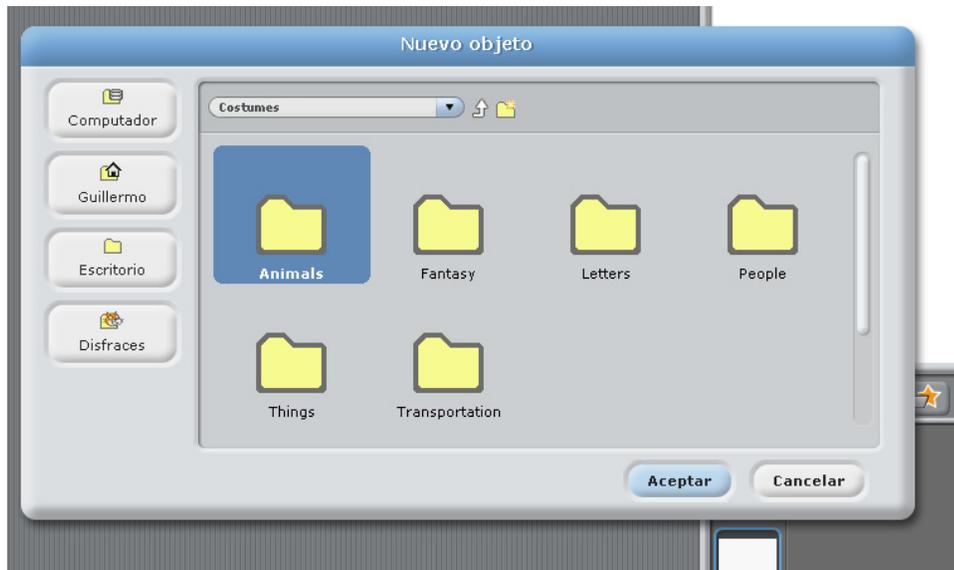


character

- 3- Click delete (“borrar”) and then, click on the folder under the image



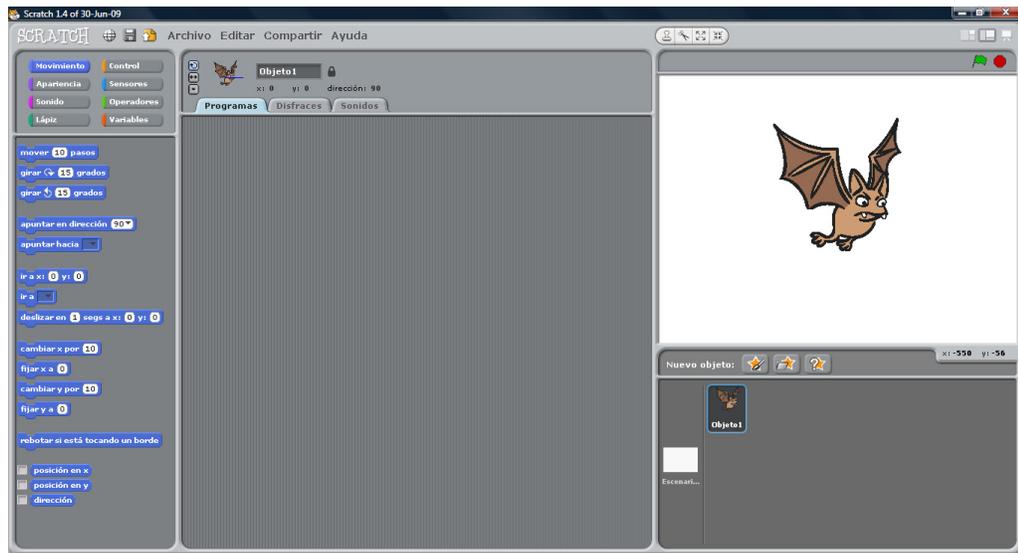
- 4- It will open a menu



- 5- For example, we will click on animals and the wi will choose the first one



6- Well, you have changed the character

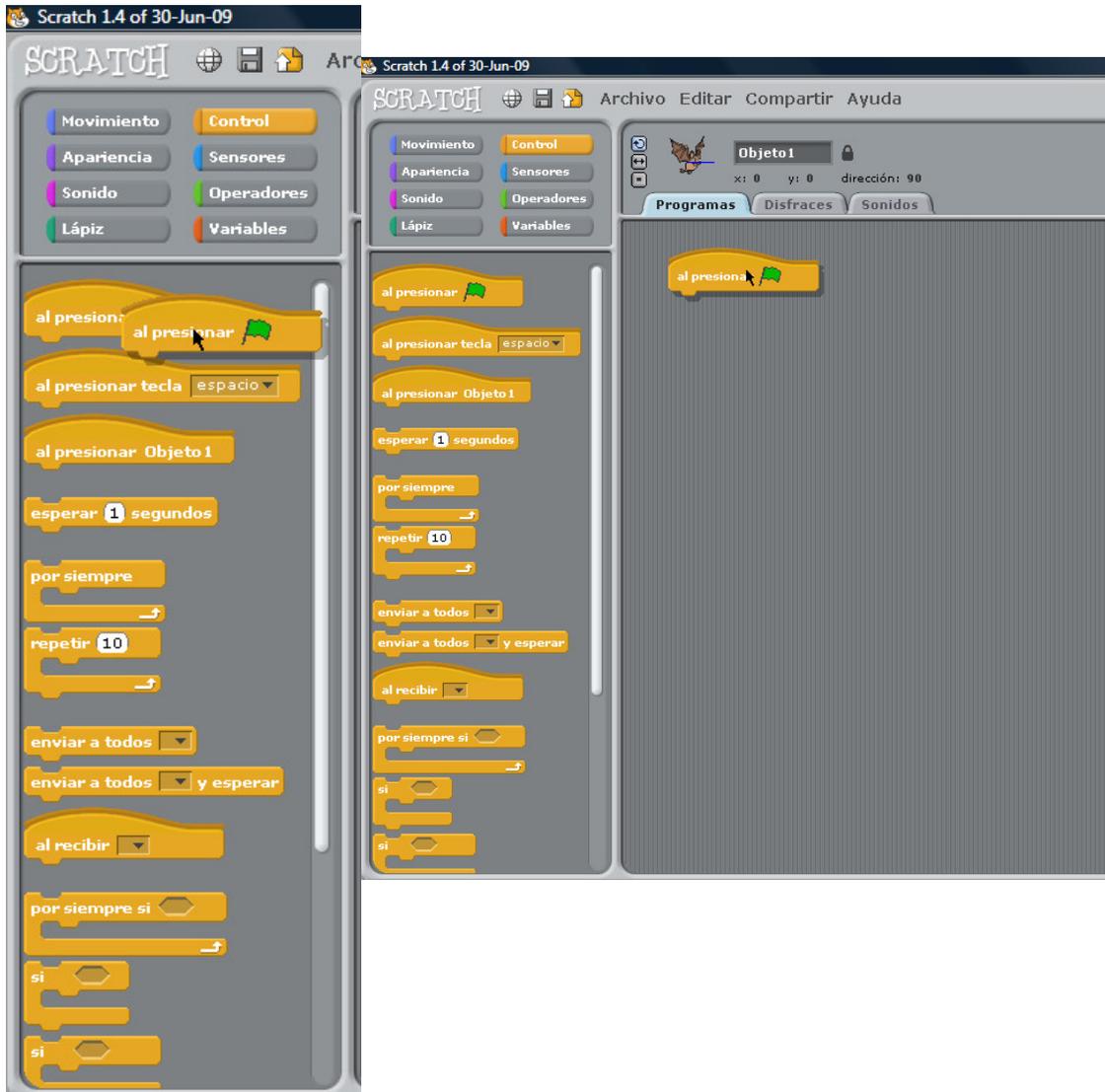


Now, we start with the programming

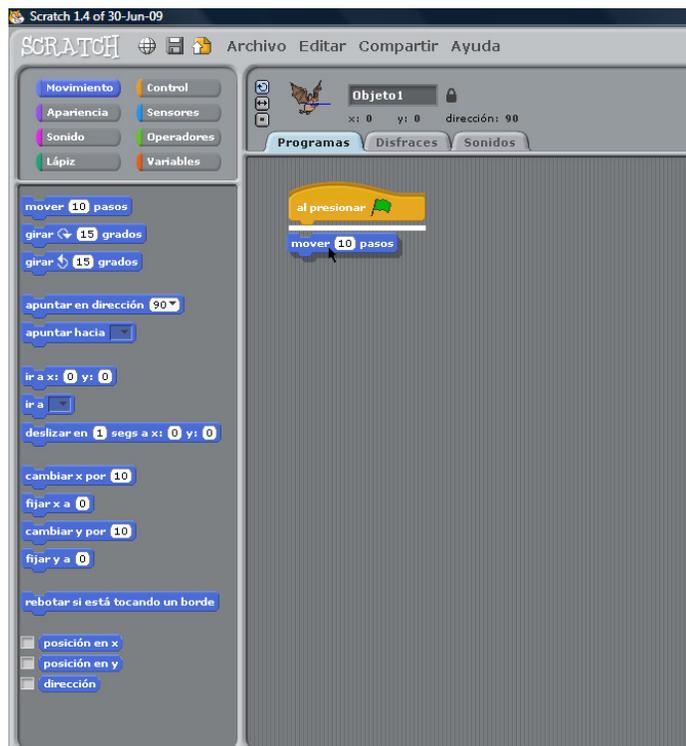
1- We click on control



2- We click on *pressing* (“al presionar”) and we take to the main screen

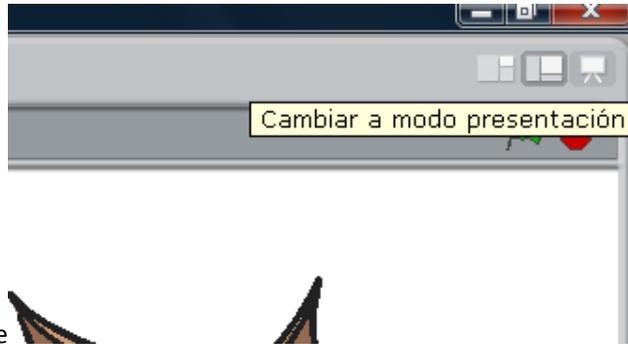


- 3- Now, we going to move (“movimiento”) and we repeat the last step but clicking on *move x steps* (“mover x pasos”)



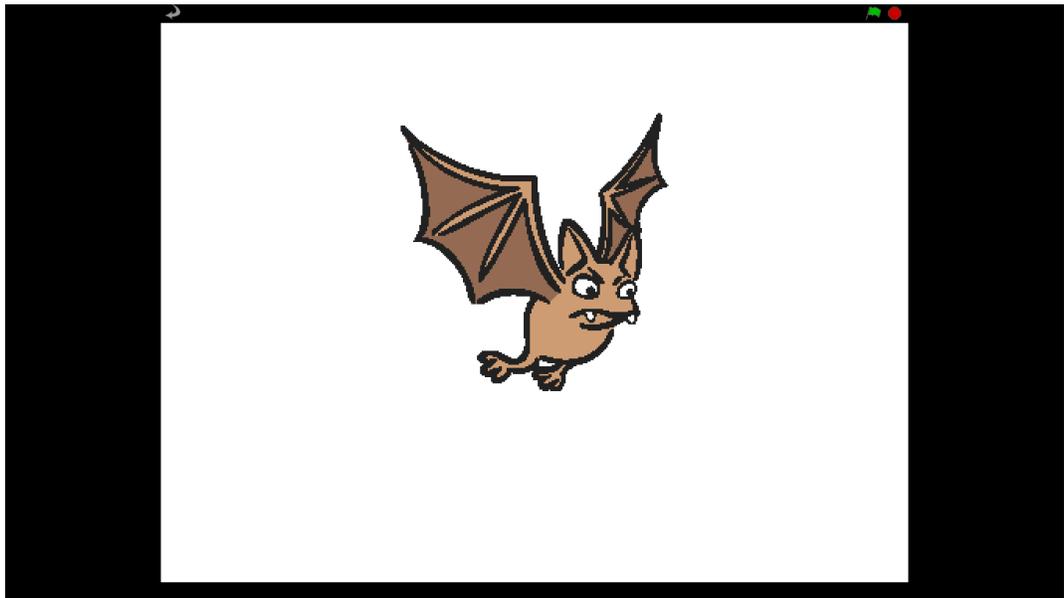


6- It is already done, so we are going to presentation

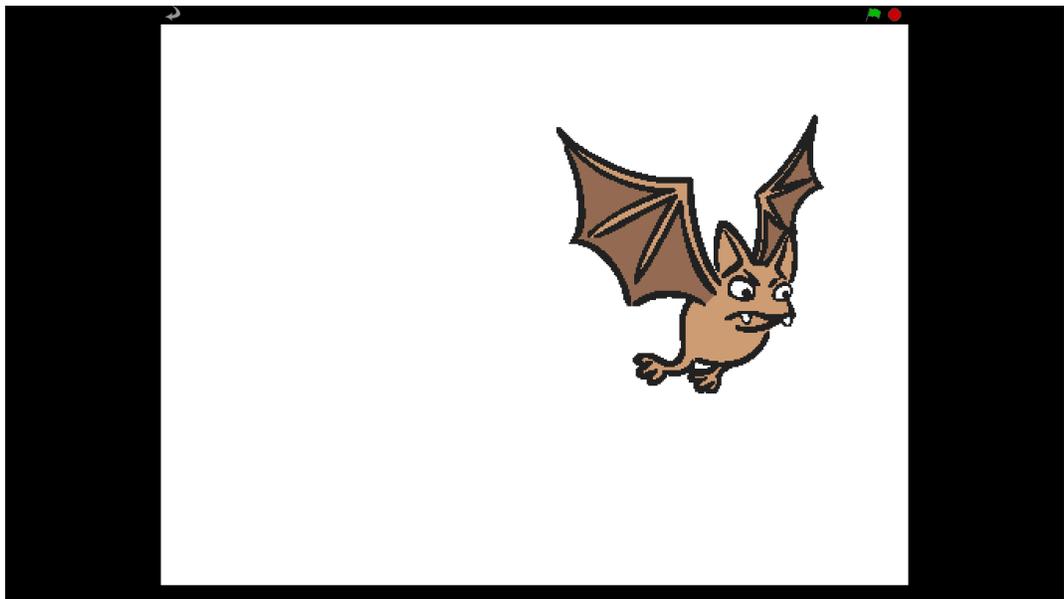


mode

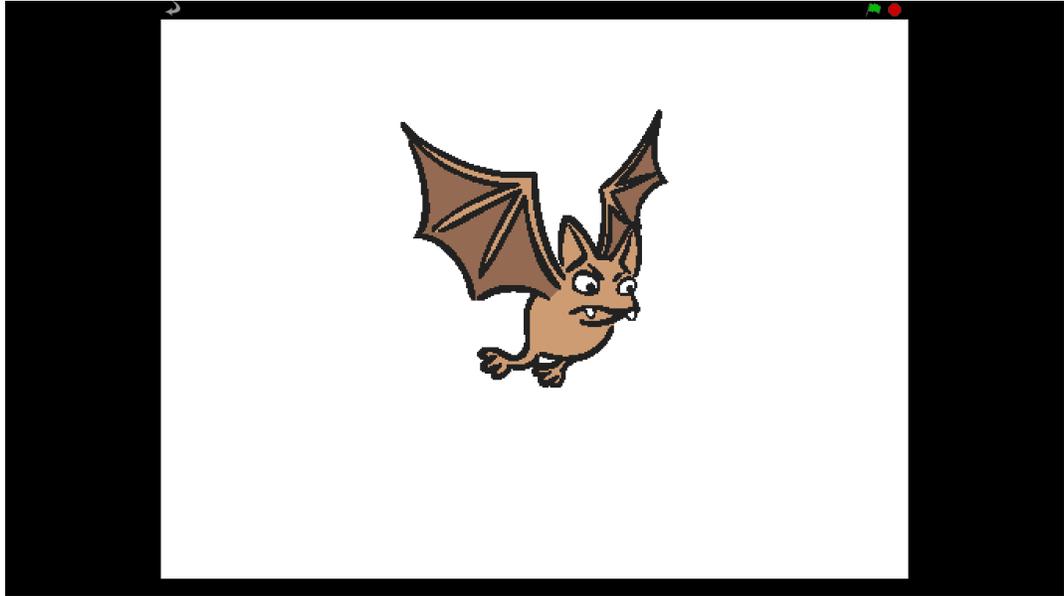
7- We will see  
it



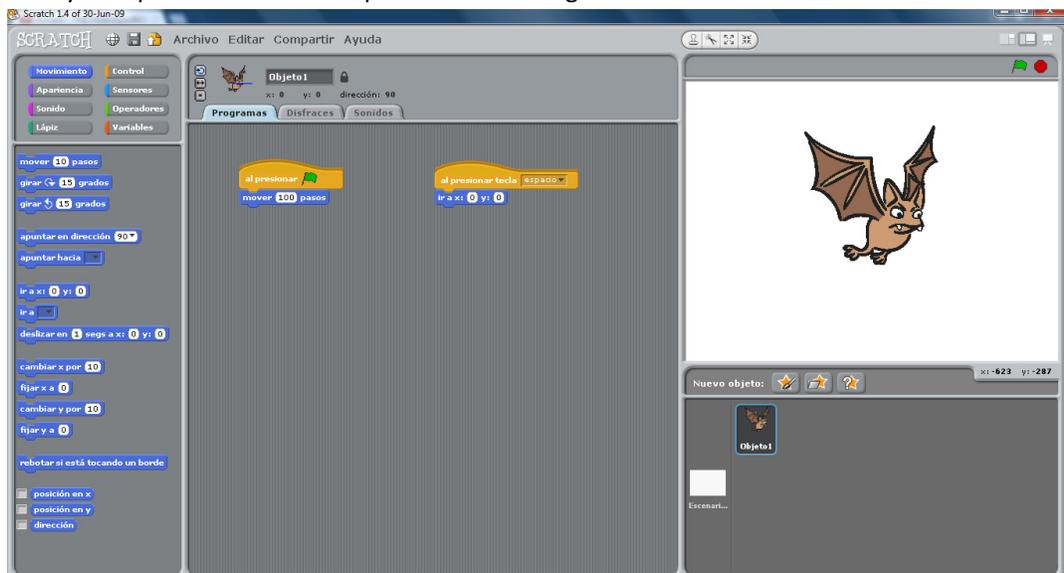
8- When we press the button enter on the keyboard:



9- And when we press the button space on the keyboard:

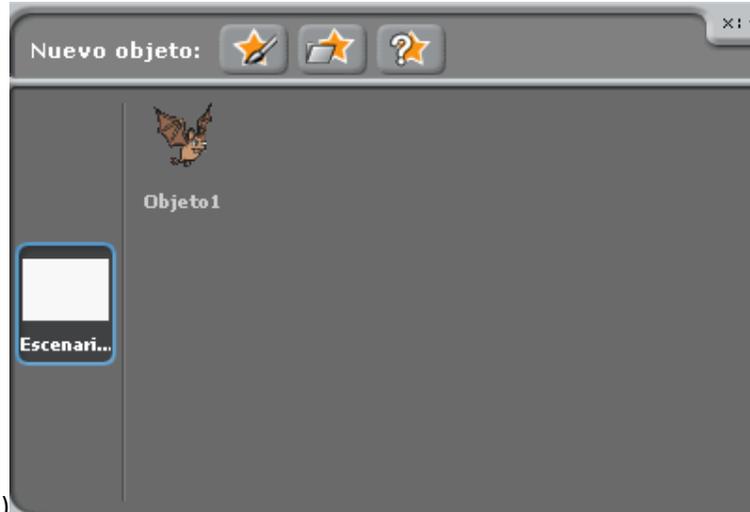


10- Finally when we press the button space if we want to go to the main screen:



Now we are going to show you how to change the background

- 1- We click on *background*

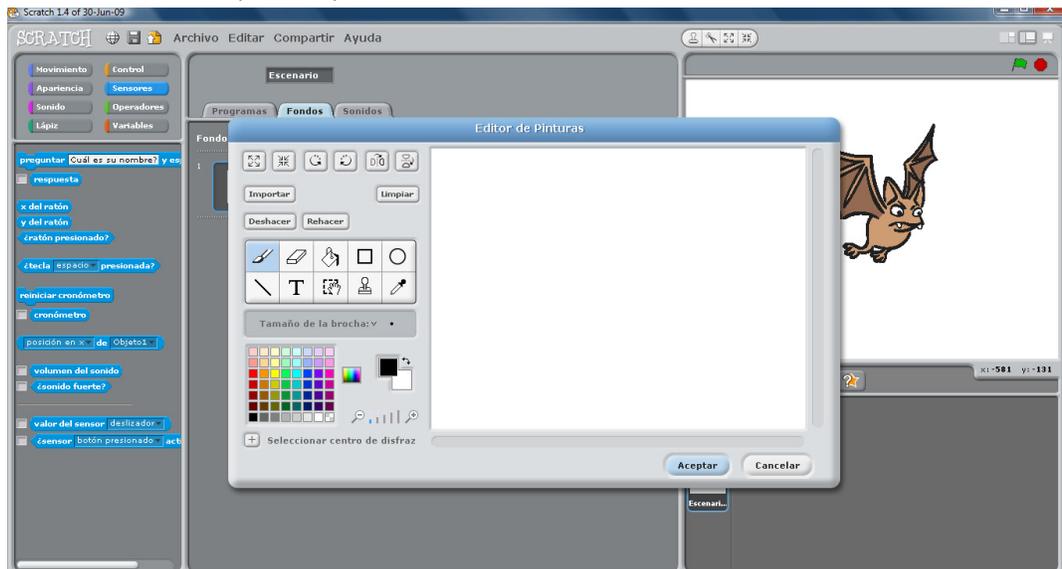


(“escenario”)

- 2- On the top we can see three buttons: Program/Background/Sounds. We choose background



- 3- And we click on *edit* (“editar”)



On this menu, you can draw your own background or you can choose one by default

I HOPE IT IS USEFUL

