

Student Handout - Session 1

Start

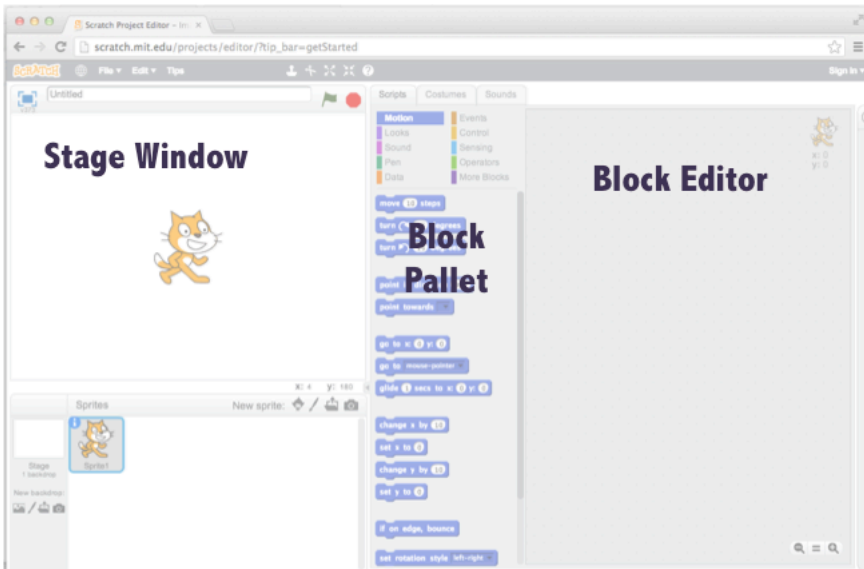
Navigate to Scratch

- 1) Go to scratch.mit.edu
- 2) Click the cat in the green circle



Listen

Intro to Scratch



Challenge 1

“Hello World”

Write a scratch program that makes the cat say “Hello World” when the green flag is clicked.

Challenge 2

“Cat Mover”

Write a scratch program that makes the cat move in the direction of an arrow key when it is pressed.

Quick Byte

How a hard drive works

Key Concepts

Event - something that initiates an action

Algorithm - A sequence of steps that accomplish a task