

ScratchJr Sorting Activity Tutorial

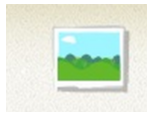
Familiarize with the ScratchJr interface elements: <http://www.scratchjr.org/learn.html>

1. Create a new project by tapping on the “plus” icon in the main screen

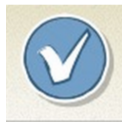


2. Changing the background image

- 2.1 Tap on the background icon located on the top middle section



- 2.2 Select the background you like the most by tapping on it
- 2.3 Tap on the **check mark** button located on the top right corner



- 2.4 You should be able to see the new background on the stage

3. Adding the Title

- 3.1 Tap on the text icon
- 3.2 Enter the title “Sort the Animals by Size”
- 3.3 You can change the color and size of the text

4. Adding more Characters

- 4.1 Tap the “plus” icon in the “character” section (located to the left of the screen)



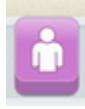
- 4.2 Select a big animal, like an elephant or a dragon
- 4.3 Tap the “plus” icon once more and add a small animal, like a rabbit or a chicken
- 4.4 Put the animals next to each other, they should not be already sorted by size

5. Resizing the Characters

If the animals you are using are too big you can make it smaller by:

5.1 In the “**character**” section, tap on the character you want to resize. The corresponding animal on stage will have a white border, indicating that it has been selected.

5.2 Tap on the “**looks**” block category



5.3 Drag the “**shrink**” block and drop it into the scripting area (the one at the bottom)



5.4 Tap the “**shrink**” block that you dropped into the scripting area. Each time you tap it, the animal shrinks

5.5 Do the similar process in case you need to increase the size of an animal, but use the “**grow**” block instead.



5.6 Drag the “**shrink**” and “**grow**” blocks you used into the stage to get rid of them.

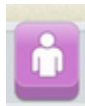
So far, your project might look something like this:



6. Displaying Messages when Tapping the Characters

6.1 In the “**character**” section, tap on the character you want to resize. The corresponding animal on stage will have a white border, indicating that it has been selected.

6.2 Tap on the “**looks**” block category



6.3 Drag the “say” block icon into the scripting area



6.4 Click on the “hi” text box to be able to enter a new message

6.5 Type the new message, something related to the size of the animal, such as “I’m the biggest one!”

6.6 Since we want to display the message when tapping on the animal, we need to add the corresponding triggering block. Tap on the “Triggers” block category



6.7 Drag the “Start on tap” block icon into the scripting area.



6.8 Snap the “Start on tap” block to the “say” block

6.9 Test it by tapping on the animal

6.10 Repeat the same process for the other two animals

6.11 Optionally, you can also have the animal jumping or wiggling when tapped on it too by using the “Motion” blocks

7. Resetting the Characters to their Original Location

After been dragged around, the animals should start into their original location.

7.1 In the “character” section, tap on the character at the top (most likely it is the cat)



7.2 Tap on the “Triggers” block category



7.3 Drag the “Start on green flag” block icon into the scripting area



7.4 Tap on the “Motion” block category



7.5 Drag the “Go Home” block into the scripting area, snap it to the “Start on green flag” block



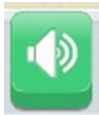
7.6 Repeat the same process for the other animals.

7.7 Test your project by tapping on the green flag located at the top of the screen, in the middle section. When you move the animals around and tap the green flag again, the animals should go back to their initial location.

8. Adding Directions with Audio

8.1 In the “character” section, tap on the character at the top (the cat)

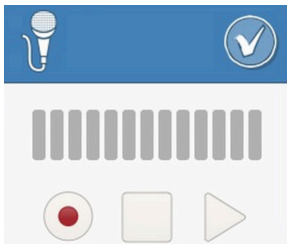
8.2 Tap on the “Audio” block category



8.3 Tap on the “Recording” block



8.4 A small recording window will be displayed. Tap on the red button to start recording. Tap the checkmark located in the top right corner to save the recording.



8.5 Your recording will be displayed in a new microphone icon with the number 1



8.6 Drag and drop your recording icon into the scripting area, snapping it after the “Go Home” block



9. Resizing the Characters when Tapping on a new Character

In this step, we will add a new character, a wizard. When tapping on it, the animals will change size.

9.1 Add the wizard character

9.2 Make it small and put it in some corner

9.3 Drag the “**Start on tap**” block icon into the scripting area



9.4 Drag the “**Send orange Start message**” block icon into the scripting area. Snap it to the “**Start on tap**” block. This means that when tapping on the wizard, an “orange” message is sent.



9.5 In the “**character**” section, tap on the character you want to be resized when tapping on the wizard. The corresponding animal on stage will have a white border, indicating that it has been selected.

9.6 Drag the “**Start on orange message**” block icon into the scripting area. It should not snap into any existing block.



9.7 Snap the “**shrink**” or “**grow**” blocks into the “**Start on orange message**” that you dropped in the scripting area.

9.8 Replace the “2” value of the “**shrink**” or “**grow**” blocks by a bigger number, depending how big or small you want the size to change.



Activity

Add a new page and include four or five animals of different sizes!