



Scratch 2.0 入门指南

Getting Started With

SCRATCH

version 2.0



<http://scratch.mit.edu>

Getting Started

SCRATCH is a programming language that lets you create your own interactive stories, animations, games, music, and art.

SCRATCH是一门程序设计语言，您可以用它来创作互动式故事，动画，游戏，音乐和艺术作品。



This guide shows you how to make a project in **SCRATCH**.

本指南演示如何用SCRATCH创建项目。



To start a new project, go to **SCRATCH** and click **Create**.

要新建一个项目，请进入**SCRATCH**网站，点击**创建**。



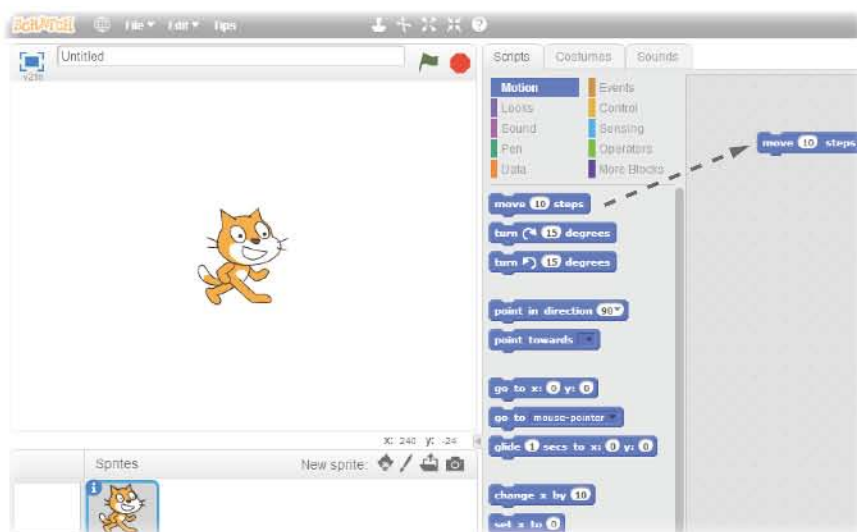
If you have a **SCRATCH** account, log in so your project saves.

如果您已有Scratch网站的帐号，请先登录，这样您就可以保存项目。

1

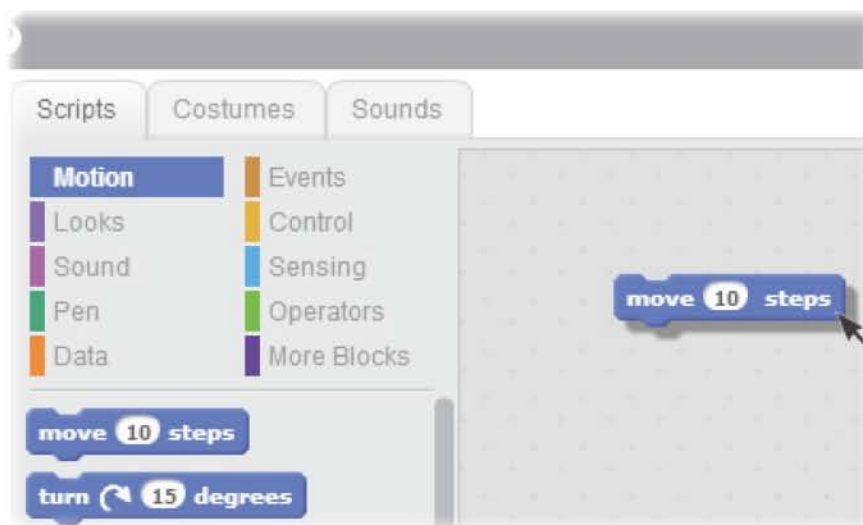
Start Moving

移动角色



Drag a **MOVE** block into the Scripts area.

拖动“移动”命令块到脚本区域。

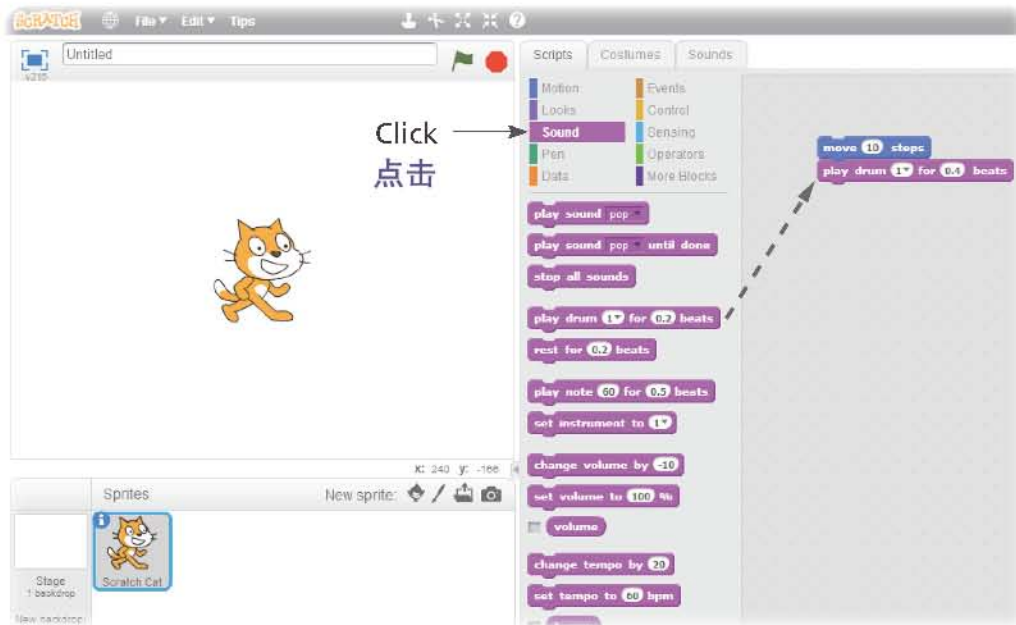


Click on the block to make the cat move.

单击“移动”方块，小猫就会开始移动。

2

Add a Sound 添加声音



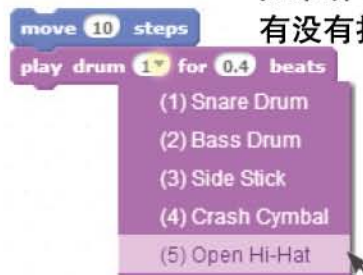
Drag out a **PLAY DRUM** and snap it onto the **MOVE** block.
拖动“弹奏鼓声”命令块，将它放到“移动”块的下面和它连接在一起。



Click and listen. 单击就可以听到鼓声。

If you can't hear it, check that the sound on your computer is on.

如果听不到，请检查您计算机上的声音有没有打开。



You can choose different drums from the pull-down menu.

您可以从下拉菜单中选取不同的鼓声。

3

Start a Dance 开始舞蹈



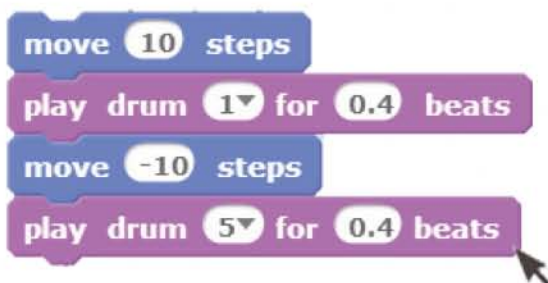
Add another **MOVE** block. Click inside the block and type in a minus sign.

再添加一个“移动”块。点击块内部的数字，在前面添加一个减号(“-”)号。



Click on any of the blocks to run the stack.

点击任意命令块，运行这一组指令。



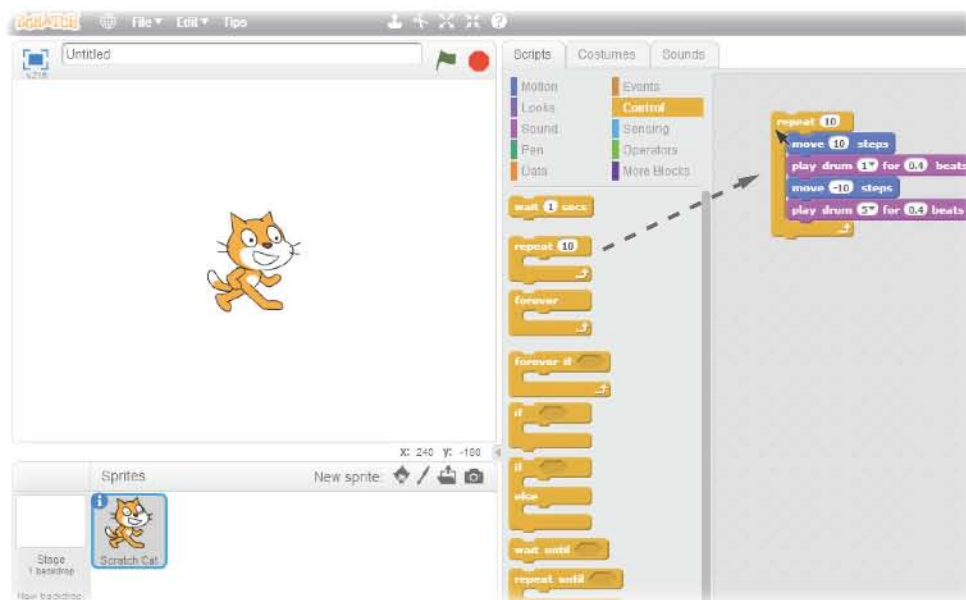
Add another **PLAY DRUM** block, then choose a drum from the menu. Click to run.

再添加一个“演奏鼓声”命令块，从下拉菜单中选择一个不同的鼓声。点击运行。

4

Again and Again

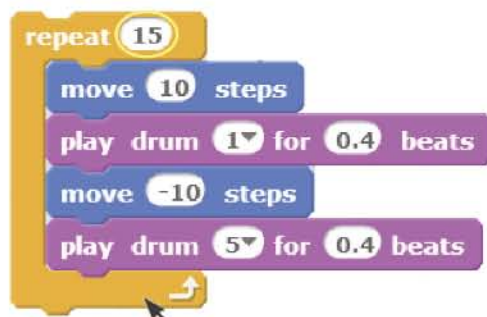
重复执行命令



Drag out a **REPEAT** block and drop it on top of the stack.
You want the mouth of the **REPEAT** to wrap around the other blocks.

To drag a stack, pick it up from the top block.

从“控制”命令组中拖出一个“**重复执行n次**”命令块，放到这一组命令的上方，让它的开口包围所有这一组命令。



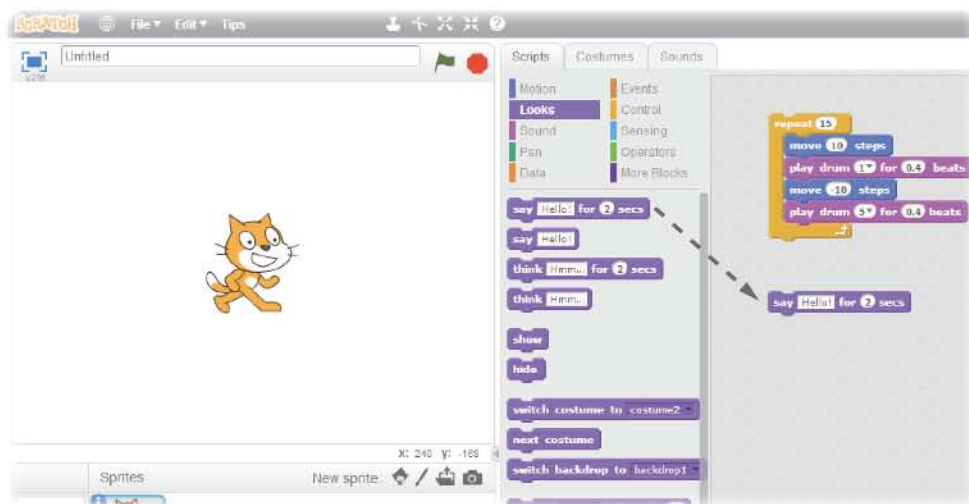
You can change how many times it repeats.
您可以改变重复执行的次数。

Click to run. 单击运行。

You can click on any block to run a stack.

您可以单击这组命令中的任意一块来运行整组命令。

S Say Something 说点什么



Click the **LOOKS** category and drag out a **SAY** block.
点击“外观”命令分组，拖出一个“说...”的命令块。

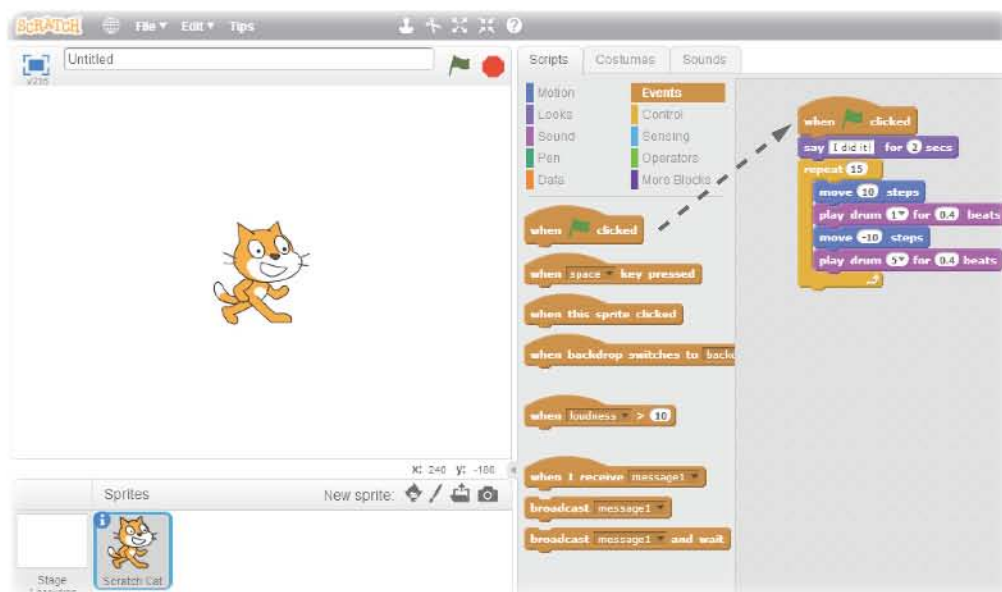


Click inside the **SAY** block and type to change the words. Click to try it.
点击“说...”命令块的内部，输入想要说的话。再点击运行试试。



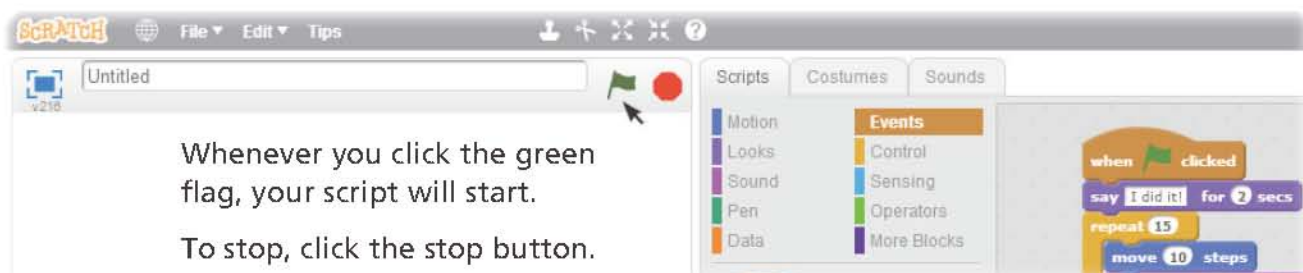
Then snap the **SAY** block on the top.
将“说...”命令块拖到命令组的上方跟它连接在一起。

6 Green Flag 绿旗



Drag out a  block and snap it on top.

拖出一个“当绿旗被点击时”指令块，将它连在最上方。



Whenever you click the green flag, your script will start.

To stop, click the stop button.

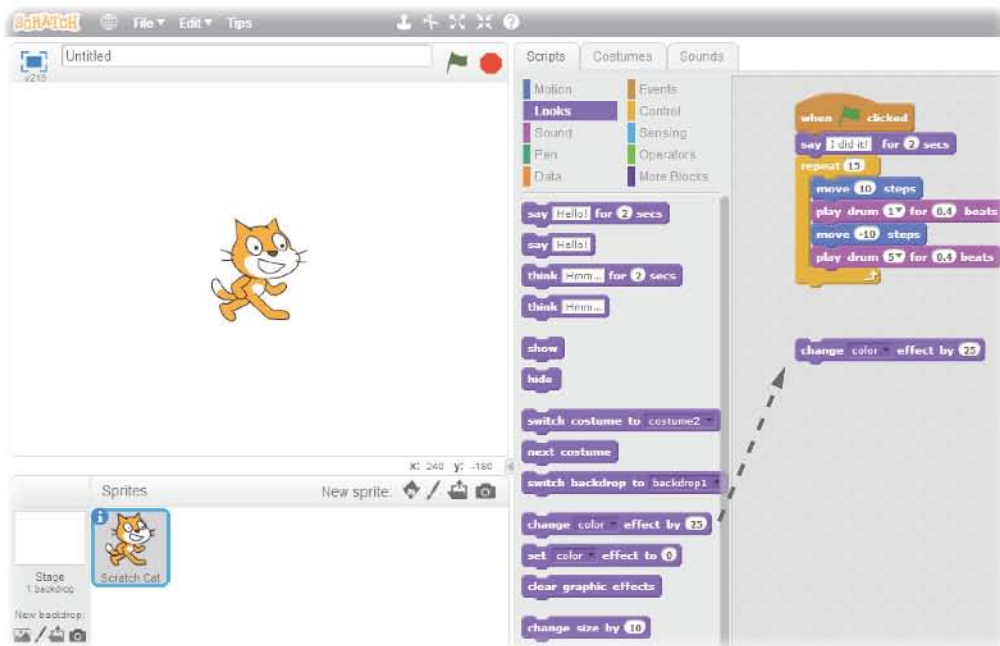
无论何时点击绿旗，脚本都会开始执行。
要停止执行，点击“停止”按钮。

7

Change Color

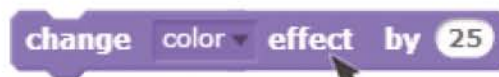
改变颜色

Now try something different... 现在我们试试不同的东西...



Drag out a **CHANGE EFFECT** block.

拖出一个“将颜色特效增加...”命令块。

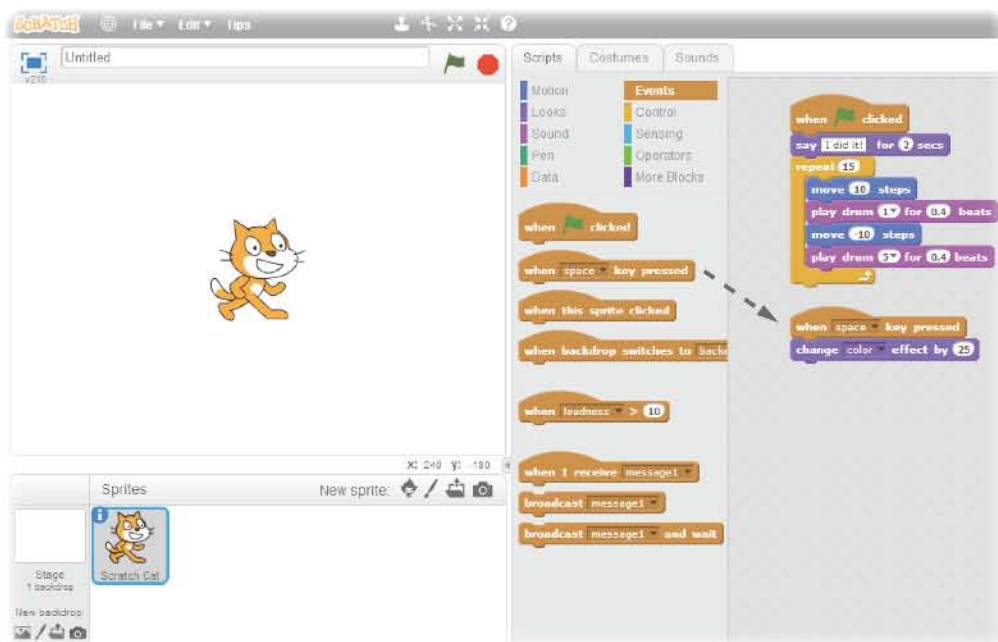


Click to see what it does.

点击命令块察看其执行的效果。

8 Key Press

检查按键是否按下



Snap on a

when space key pressed

拖出一个“当按下[空格键]”命令到改变颜色特效命令的上方，将它们连在一起。



Now press the space bar on your keyboard.

现在按下键盘上的空格键。



You can choose a different key from the pull-down menu.

你可以从下拉菜单中选择合适的按键。

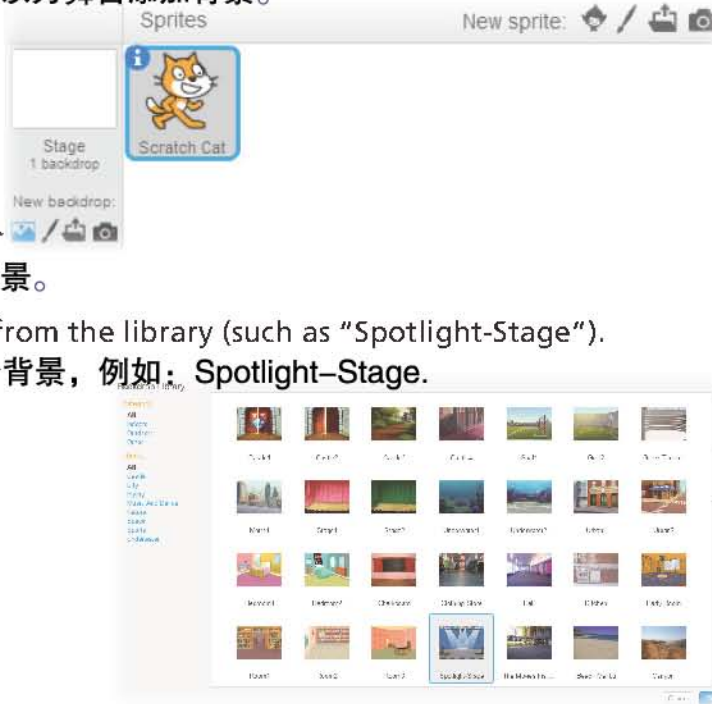
9 Add a Backdrop 添加背景

You can add a backdrop to the Stage.
您可以为舞台添加背景。

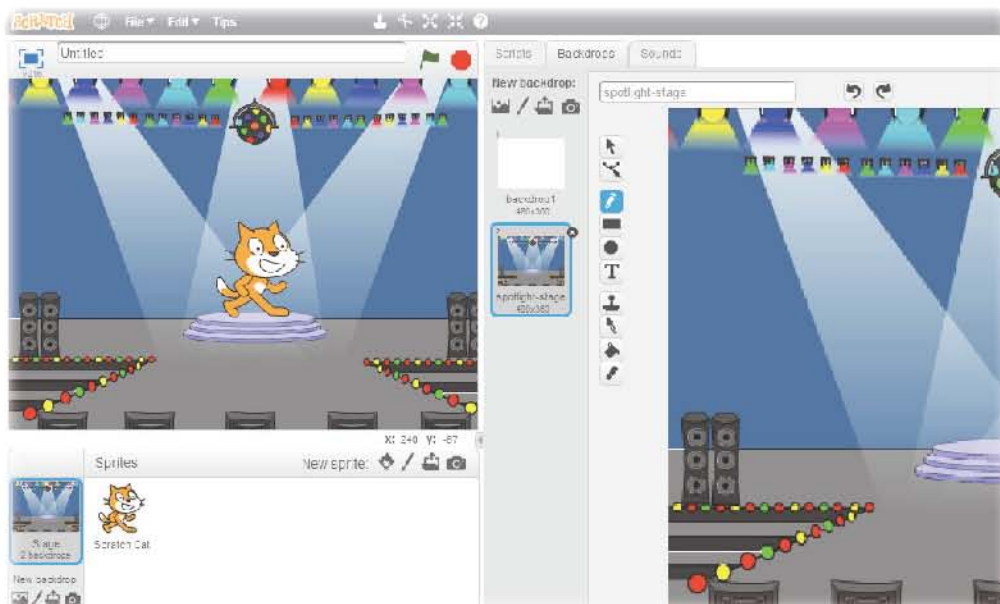
Click  to
choose a new
backdrop. 
点击  选择新的背景。

Choose a backdrop from the library (such as "Spotlight-Stage").
在背景库中选择一个背景，例如：Spotlight-Stage。

Click OK.
点击“确定”。



The new backdrop now appears on the Stage. 新的背景现在出现在舞台上。



10 Add a Sprite

添加角色

Each object in Scratch is called a sprite.

Scratch中的每个对象都称为角色。



To add a new sprite, click one of these buttons.

点击这些按钮添加新角色。

NEW SPRITE BUTTONS: 新角色按钮:



Choose from the library
从角色库中选取角色



Paint your own sprite
绘制新角色



Upload your own image or sprite
上传自己的图像或角色文件



Take a picture (from a webcam)
通过摄像头拍照创建角色

添加这个角色，点击  然后再点击“人类”，再选择“Cassy Dancing”。



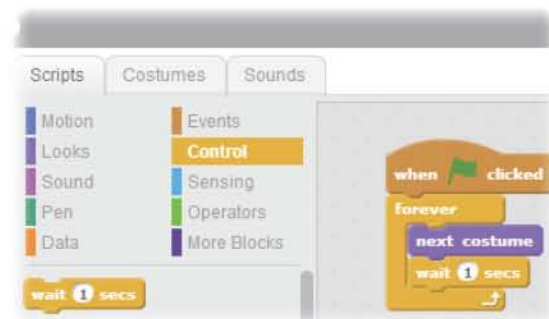
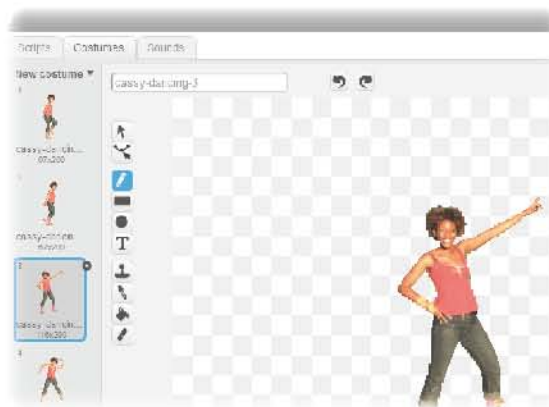
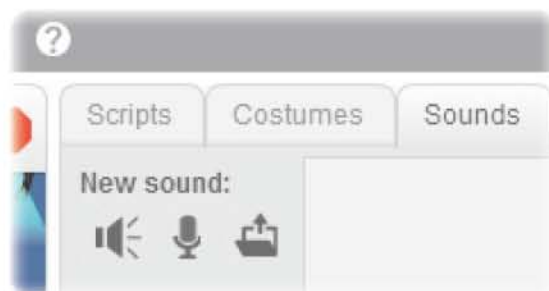
To add this sprite, click  then click **People** and select "Cassy Dancing."

You can drag the characters to where you want them.
您可以将角色拖到舞台上任意地方。



11 Explore! 探索!

Now you can tell the sprite what to do. Try the following, or explore on your own.
现在您可以告诉角色做什么了。试试下面的操作，或者自己去探索吧!



ADD SOUND

Click the **SOUNDS** tab.

You can **Choose** a sound

Record your own sound

Or **Import** a sound file.
(MP3, AIF, or WAV format)

Then, click the **SCRIPTS** tab,
and drag in a **PLAY SOUND** block.

Choose your sound from
the pull-down menu.

点击“脚本”标签，拖出一个“播放声音”命令块，再从下拉菜单中选择声音。

添加声音

点击声音标签，
你可以点击 选择声音，或者
点击 录音，或
点击 导入声音
文件（MP3，AIF
或WAV格式）。

CHANGE COSTUMES 改变造型

Each sprite can have more than
one costume. 每个角色都可以有多个造型。

To change the current costume,
click the **COSTUMES** tab.

Then click on a different costume
for the sprite.

要改变当前造型，先点击“造型”标签，
就可以为角色选择一个不同的造型。

ANIMATE

You can animate a sprite by
switching between costumes.

Click the **SCRIPTS** tab.

Create a script that switches
between costumes.

动画

可以通过让角色
在不同造型间切
换产生动画效果。

点击“造型”标
签。

创建一段脚本，
切换不同造型。

12

Tips! 贴士



Type a title for your project.
在此输入项目标题。

想了解Scratch的更多用法，点击“贴士”。

For more ideas, click Tips:

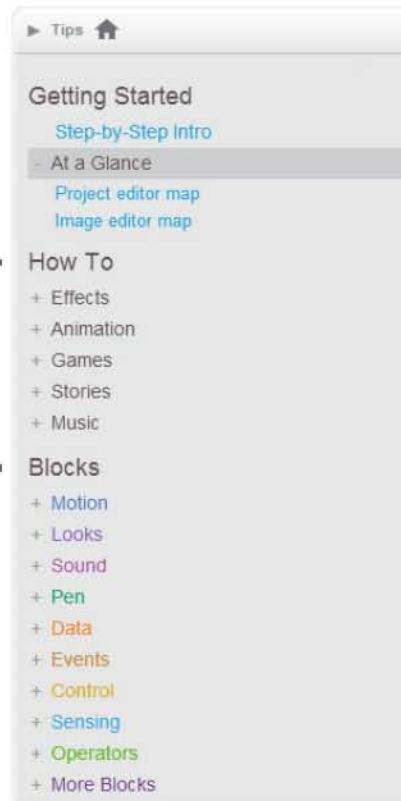


The **Tips Window** shows example scripts you can use in your project.

“贴士窗口”显示示例脚本，可以直接在您的项目中使用。

It also explains what each of the blocks in **SCRATCH** does.

它也解释了SCRATCH中每个功能块的作用。



Save and Share

保存和分享

To save your project online, make sure to log in.

login ▾

(If you want to save the file to your computer drive, click the **File** menu and choose "Export to local drive.")

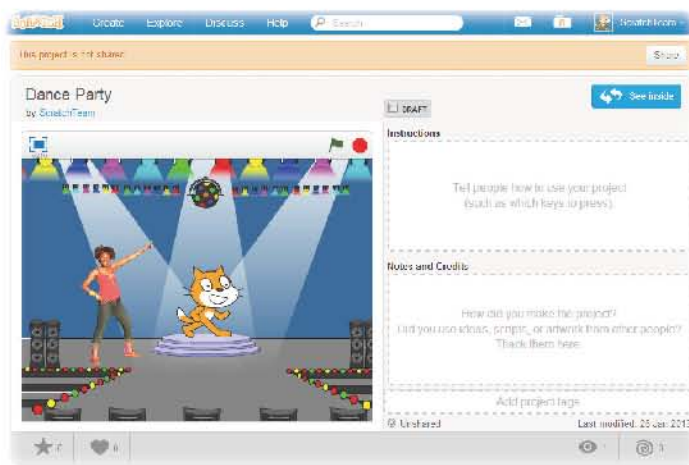
要在线保存您的项目，必须先登录到SCRATCH网站。（如果想保存到您的计算机上，先点击“文件”菜单，再选择“输出到本地文件”）

When you are ready, click  **See project page**

当所有工作完成后，点击转到项目主页。

Project Page 项目首页

Click  for full screen viewing.
点击 转换到全屏幕视图。



Click  **Share** for others to see and play with your project.

点击“分享”按钮让其它人看到和播放您的项目程序。

Type in notes about your project.

在此输入关于您项目的说明。

When you share, others can visit and interact with your project.

当您项目分享后，其它人就可以访问您的项目并且可以与您交流。

Now what? You can **Create** a new project or **Explore** for ideas.

怎么样？现在你可以创建新的项目或者探索网站来激发您的灵感了。

To find out more, click **Help** or go to <http://scratch.mit.edu/help>

如果了解更多的信息，请点击“帮助”或访问网址 <http://scratch.mit.edu/help>

Scratch is a programming language that makes it easy to create your own interactive stories, games, and animations – and share your creations with others on the web.

Scratch is developed by the Lifelong Kindergarten research group at the MIT Media Lab (<http://ilk.media.mit.edu>). Our group develops new technologies that, in the spirit of the blocks and fingerprint of kindergarten, expand the range of what people can design, create, and learn.

The development of Scratch has been supported with funding from the National Science Foundation, MacArthur Foundation, Intel Foundation, Google, Microsoft, and the MIT Media Lab research consortia.

Scratch是一门程序设计语言，它能让您很容易地创建自己的互动故事，游戏和动画，并与网络上的他人一起分享您的创作。

Scratch由麻省理工学院媒体实验室终身幼儿园小组设计开发(<http://ilk.media.mit.edu>)...

Scratch的开发得到了国家科学基金，麦克阿瑟基金，Intel基金，Google, Microsoft和MIT媒体实际室研究联盟的资助。



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