Add a Character

The ScratchJr character library has so many characters!

WHAT YOU'LL LEARN

- Add a new character to your project

Add a Character

1

FOLLOW THESE STEPS

1. Tap the **Plus** icon to open the character library.

2. Tap the **Paintbrush** icon to draw your own character. Or select the character you want from the character library and then tap the **Check Mark**.

Tip: you can edit a character you've added to your project by tapping the **Paintbrush** icon on the right.

ON YOUR OWN

Create a project about your family! Add a character from the library to represent each family member.

Change Backgrounds

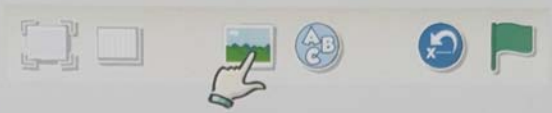
The ScratchJr background library has so many backgrounds!

WHAT YOU'LL LEARN

- Change the background of your project

FOLLOW THESE STEPS

1. Tap the **New Background** icon at the top of the screen.



2. Draw your own background by tapping the **Paintbrush** icon. Or select the background you want and tap the **Check Mark**.

Tip: to edit a background, select the one you want and then tap the **Paintbrush** icon.

ON YOUR OWN

Choose a background for your favorite place and create a project that takes place there.

Add Text

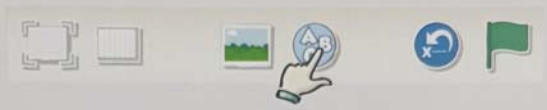
You can add titles, instructions, or other text to your projects!

WHAT YOU'LL LEARN

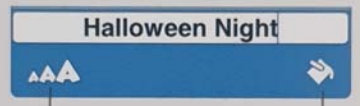
- Add and edit text

FOLLOW THESE STEPS

1. Tap the **Text** icon at the top of the screen.



2. Use the keyboard that pops up to enter whatever text you want.



3. Tap the **Go** key from the keyboard when you're all done.
4. Tap and drag the text anywhere on the Stage!

ON YOUR OWN

Create a title for your project.

Add Pages

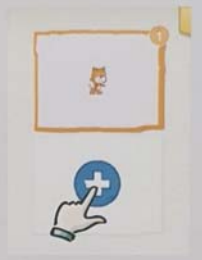
ScratchJr projects can have up to four pages!
Let's learn how to add more pages to a project.

WHAT YOU'LL LEARN

- Add new pages to your project

TRY IT OUT

- Tap the **Plus** icon under the first page to add a new page to your project.



- Each time you add a new page, a new **Go to Page** block appears in your Blocks Palette, like this:

- You can add up to four pages to a single ScratchJr project.

Tip: characters, backgrounds, and programs do not save from page to page! Make sure you add new content for each page you add.

ON YOUR OWN

Create a four-page story that automatically moves from page to page!

Use the Grid

Move your characters to a precise location using the grid feature!

WHAT YOU'LL LEARN

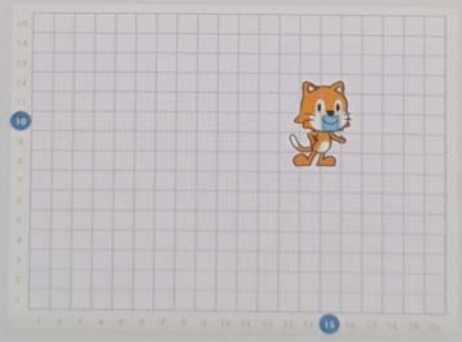
- Use the grid

FOLLOW THESE STEPS

1. Tap the **Grid** icon at the top of the screen. You should see a grid appear in your project background.

2. Add the following program to Kitten.

3. Check the grid to see that Kitten has moved four steps to the right and two steps up.



Tip: Kitten's starting position on the grid is 11 across and 8 up.

ON YOUR OWN

Program Kitten to move to a specific place on the grid!

Copy a Program

Learn a nifty shortcut for copying programs from character to character!

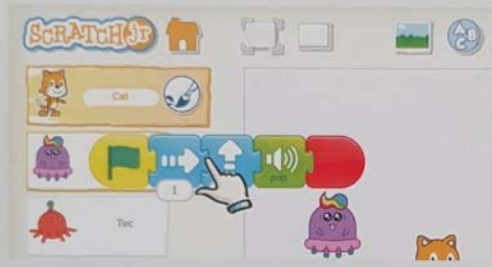
WHAT YOU'LL LEARN

- Copy programs from one character to another

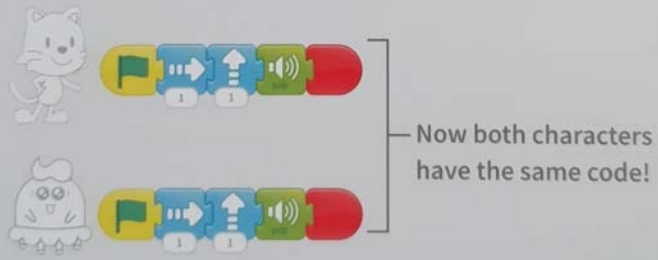
Copy a Program 6

FOLLOW THESE STEPS

1. Open or create a project with at least two characters.
2. Create a program for one of the characters.
3. Drag the program to the other character you want to have the same code.



4. Lift your finger and release the program over that character.



5. Repeat for as many characters as you wish.

ON YOUR OWN

Copy the same program to three different characters and watch them move in sync!

Copy Characters

Learn an easy way to copy your characters from one page to another in a multipage project!

WHAT YOU'LL LEARN

- Copy a character from one page to another

FOLLOW THESE STEPS

1. Create or open a project with at least one character that has a program.
2. Add a second page to your project.
3. Return to Page 1. Tap and drag the character you want to copy from the left side of the screen and release your finger over Page 2.

4. Now your character is on Page 2 too! Did you notice your character's program was copied to Page 2 as well?
5. Repeat for as many characters and pages as you'd like.

ON YOUR OWN

Create a four-page project with the same characters on each page! Be sure to change the programs on each page if you want the characters to do something different from page to page.

Delete Things

Sometimes you need to get rid of things in your ScratchJr projects.

WHAT YOU'LL LEARN

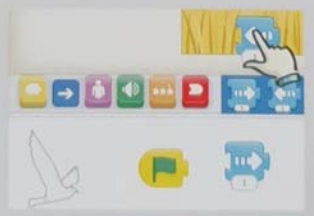
- Delete a character
- Delete a page
- Remove blocks from the Programming Area

TRY IT OUT

- To delete a character, tap it and hold until a red X appears. Tap the **X** to delete the character.

- To delete a page, tap it and hold until a red X appears. Tap the **X** to delete the page.

- To remove blocks or programs from the Programming Area, simply drag them anywhere outside the Programming Area and let go.



ON YOUR OWN

Check your project for any mistakes or unnecessary blocks or characters. Delete what you don't need.

Undo, Redo, Reset!

To fix a mistake in your project,
use the **Undo**, **Redo**, and **Reset** buttons.

WHAT YOU'LL LEARN

- Undo
- Redo
- Reset

TRY IT OUT

- If you make a mistake, tap **Undo** to go back in time, reversing the last action.

- Tap **Redo** to reverse the last Undo.

- Use the **Reset** button to return all characters to their starting positions on the Stage.

ON YOUR OWN

Add characters and code to your project.
Then practice using the **Undo**, **Redo**, and **Reset** buttons
so you know what to do if you make a mistake!

Draw a Picture

Use the Paint Editor's **Shape** and **Line** tools to draw your own character or background.

WHAT YOU'LL LEARN

- Draw with the **Shape** tools
- Control line thickness with the **Line** tools

TRY IT OUT

Tap the **New Character** icon or **New Background** icon to open the character or background library. Then tap the **Paintbrush** icon to open a blank Paint Editor page.

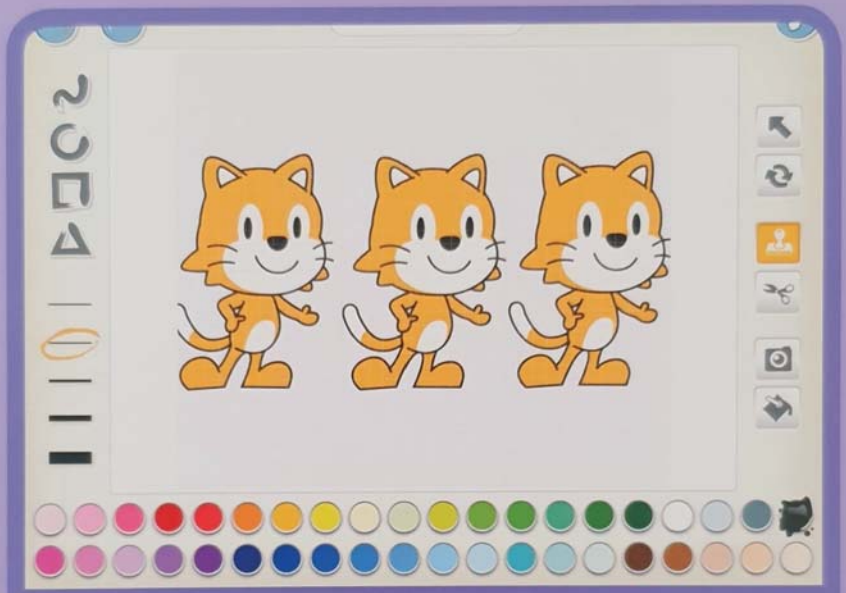
- The **Shape** tools allow you to choose a shape to draw.
  1. Draw lines with .
  2. Draw circles and ellipses with .
  3. Draw squares and rectangles with .
  4. Draw triangles with .
- Control how thick or thin your line is with the **Line** tools.

Tip: change the color of your lines using the Color Palette!

ON YOUR OWN

Draw a new character that looks like you.
Then draw a new background that looks like your bedroom.

Special Tools



Learn how to drag, rotate, duplicate, and cut with the **Special** tools in the Paint Editor!

WHAT YOU'LL LEARN

- Drag
- Rotate
- Duplicate
- Cut

TRY IT OUT

- Use **Drag** to drag a character or shape on the canvas. To edit the shape, tap it and drag the dots that appear.

- Use **Rotate** to rotate a character or shape around its center.

- Use **Duplicate** to create a copy of a character or shape. This works just like a stamp!

- Use **Cut** and then tap a character or shape to remove it from the canvas.

ON YOUR OWN

Use some of the **Special** tools to create a new background for your project!

Edit a Character

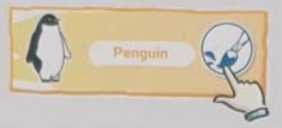
You can customize any existing character using the Paint Editor.

WHAT YOU'LL LEARN

- Edit an existing character

FOLLOW THESE STEPS

1. Tap the **Paintbrush** icon next to the character you want to edit.



2. Use the Paint Editor to customize your character.

3. You can even change the character's name! Tap the **Name Bar** at the top of the page and enter any name you choose.

Billy

4. When you're done, tap the **Check Mark** to save your changes and return to your project.

ON YOUR OWN

Add a hat to your favorite character.
Don't forget to name your new character!

Edit a Background

You can customize any existing background using the Paint Editor!

WHAT YOU'LL LEARN

- Edit an existing background

FOLLOW THESE STEPS

1. Tap the **New Background** icon at the top of the screen.

2. Select the background you want from the library and then tap the **Paintbrush** icon.

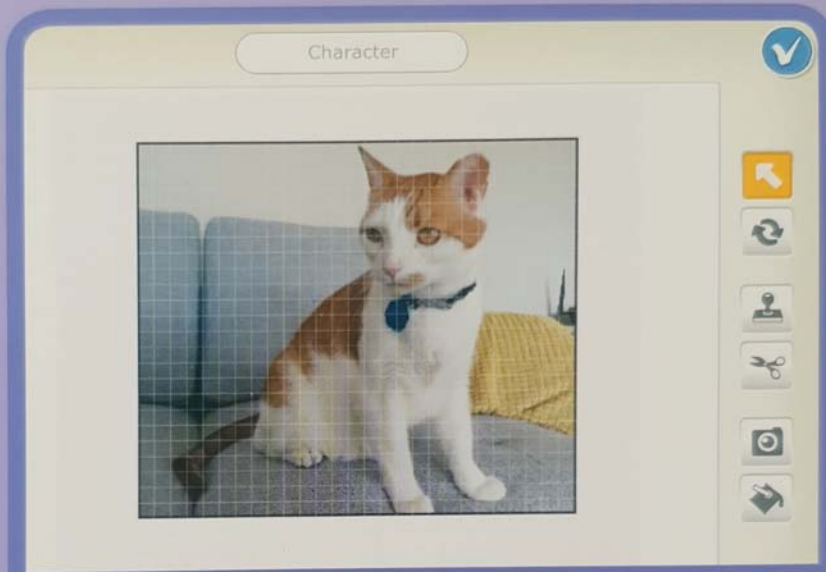
3. Use the Paint Editor to customize your background!

4. When you're done, tap the **Check Mark** to save your changes and return to your project.

ON YOUR OWN

Use the Paint Editor to transform the Park background into a winter wonderland.

Add Photos



With the Paint Editor's **Camera** tool, you can add photos to your projects!

WHAT YOU'LL LEARN

- Add a photograph to your project

FOLLOW THESE STEPS

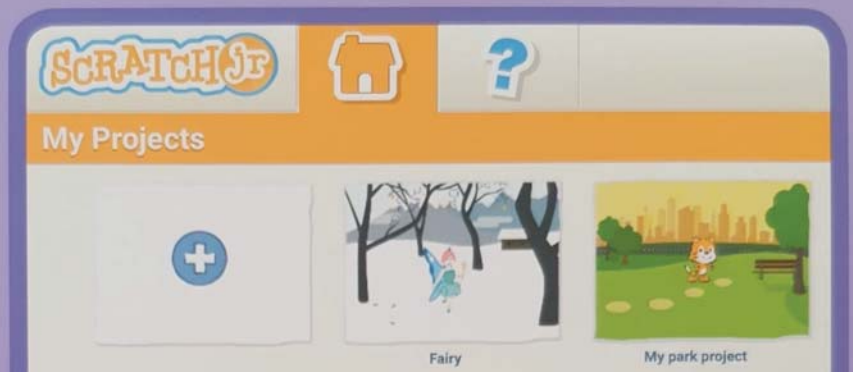
1. Open the Paint Editor and draw a shape.
2. Select the **Camera** tool and then tap the shape you've just drawn.
3. A page that lets you take your photos should pop up.

4. Tap the **Check Mark** to add your photo to your project, or edit the photo using the Paint Editor.

ON YOUR OWN

Create a new character by taking a photo of a friend or pet!

Save a Project



Let's learn how to save and revisit past ScratchJr projects so you don't have to start over every time.

WHAT YOU'LL LEARN

- Save a project
- Reopen a past project

FOLLOW THESE STEPS

1. Tap the **Project Information** button in the upper-right corner of the screen.

2. Your project will have a default name. Tap it and use the pop-up keyboard to give your project a new name.

3. Tap the **Check Mark** to save your project under its new name.

ON YOUR OWN

Tap the **Home** icon to see all of your saved projects.
Open the project you just renamed.

Presentation Mode

You can view your finished ScratchJr project in full screen using Presentation Mode!

WHAT YOU'LL LEARN

- Switch to Presentation Mode and back

FOLLOW THESE STEPS

1. Tap the **Presentation Mode** icon at the top of your screen.

2. Run your project in full-screen view.

Tap to stop your project at any time

Tap to return to the editing screen

ON YOUR OWN

Gather your friends and family for a viewing of your project! Share it in Presentation Mode.

Email a Project

Learn how to email your ScratchJr project so that other people can see your work!

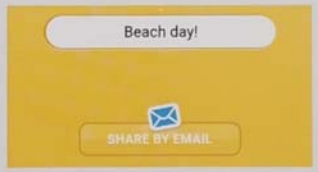
WHAT YOU'LL LEARN

- Email a project

FOLLOW THESE STEPS

1. Tap the **Project Information** button in the upper-right corner of the screen.

2. Tap **Share by Email**. You can change the name of your project before sending if you wish.



3. With the help of an adult, answer a math question.

4. Then fill out the recipient's email address, edit the email message, and send your project!

ON YOUR OWN

Email your ScratchJr project to another friend or family member!

Share by AirDrop

If you're using ScratchJr on an iPad, you can use AirDrop to share your project with other people who have iPads!

WHAT YOU'LL LEARN

- Use AirDrop to share a project

FOLLOW THESE STEPS

1. Tap the **Project Information** button in the upper-right corner of the screen.

2. Tap the **Share by AirDrop** button.

3. With the help of an adult, answer a math question.

4. Now you should see normal AirDrop sharing options. Locate the iPad you want to send your project to.
5. Tap it, let the project load, and you're done!

ON YOUR OWN

AirDrop your ScratchJr project to another person's iPad! Ask an adult if you need help.

Open an AirDrop

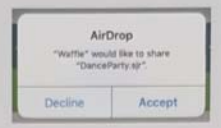
Learn how to open a project that someone shared with you via AirDrop!

WHAT YOU'LL LEARN

- Open a project that's been shared through AirDrop

FOLLOW THESE STEPS

1. When someone shares a project with you via AirDrop, you will receive an alert. Once this alert loads, you'll see a load circle with a check mark in the middle.



2. AirDrop will then ask you which app you'd like to open the project with. Always choose **ScratchJr**.

3. The next time you open your ScratchJr library, you'll see the new shared project with a blue ribbon around it, which means you haven't opened it yet.

ON YOUR OWN

With the help of an adult, try opening a project that was AirDropped to your iPad!

Sample Projects

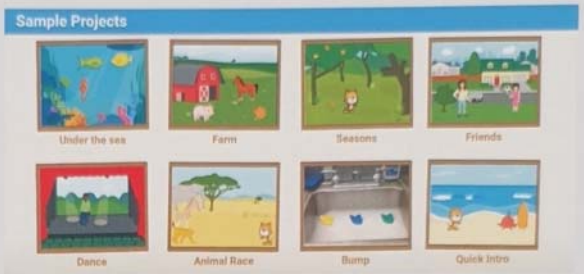
Need some inspiration for your first ScratchJr project? Choose from one of the many sample projects available on the app!

WHAT YOU'LL LEARN

- Open a sample project
- Edit a sample project

FOLLOW THESE STEPS

1. Tap the **Home** icon and then tap the **Question Mark** icon at the top of the screen.
2. Open the sample project of your choice.



3. You can customize the sample project by adding new characters or changing the programs!

Tip: editing sample projects is just for practice—you won't be able to save your changes.

ON YOUR OWN

Open the Farm sample project.
Try changing the Horse's code and adding another animal.