LET'S GET STARTED!

The *ScratchJr Coding Cards* are divided into three decks.

🔵 **A Day in the Life of Kitten** (40 cards)
Tag along with Kitten and create projects in ScratchJr. The front of each card shows a snapshot of what Kitten is up to, and the back shows you how to program Kitten's story.

🟢 **Coding Unplugged** (15 cards)
Use these screen-free activities to teach kids computational-thinking skills. These cards align with the seven powerful ideas described in *Coding As a Playground* by Marina Umaschi Bers: algorithms, modularity, control structures, representation, hardware/software, design process, and debugging.

🟣 **Interface** (20 cards)
Flip to these cards first if you are new to ScratchJr or need help using the app. Learn how to make characters move to precise locations, add photos, share your project, and more!

Welcome to the ScratchJr Coding Cards

ScratchJr is an introductory programming language that lets you snap together code blocks to make characters move, jump, dance, and sing. Using the *ScratchJr Coding Cards*, you'll build fun projects and learn coding concepts along the way.

To get started, download the ScratchJr app for free at:
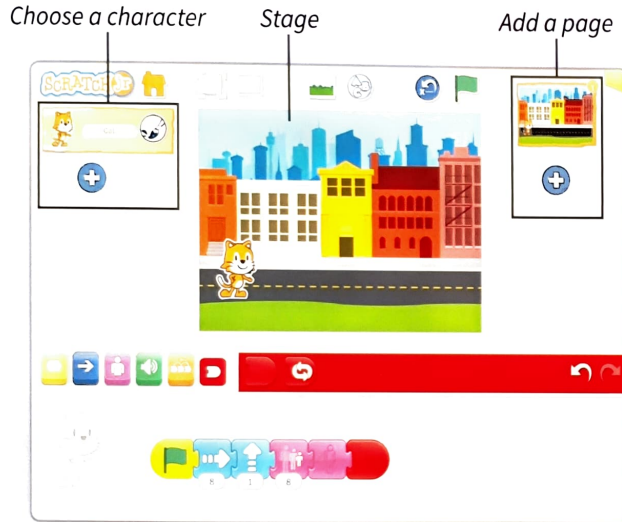
www.scratchjr.org

ScratchJr
Coding for young children

Coding is the new literacy! With ScratchJr, young children (ages 5–7) can program their own interactive stories and games. In the process, they learn to solve problems, design projects, and express themselves creatively on the computer.

App Store   Google Play   chrome web store   amazon

THE INTERFACE

Let's get familiar with the ScratchJr interface. Follow along on your own device!

Choose a character   Stage   Add a page

Along the top of the screen are some tools and controls.

Home screen   Grid   Text   Green Flag

Presentation Mode   Background   Reset
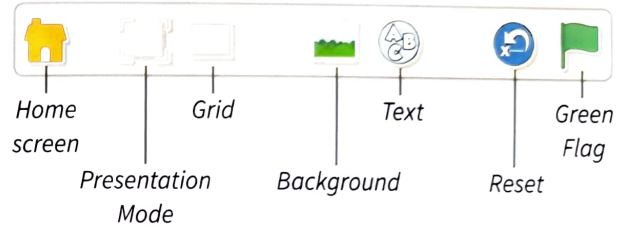
Drag blocks into the white Programming Area at the bottom of the screen. Connect the blocks to create a program. To get rid of a block or even a whole script from the Programming Area, just drag it back up to the Blocks Palette and let go!

Block Categories   Blocks Palette   Undo/Redo

This image shows you which character you're programming

This is your program—a series of blocks that tells the character what to do

Programming Area

Choose a Character
Tap the **Plus** icon to add a character, or tap the **Paintbrush** icon to edit a character with the Paint Editor.

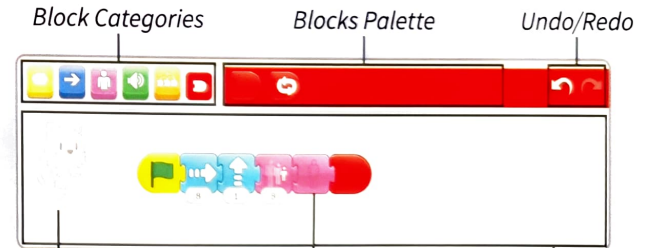## Stage
This is where characters move and play.

Add a Page
A project can have up to four pages, each with its own characters and background. Tap the **Plus** icon to add a new page.
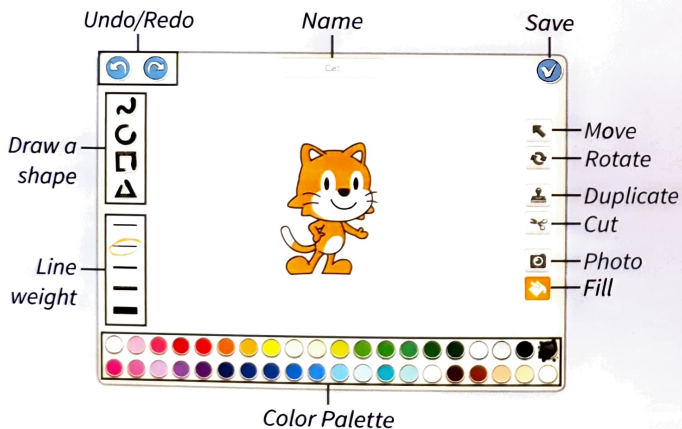
THE PAINT EDITOR

Use the Paint Editor to create a new character or background or change an existing one. Open the character or background library, make a selection, and then tap the **Paintbrush** icon.

Cat

This will open the Paint Editor. If you choose to create a new character or background, the Paint Editor page will be blank.

Undo/Redo   *Name*   *Save*

Draw a shape

Line weight

Move
Rotate
Duplicate
Cut
Photo
Fill

Color Palette

You can also tap the **Paintbrush** icon next to a character you've already added to a project to edit it.

Cat

PROGRAMMING BLOCKS

Make your characters move, grow, hide, and more using programming blocks. Tap a category in the Block Categories area to reveal all the blocks in that category. Tap any block to see what it does.

Category	Symbol	Blocks
Triggering		Trigger other blocks to start
Motion		Move characters in different ways
Looks		Change the way characters look
Sounds		Add the Pop sound or record your own
Control		Control how the program runs
End		Tell the program what to do when it ends