



# Scratch Tips

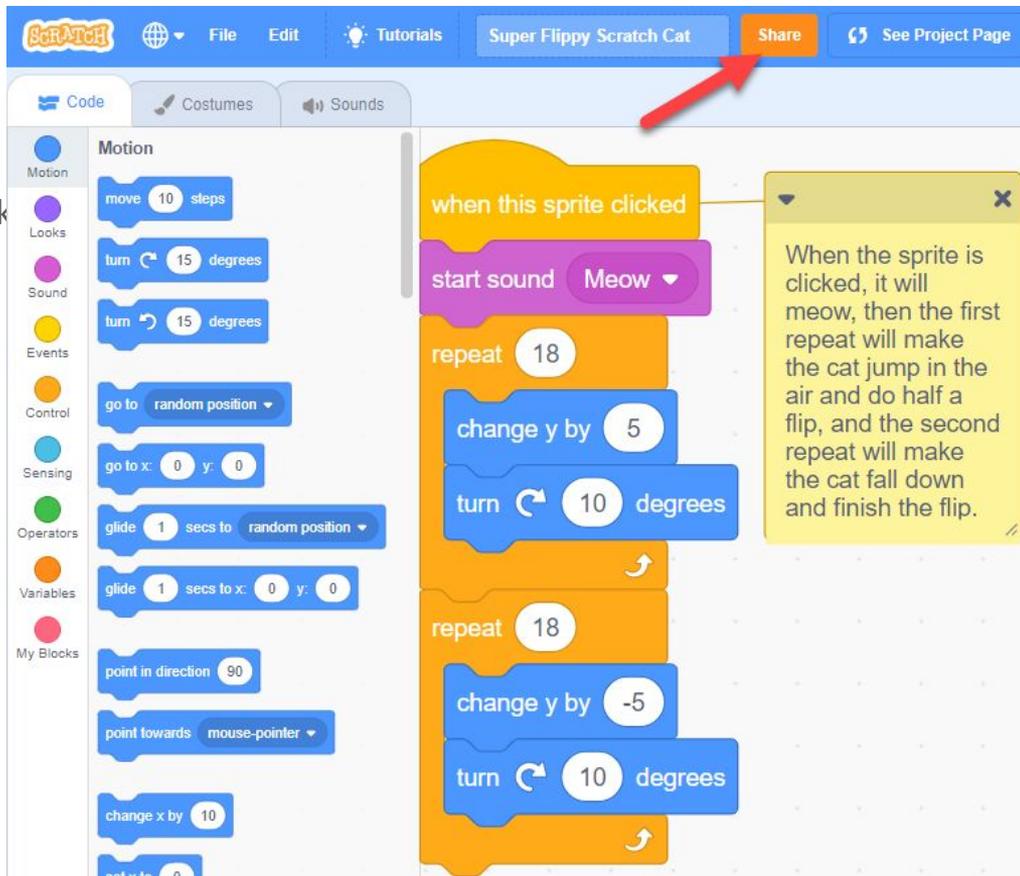
Share Your Project



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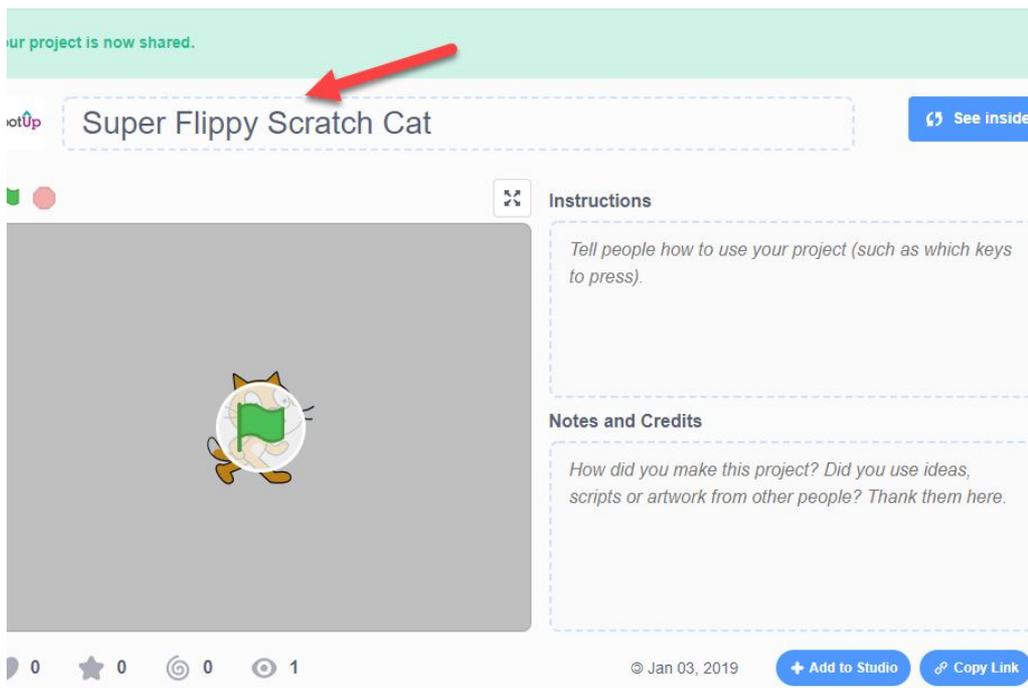
# Click the share button

1. When you're ready to share your project, click the orange "Share" button



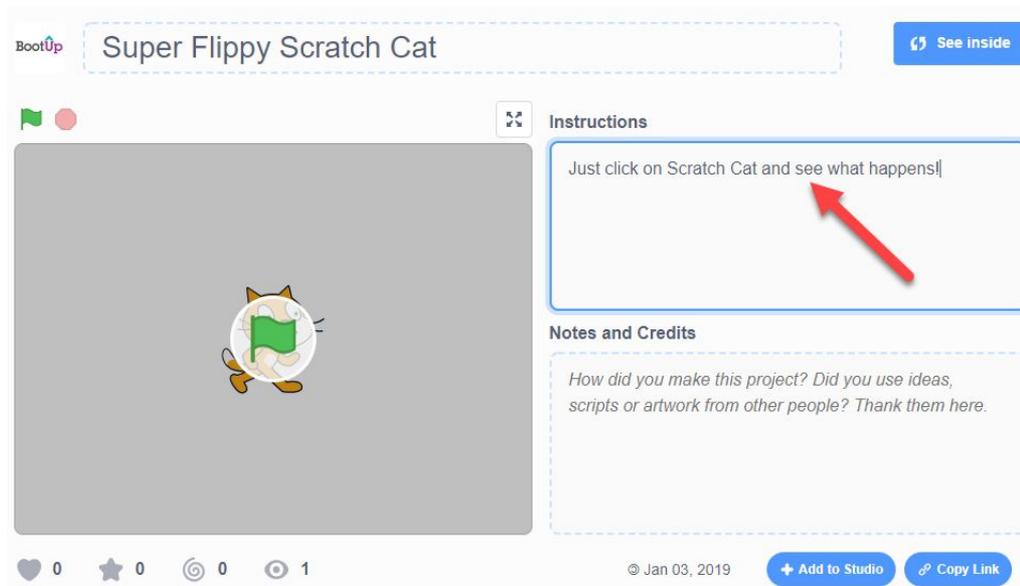
# Add a title

1. Make a catchy title that will make people want to click on it



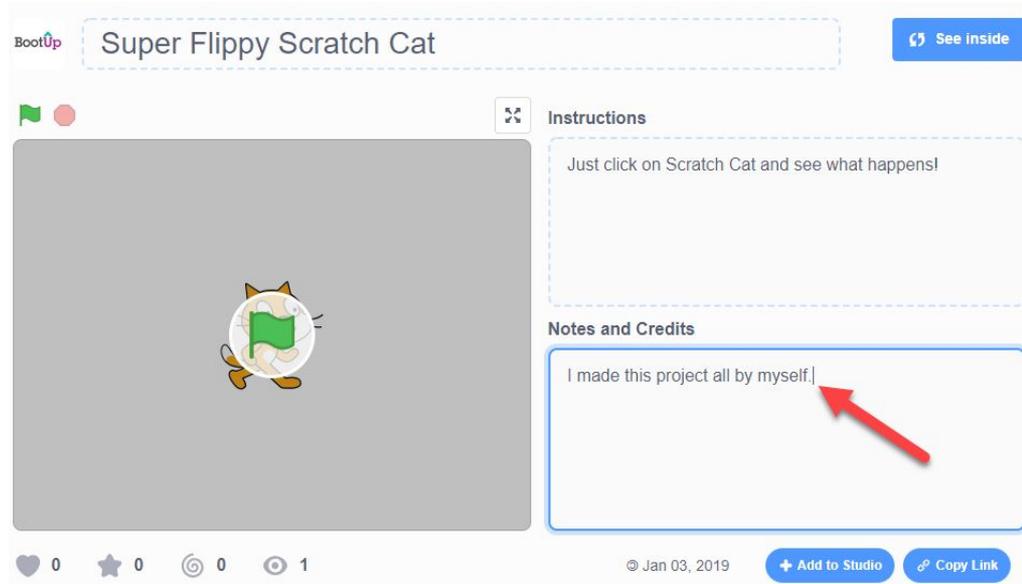
# Add instructions

1. Add instructions so people know how to interact with your project



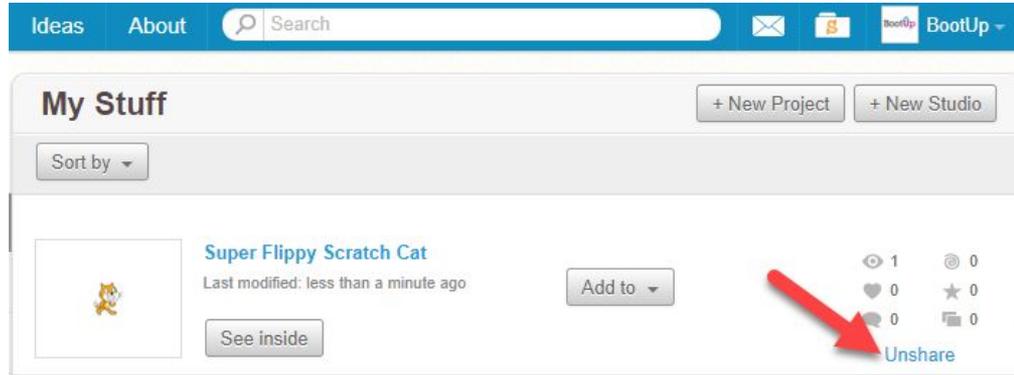
# Give credit

1. If you borrowed any ideas or materials from someone else, give them credit by thanking them and linking to the original material

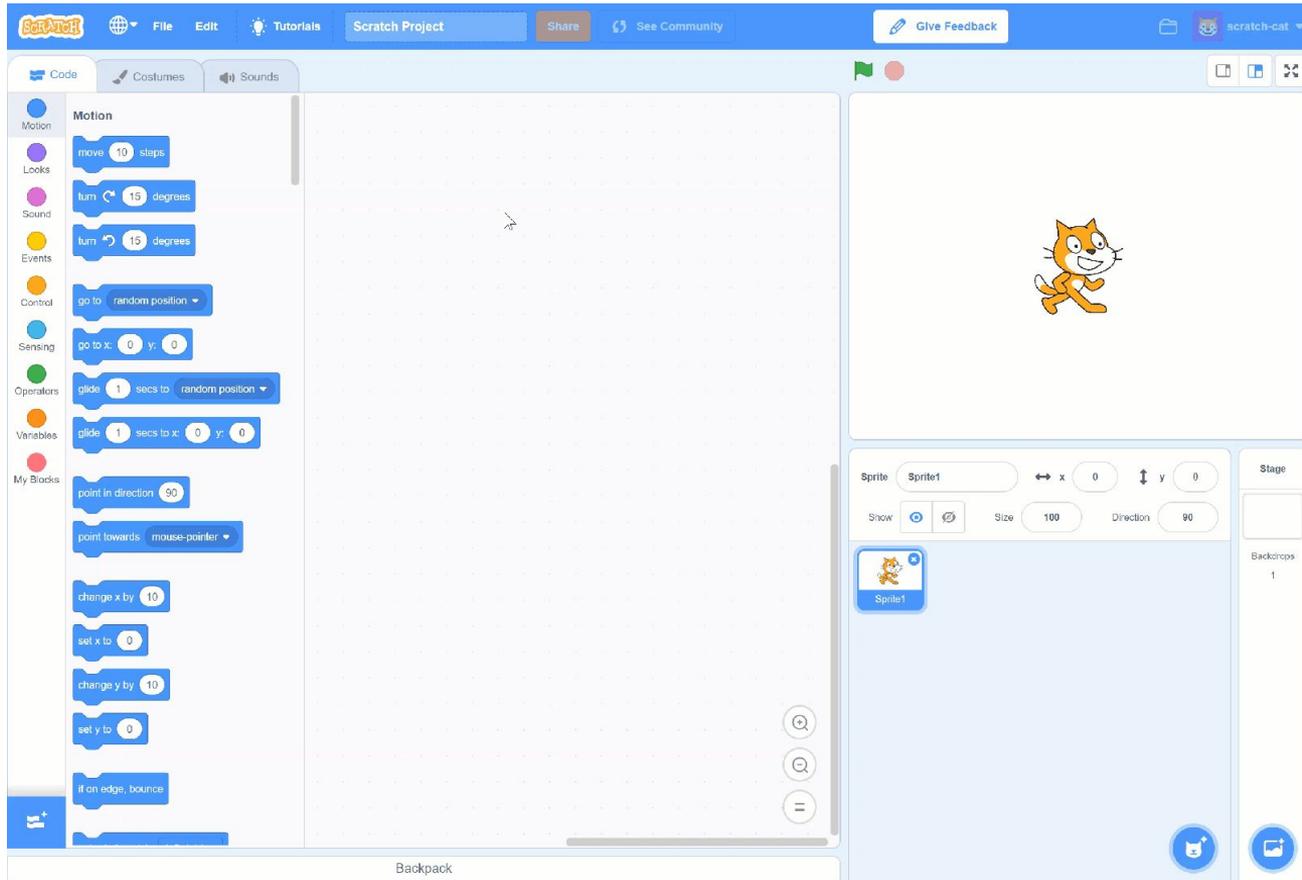


# If you want to unshare your project . . .

1. Go back to your folder (My Stuff)
2. Click the blue button that says “Unshare”



# Use the tutorial button for more ideas and tips



The image shows the Scratch programming environment. The top navigation bar includes the Scratch logo, a globe icon, and menu items: File, Edit, Tutorials, Scratch Project, Share, See Community, Give Feedback, and a user profile icon labeled 'scratch-cat'. Below the navigation bar are tabs for Code, Costumes, and Sounds. The Code tab is active, showing a list of Motion blocks on the left: move 10 steps, turn 15 degrees (left and right), go to random position, go to x: 0 y: 0, glide 1 secs to random position, glide 1 secs to x: 0 y: 0, point in direction 90, point towards mouse-pointer, change x by 10, set x to 0, change y by 10, set y to 0, and if on edge, bounce. The main workspace is a grid with a mouse cursor. The Stage area on the right shows the Scratch cat sprite (Sprite1) with its position (x: 0, y: 0), size (100), and direction (90). The Stage area also includes a Backdrops section with one backdrop (1).



Now, Coding is Elementary.

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