

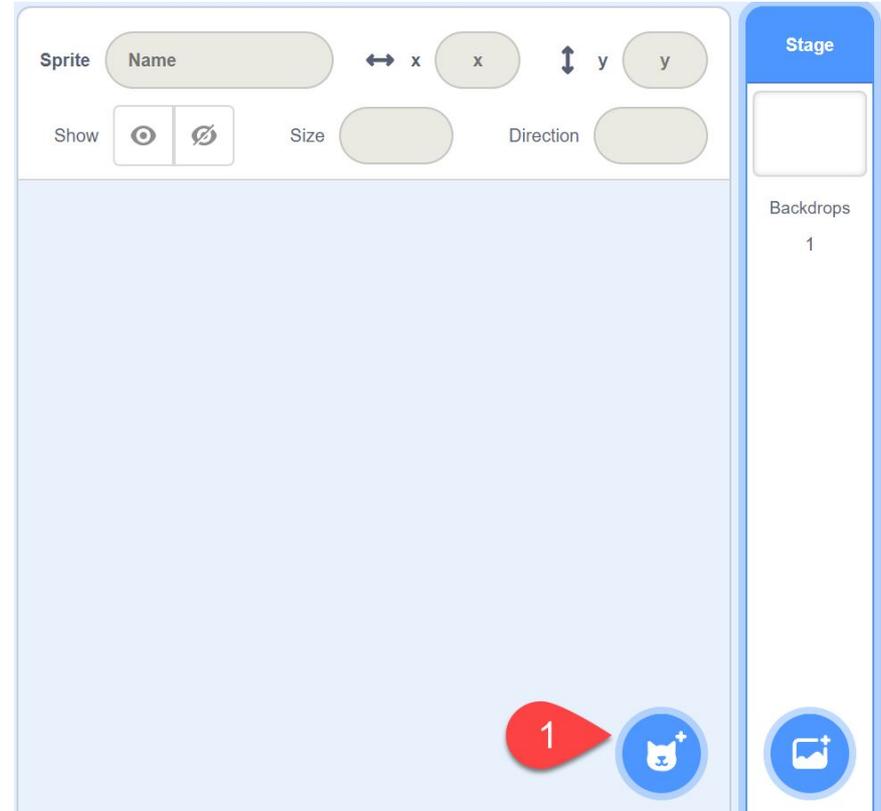


Scratch Tips

Create a Thumbnail

Add a new sprite

1. Add a new sprite to your project





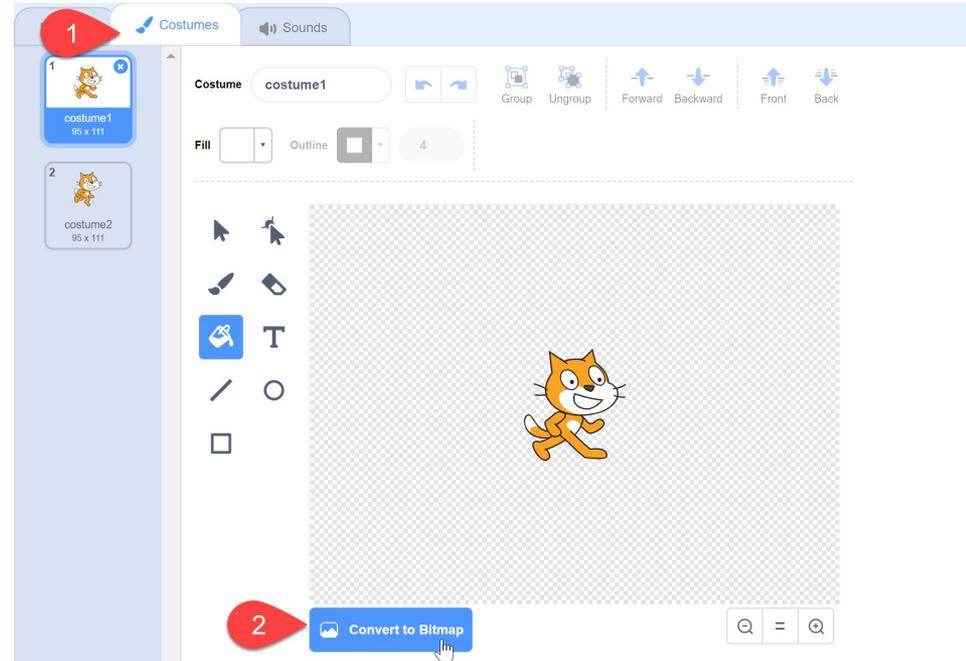
Super Simple Screen Call

BootUp
Professional Development™

The image shows a silver laptop with a black keyboard and trackpad. The screen displays a white background with the 'BootUp Professional Development' logo. The logo features the word 'Boot' in a dark grey sans-serif font, followed by 'Up' in a purple sans-serif font. A teal arrow points upwards from the top of the 'U' in 'Up'. Below 'BootUp' is the text 'Professional Development' in a teal sans-serif font, followed by a small 'TM' trademark symbol. At the top of the screen, there is a browser address bar showing 'Super Simple Screen Call' and a search bar.

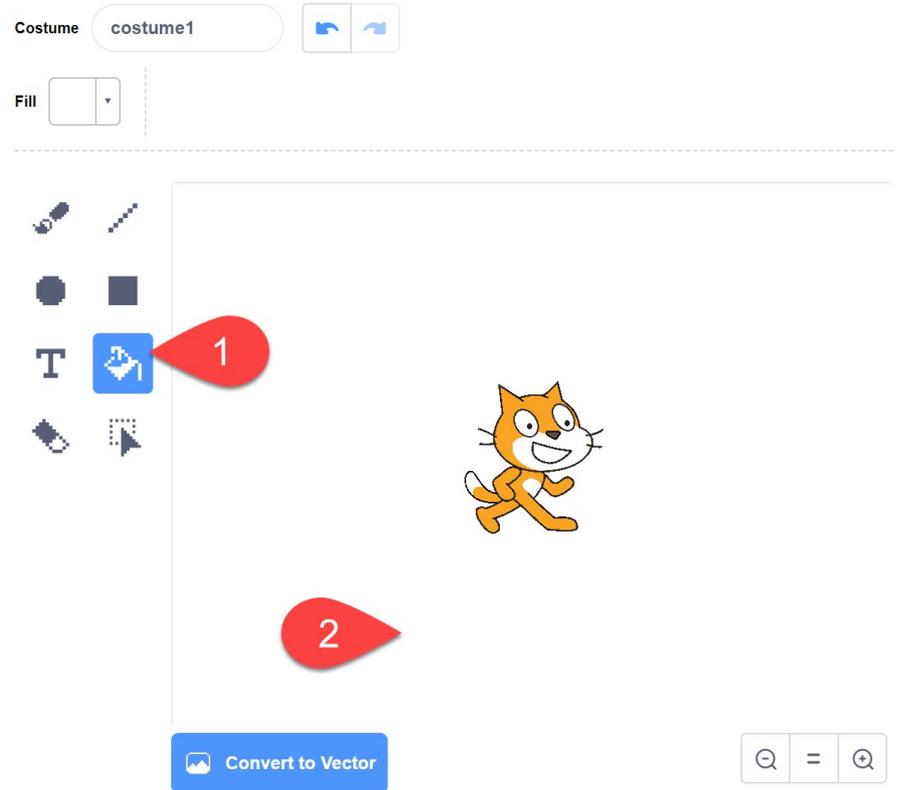
Convert to Bitmap

1. Open the Costumes tab
2. If the blue button says “Convert to Bitmap,” click on it
3. If you don’t convert to Bitmap, draw a solid color rectangle that covers the entire page and move to the back (see the video above)



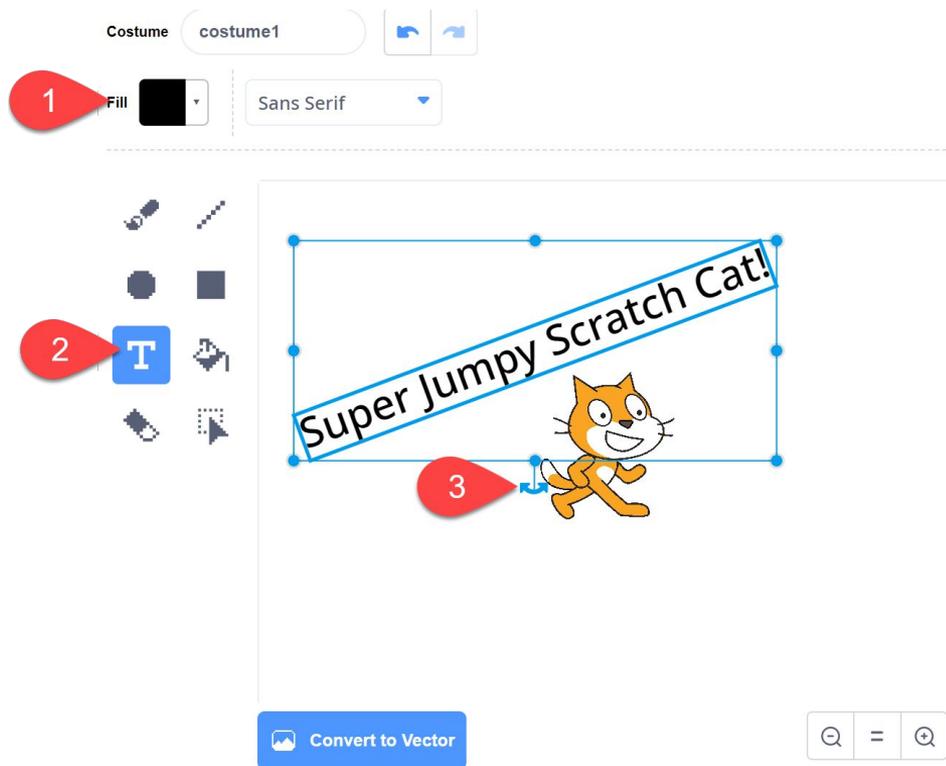
Fill the background of the sprite with color

1. To cover up your project, we want to fill the background of your sprite
2. Click the paint bucket, then click on the background to make it one solid color of your choice



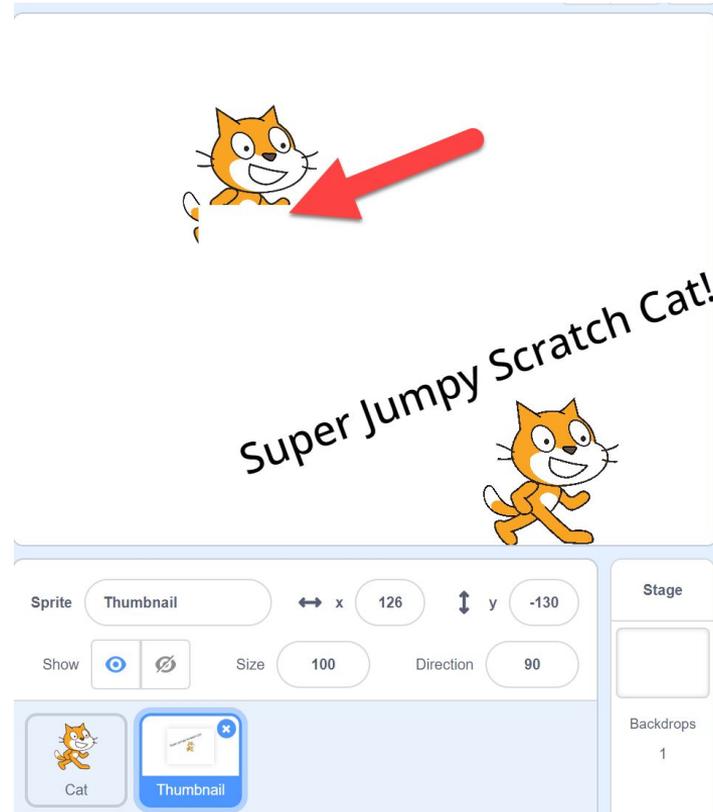
Add text

1. Select a new color that's different from your background color
2. Click the text button
3. Type in text, resize, and position it on the screen



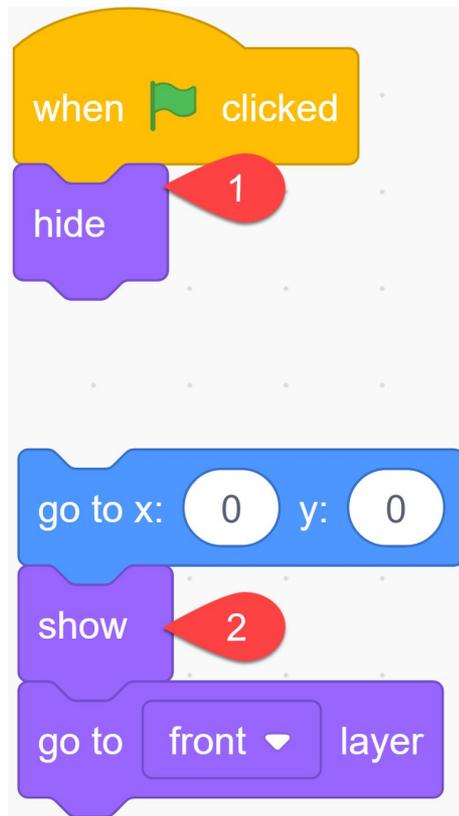
Oh no, you're not covering the project correctly . . .

1. You'll notice your new thumbnail isn't covering your project all the way (this is why we can still see our other Scratch cat behind our thumbnail)



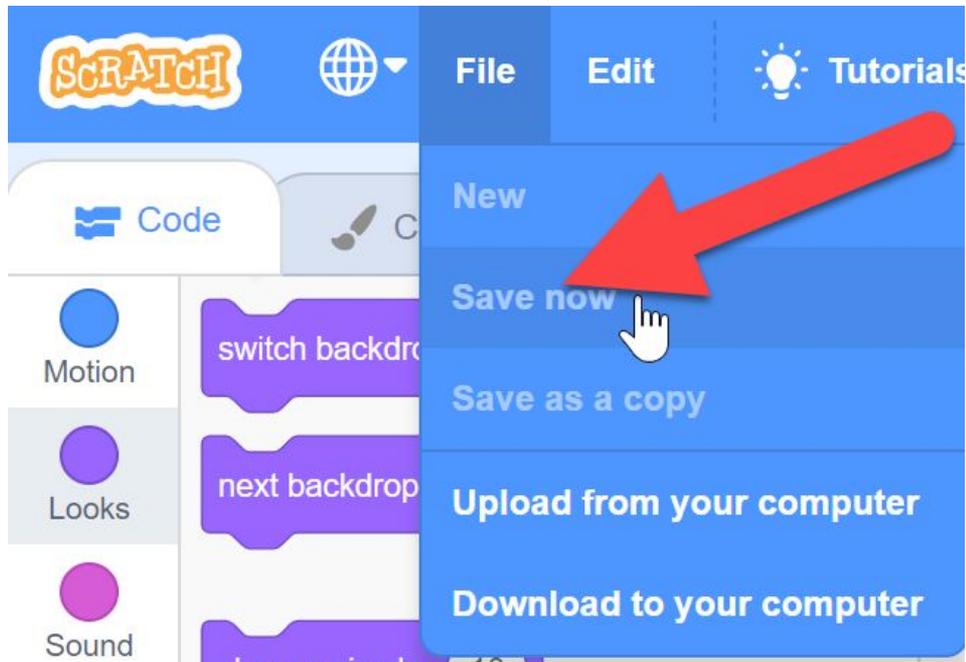
We can fix that with code

1. Use the first set of code to hide the thumbnail when we start the project
2. Drag in the code at the bottom to make it so you can reset your thumbnail by double clicking on it whenever you're ready to save your project with the thumbnail visible

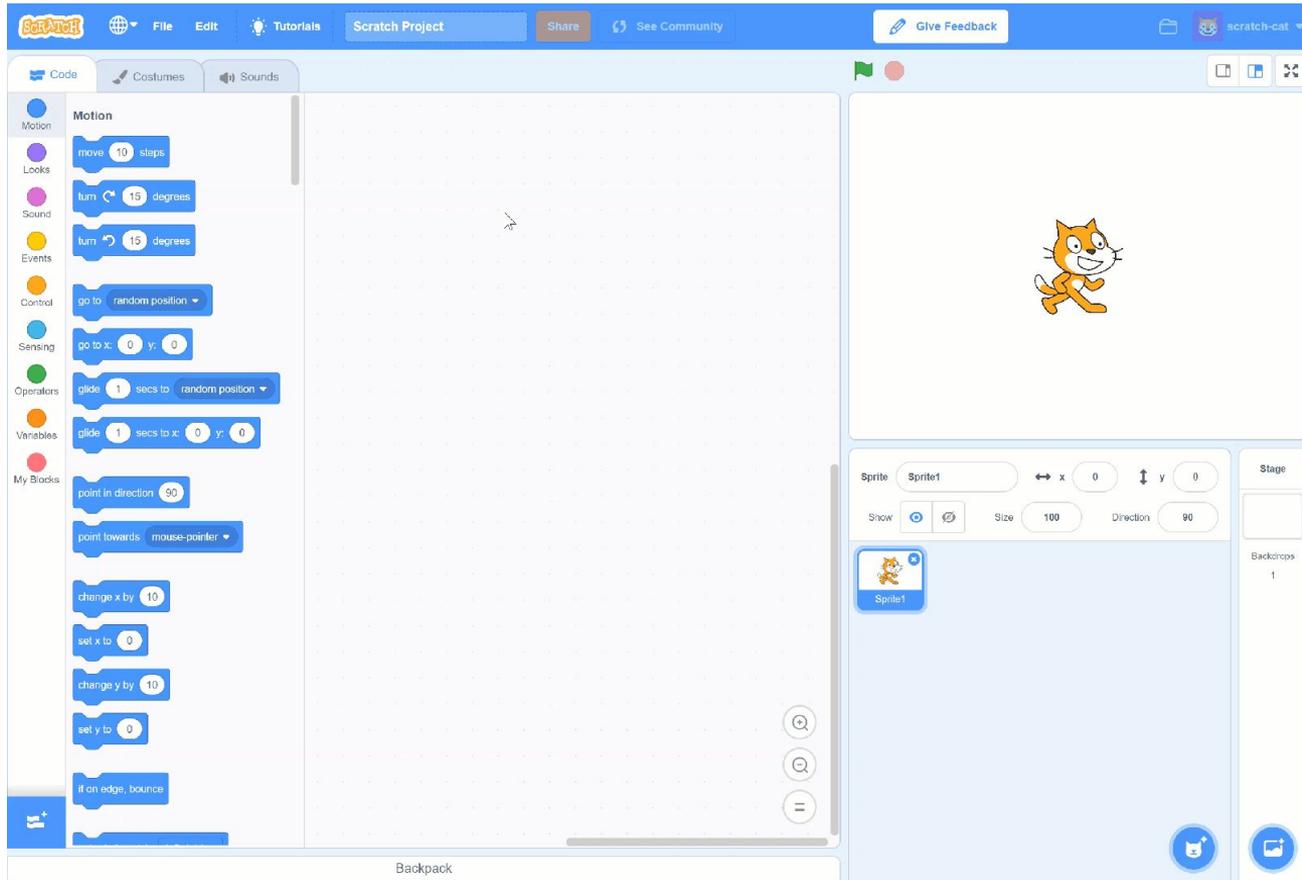


When you're ready to save . . .

1. When you're ready to save, click "Save Now" at the top right
 - a. You can also go to "File" at the top left and then click "Save now"



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 three tabs: Code (selected), Costumes, and Sounds. The left sidebar contains a vertical menu of block categories: Motion (selected), Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks. The main workspace is a grid where a mouse cursor is visible. The right side of the interface features a Stage area with a Scratch cat sprite. Below the Stage are controls for the selected sprite, 'Sprite1', including X and Y coordinates (both 0), Show/Hide buttons, Size (100), and Direction (90). At the bottom right, there are icons for the Scratch logo and a help/tutorial button. The bottom of the screen shows a 'Backpack' label.



Now, Coding is Elementary.

www.BootUpPD.org