



Animate Your Name

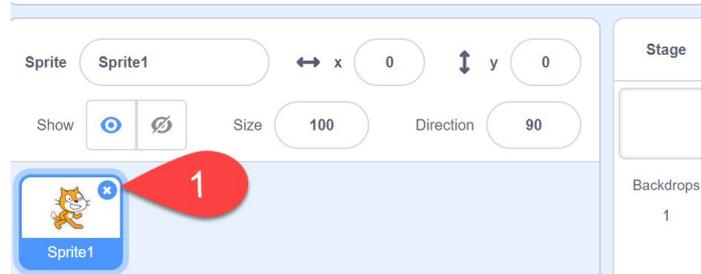
Add Letters as Sprites



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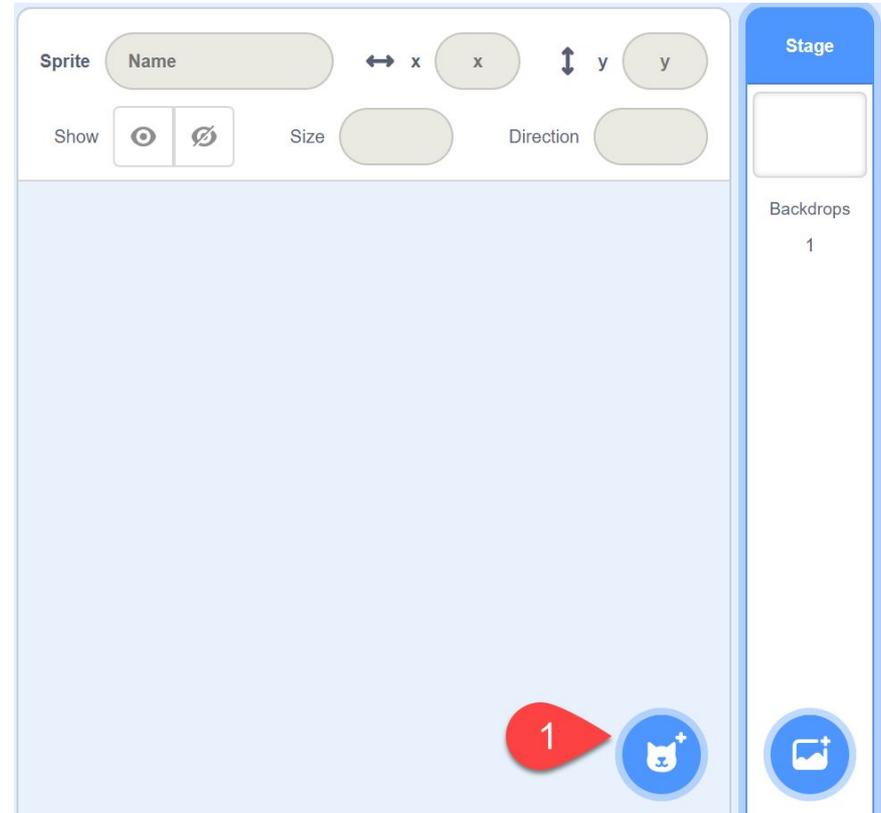
Delete Scratch Cat

1. Click the X on the sprite named "sprite1"



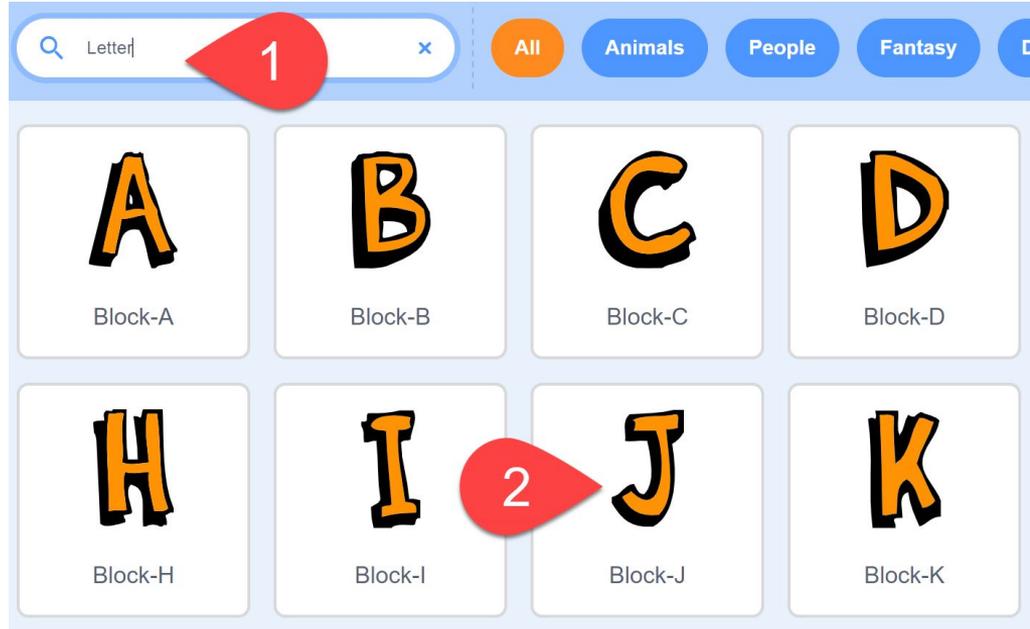
Add a new sprite

1. Click to choose a sprite



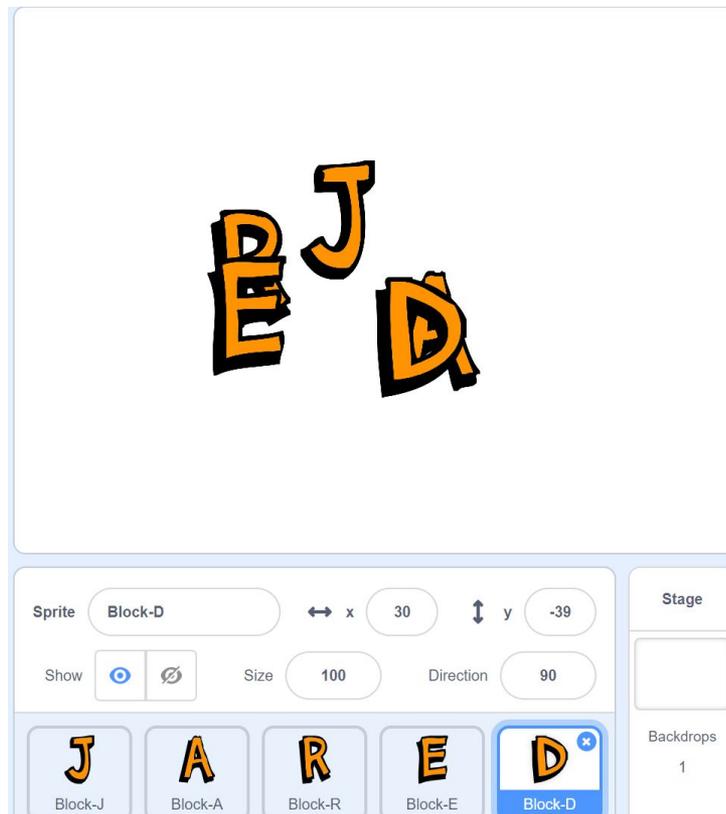
Search for letters

1. Type "letter" in the search bar
2. Select a letter



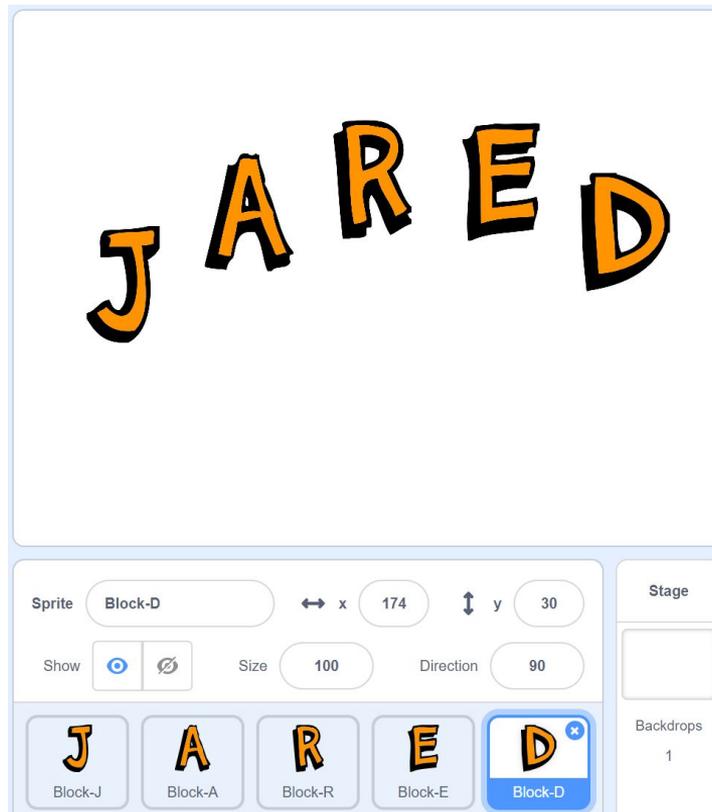
Repeat these steps

1. Repeat these steps until you have a letter sprite for each letter in your name



Rearrange the letters

1. Drag each letter on the stage to rearrange



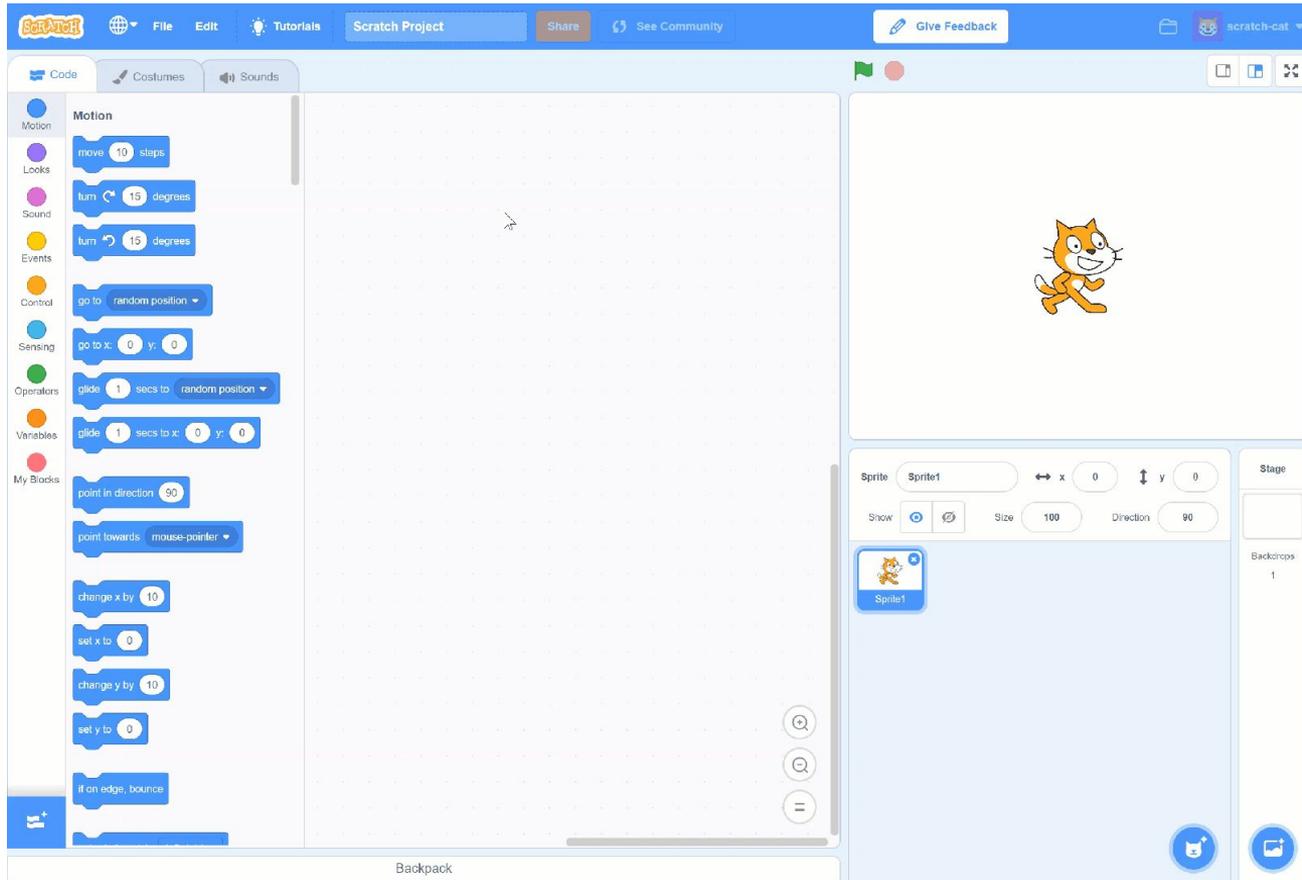
The image shows a Scratch-like interface for a letter rearrangement puzzle. The main stage area contains the word "JARED" in large, stylized, orange letters with black outlines, arranged in a slightly curved line. Below the stage is a control panel with the following elements:

- Sprite:** A dropdown menu showing "Block-D".
- Position:** X-axis coordinate is 174, Y-axis coordinate is 30.
- Show:** A radio button is selected for "Show" (represented by an eye icon), and another option is "Hide" (represented by an eye with a slash).
- Size:** A slider set to 100.
- Direction:** A dropdown menu set to 90.
- Backdrops:** A section labeled "Backdrops" with a single backdrop named "1".

At the bottom of the interface is a palette of letter blocks:

- Block-J
- Block-A
- Block-R
- Block-E
- Block-D (highlighted with a blue border and a small 'x' icon in the top right corner)

Use the tutorial button for more ideas and tips



The image shows the Scratch IDE interface. At the top, there is a blue header bar with the Scratch logo, a globe icon, and menu options: File, Edit, Tutorials, Scratch Project, Share, See Community, Give Feedback, and a user profile icon labeled 'scratch-cat'. Below the header, there are three tabs: Code (selected), Costumes, and Sounds. The Code tab is active, showing a list of motion blocks on the left sidebar. The main workspace is a grid with a mouse cursor. The Stage area on the right shows the Scratch cat sprite. Below the Stage, there are controls for the sprite: Sprite1, x: 0, y: 0, Show (checked), Size: 100, Direction: 90, and a Backdrops section with 1 backdrop.

Scratch IDE Interface:

- Header: Scratch logo, File, Edit, Tutorials, Scratch Project, Share, See Community, Give Feedback, scratch-cat
- Code Tab: Code, Costumes, Sounds
- Code Panel (Motion blocks):
 - Motion
 - move 10 steps
 - turn 15 degrees
 - turn 15 degrees
 - 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
 - if on edge, bounce
- Stage Area:
 - Sprite: Sprite1, x: 0, y: 0
 - Show: [checked]
 - Size: 100
 - Direction: 90
 - Backdrops: 1



Now, Coding is Elementary.

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