

Coding Challenge 2: Coding with Scratch

You have already gained your **Scratch Coder** badge by completing the online challenge – well done! Now it's time to put into practice what you have learned and start coding in Scratch!

Your step-by-step guide

- Using our **How2 use Scratch online and offline** decide whether to use Scratch online (on their website) by registering for an account. Or whether to download the offline editor to use on your own computer.
- We have provided a copy of Scratch's own guide to getting started. Use this, along with our own **How2 start your first project in Scratch**, to start your Scratch project.
- Decide whether you want to create a game, or a dance sequence, or a birthday card, or perhaps make the cat sprite fly. For some ideas, click on Tips at the top of the online editor window (on the website) and look at some of the Step-by-Step tutorials. They are really helpful!
- Think about whether you can include a conditional in your project. Remember you can use...
 - If... then where if your sprite does something, then something happens. This could be adding a scoring mechanism so if your sprite touches something, the score increases
 - If...then...else where there could be two choices. So your sprite could say one thing when a particular event happens, and say something different when a different event happens. This is one of the easiest ways to use if...then...else, by changing the Looks block to a different speech bubble message!
- Try adding a different sprite, putting in a backdrop from the library. Have fun exploring and seeing what Scratch can do!
- Share your project with your friends and see what they have created too. Sharing ideas is a great way of learning even more about what Scratch can do.

