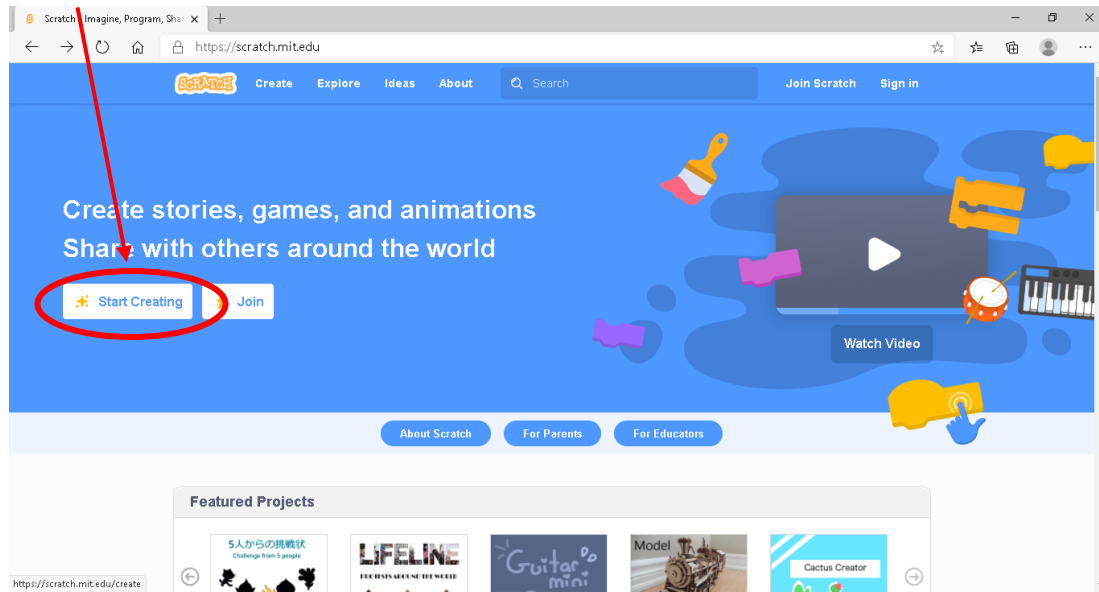


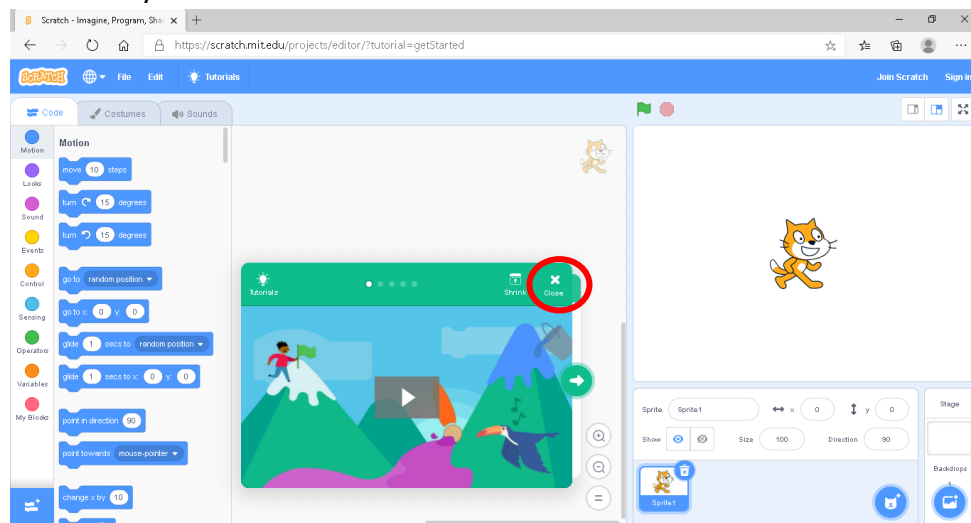
Computing – Scratch

Session 2 (Creating A Backdrop) Helpsheet:

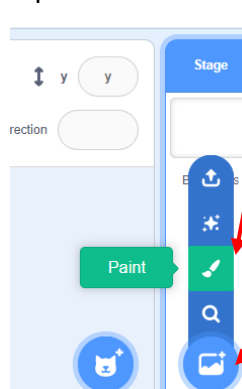
1. Go online to <https://scratch.mit.edu/> . This opens the webpage shown below. Click on **Start Creating**:



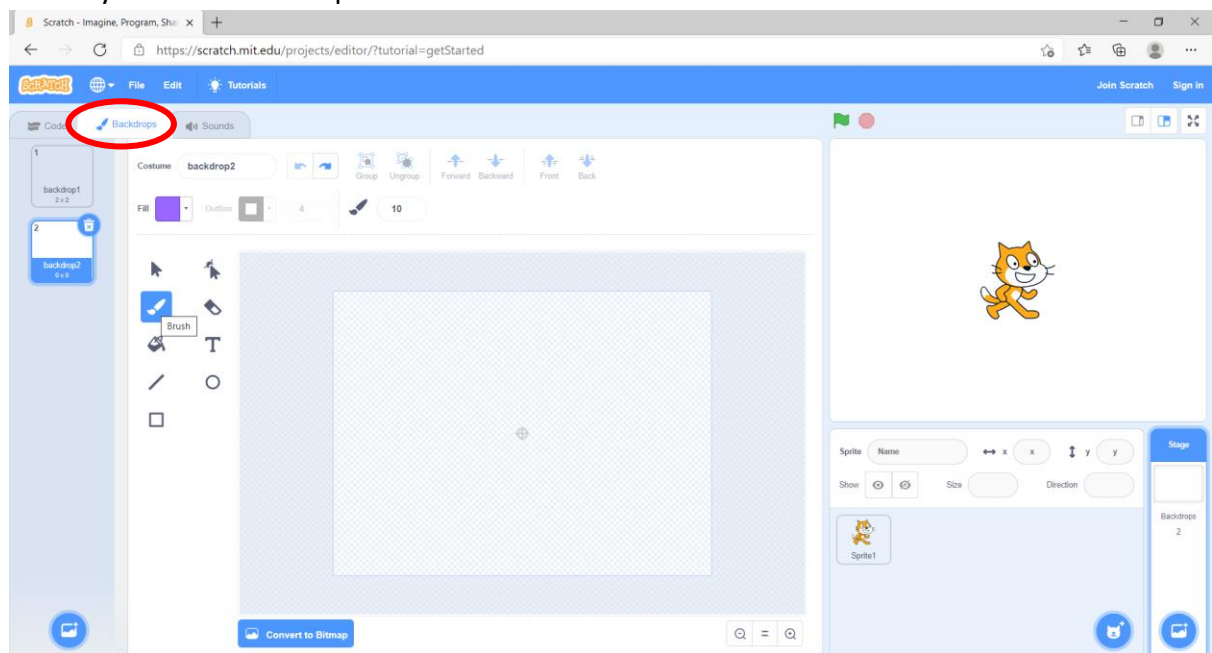
2. Scratch will open a new project. Close the tutorial video by clicking on the small **x** in the corner to clear your code area:



3. Today's challenge is to create your own backdrop, in a very similar way to how you created your own sprite character last week. Place your mouse over the **'Choose a Backdrop'** button and then move up to click on **'Paint'** (the paintbrush icon):



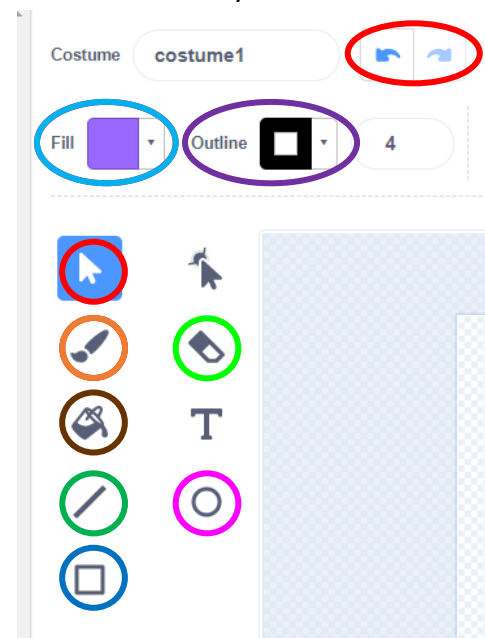
- This will open up the '**Backdrops**' tab, where you will be able to use the drawing tools to create your own backdrop:



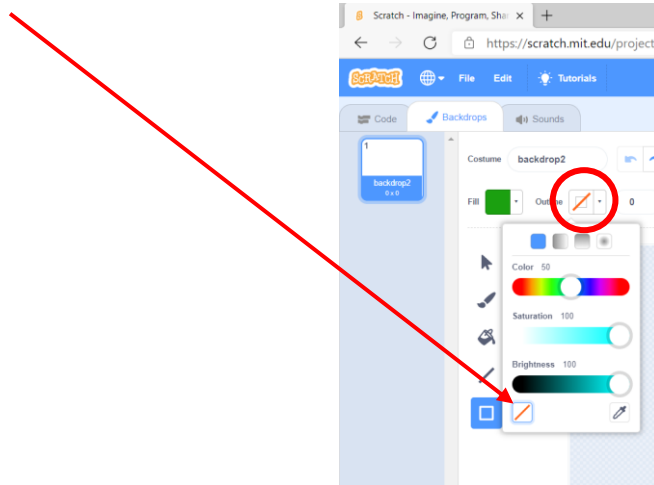
- At the left-hand side you will see small thumbnail pictures of the backdrops. **Backdrop2** is the one you are working on and **Backdrop1** is just the plain white background you began with. You can click on the small thumbnail of **Backdrop1** and then click the '**rubbish bin**' to delete it.

- The drawing tools are the same as the ones you used last week to create your own sprite:

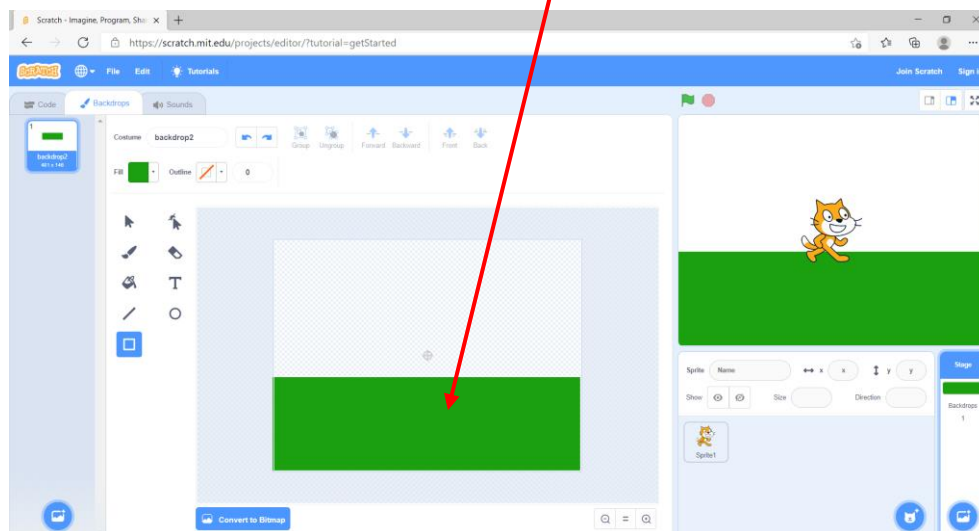
- '**Brush**' – this lets you draw/paint any line or shape you want to create.
- Before you begin painting with this tool, use the '**Fill**' drop down arrow button to choose the colour you want.
- The '**Select**' tool enables you to click on the elements you have drawn and move them around.
- The '**Line**' tool allows you draw straight lines.
- Again, choose a colour before you begin drawing the line you want, but this time use the '**Outline**' drop down arrow button to select a colour.
- The '**Rectangle**' tool allows you to draw squares and rectangles.
- The '**Circle**' tool allows you to draw circles.
- The '**Fill**' bucket allows you to fill in any closed, hollow shapes with a colour of your choice.
- There is an '**Eraser**' tool which lets you rub out any mistakes.
- Finally, the '**Undo**' and '**Redo**' buttons are helpful when you are creating!



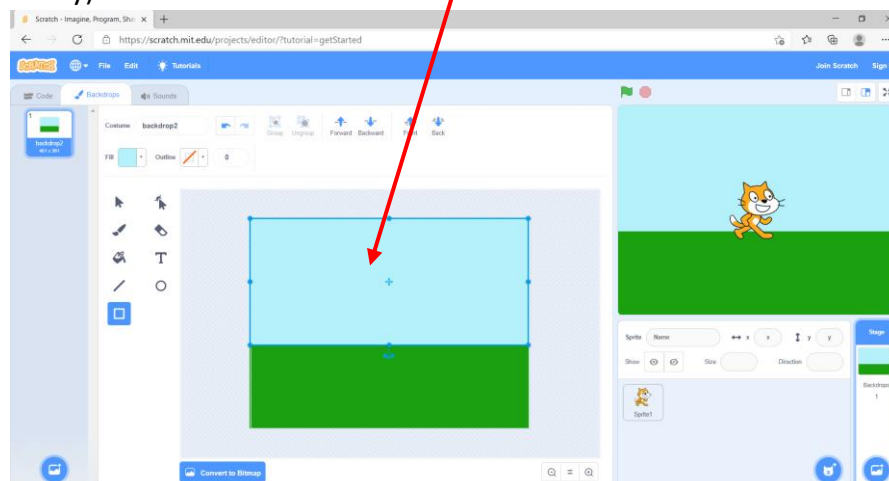
7. I am going to create a forest backdrop, but you can explore the drawing tools and create any backdrop you want! I began by selecting the **'Rectangle'** tool. I then chose a green colour using the **'Fill'** drop down arrow button. On the **'Outline'** tool, I selected the **'No Outline'** button, which is the white square with the red line through it:



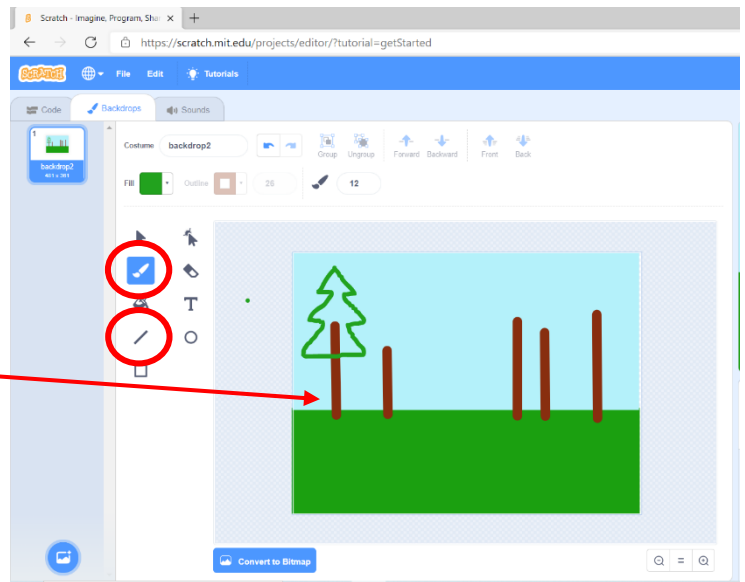
8. I then used this tool to draw a large green rectangle to cover the bottom half of my backdrop (to create grass):



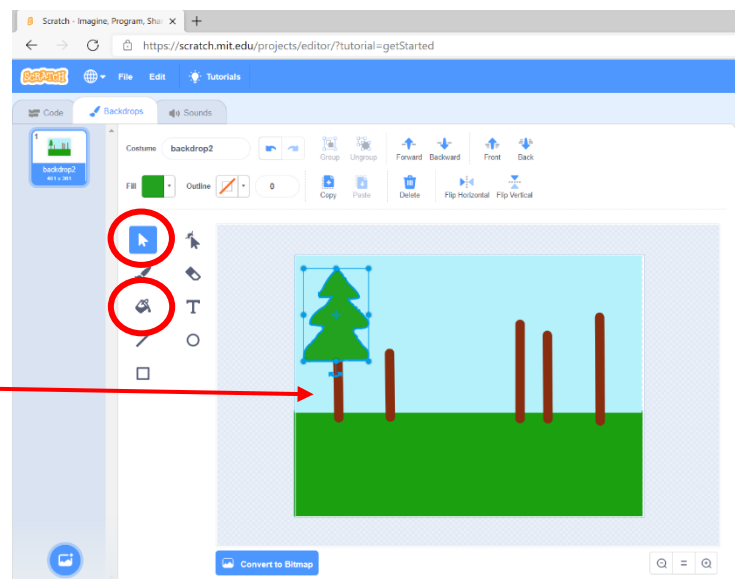
9. I then used the same tools to draw a blue rectangle on the rest of the backdrop (to create the sky):



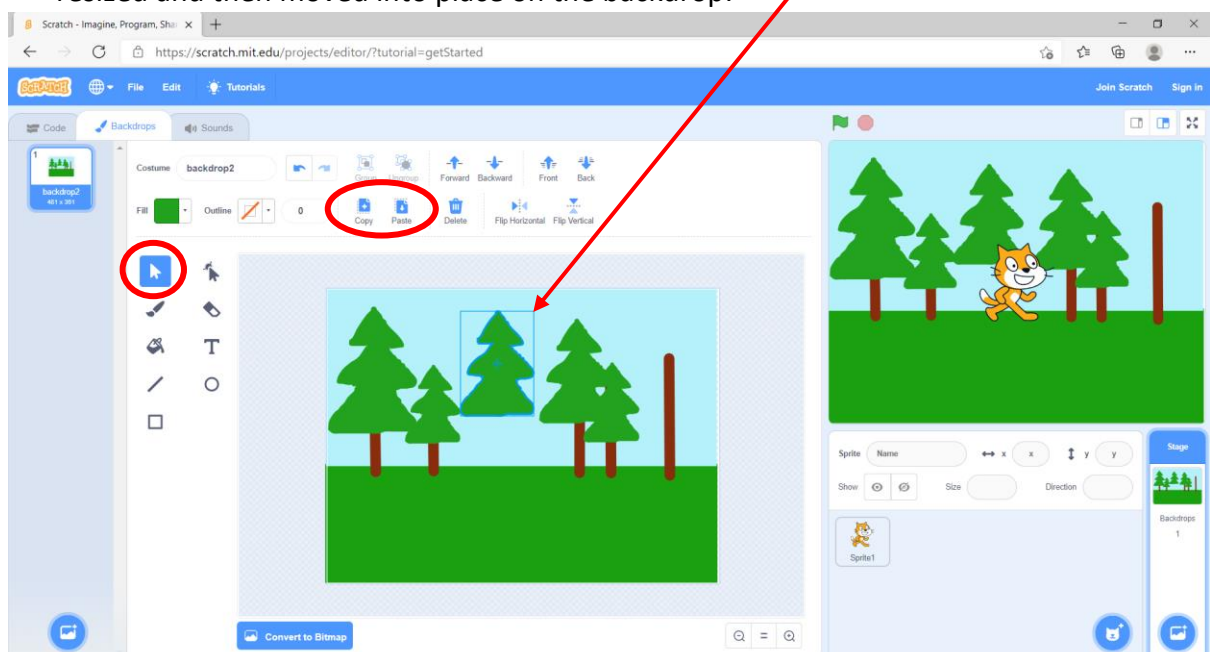
10. I created tree trunks using the **'Line'** tool in a brown colour. I then used the **'Brush'** tool in green to draw a tree outline:



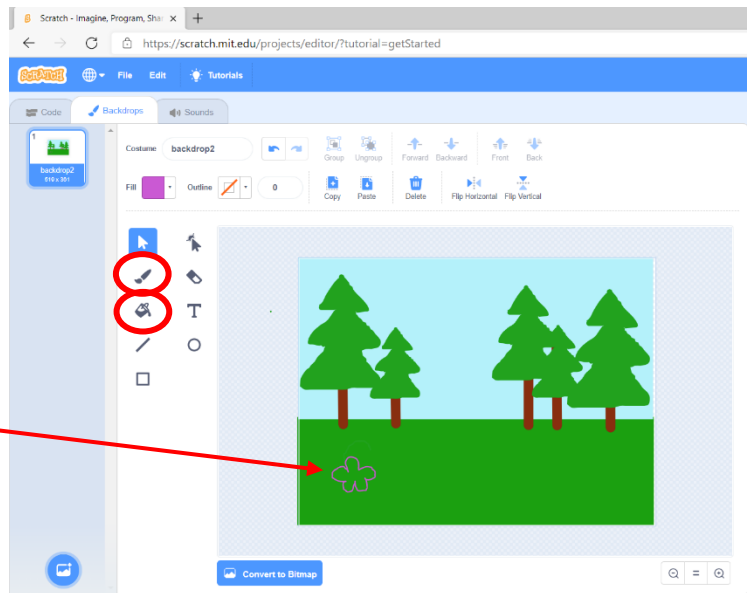
11. I used the **'Select'** tool and then clicked on the tree outline and then used the **'Fill'** bucket to fill this shape with green:



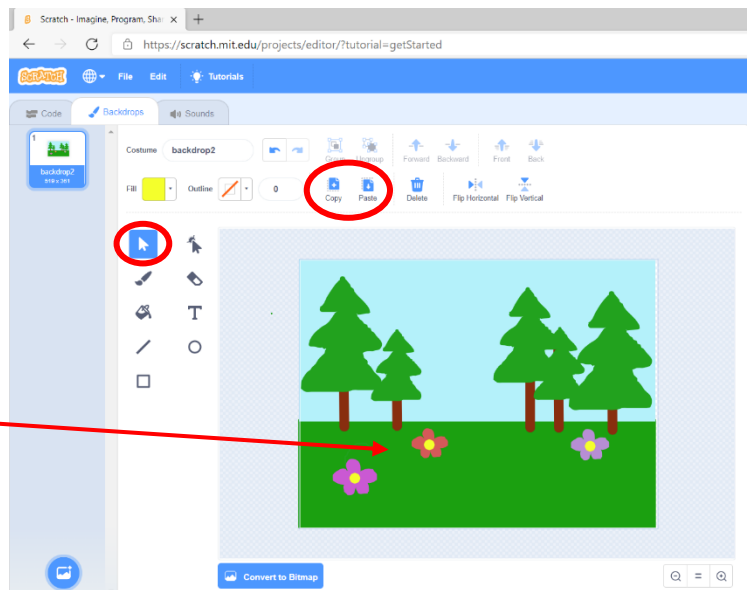
12. With the **'Select'** tool still chosen, I clicked on the tree shape and then used the **'Copy'** and **'Paste'** buttons to create lots more of these tree shapes. These shapes can be resized and then moved into place on the backdrop:



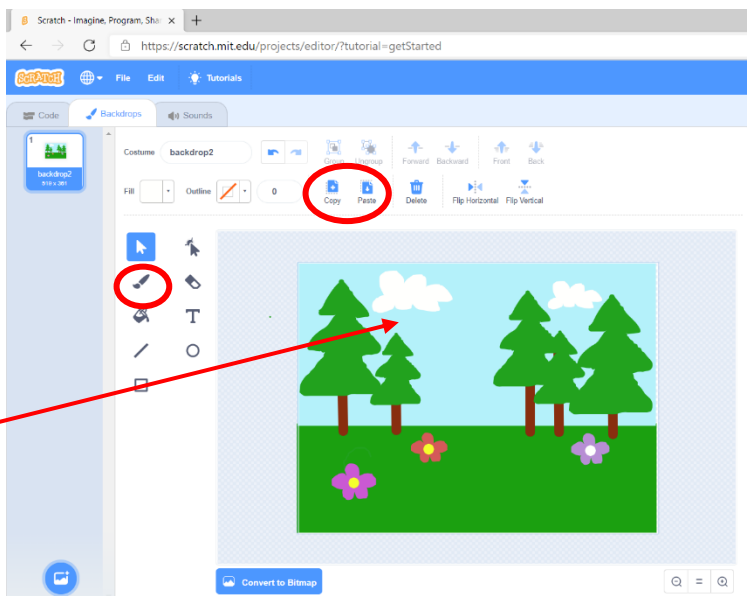
13. Using the **'Brush'** tool in pink, I drew a flower shape. I then used the **'Fill'** bucket to fill the shape in and added some detail with a yellow circle in the centre:



14. Using the **'Select'** tool, I clicked on the flower shape and then used the **'Copy'** and **'Paste'** buttons to create lots more of these flowers. I changed the fill colour and size of these flowers and moved them into place on the backdrop:

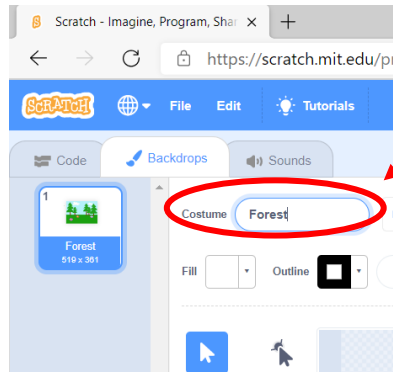


15. Finally, I used the **'Brush'** tool, to draw a cloud shape and used the **'Copy'** and **'Paste'** buttons to create another cloud, which I resized to make smaller:



Your backdrop could be similar, or you may have chosen to create something completely different!

16. Rename your backdrop in the text box to show what it is. I named mine **Forest**:



17. To finish, you need to choose a sprite (or create your own) and have an explore animating it!

18. Drag code blocks into the code area. Can you have an experiment with the **Repeat** code block? See what you can do!

19. Once you are finished you can save your project to your computer if you like.

