



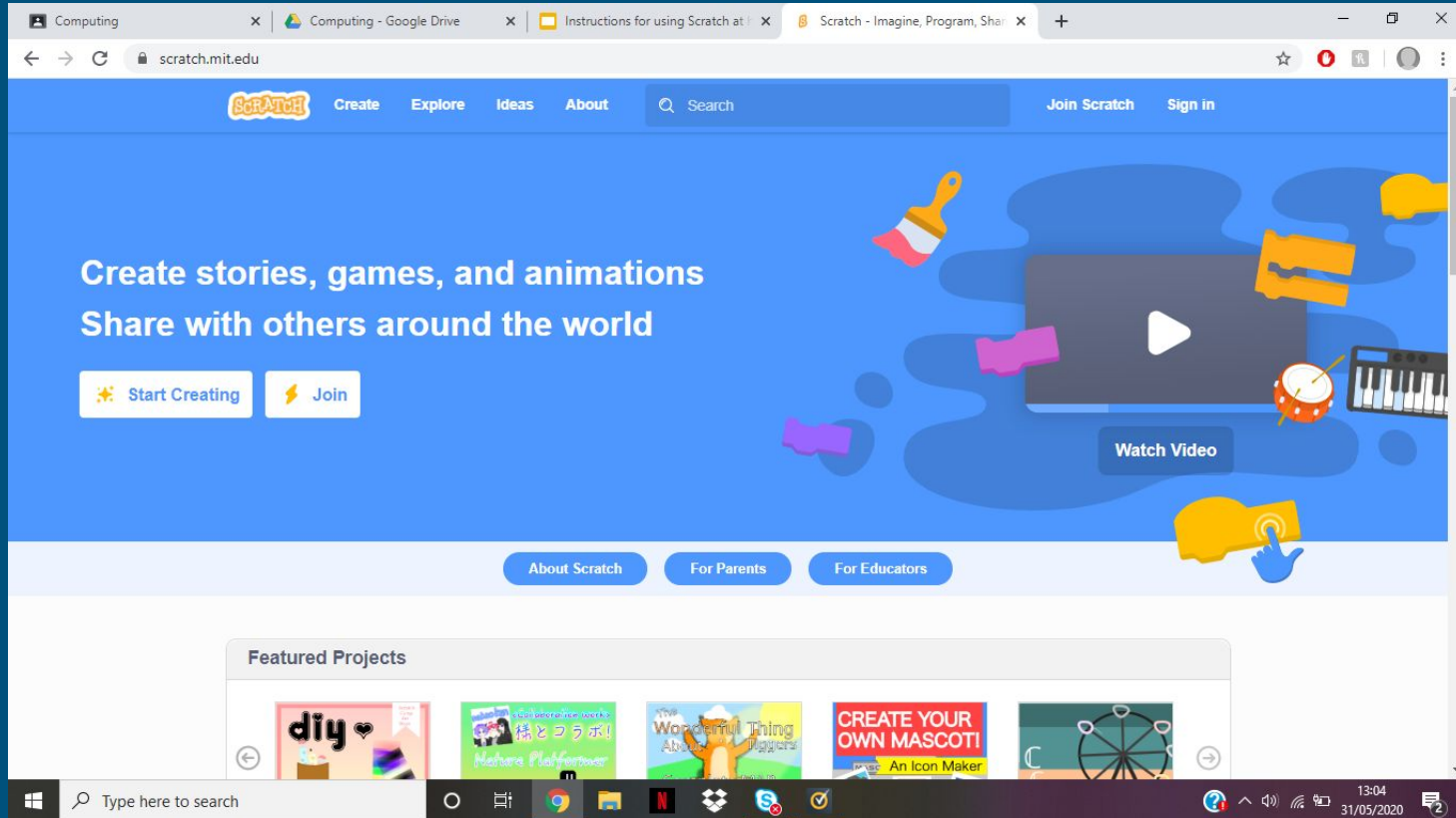
# Instructions for using Scratch at home

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Here you will find step by step instructions for accessing Scratch with screenshots to show you what it should look like at each stage.



# Step 1: Follow the link to get to the Scratch home page



# Step 2: Click sign in

The image shows a screenshot of the Scratch website homepage in a web browser. The browser's address bar shows the URL `scratch.mit.edu`. The website's navigation bar includes the Scratch logo, links for 'Create', 'Explore', 'Ideas', and 'About', a search bar, and buttons for 'Join Scratch' and 'Sign in'. The 'Sign in' button is highlighted with a red circle. Below the navigation bar, the main content area features the text 'Create stories, games, and animations' and 'Share with others around the world', along with 'Start Creating' and 'Join' buttons. A video player with a play button and a 'Watch Video' button is also visible. At the bottom of the page, there are buttons for 'About Scratch', 'For Parents', and 'For Educators', and a 'Featured Projects' section with several project thumbnails. The Windows taskbar is visible at the bottom of the screen, showing the time as 13:04 on 31/05/2020.

# Step 3: Type in your class log in then click sign in

Username and passwords:

**4L**

Username:

4L19-20

Password:

MissLottin

**4H**

Username:

4H19-20

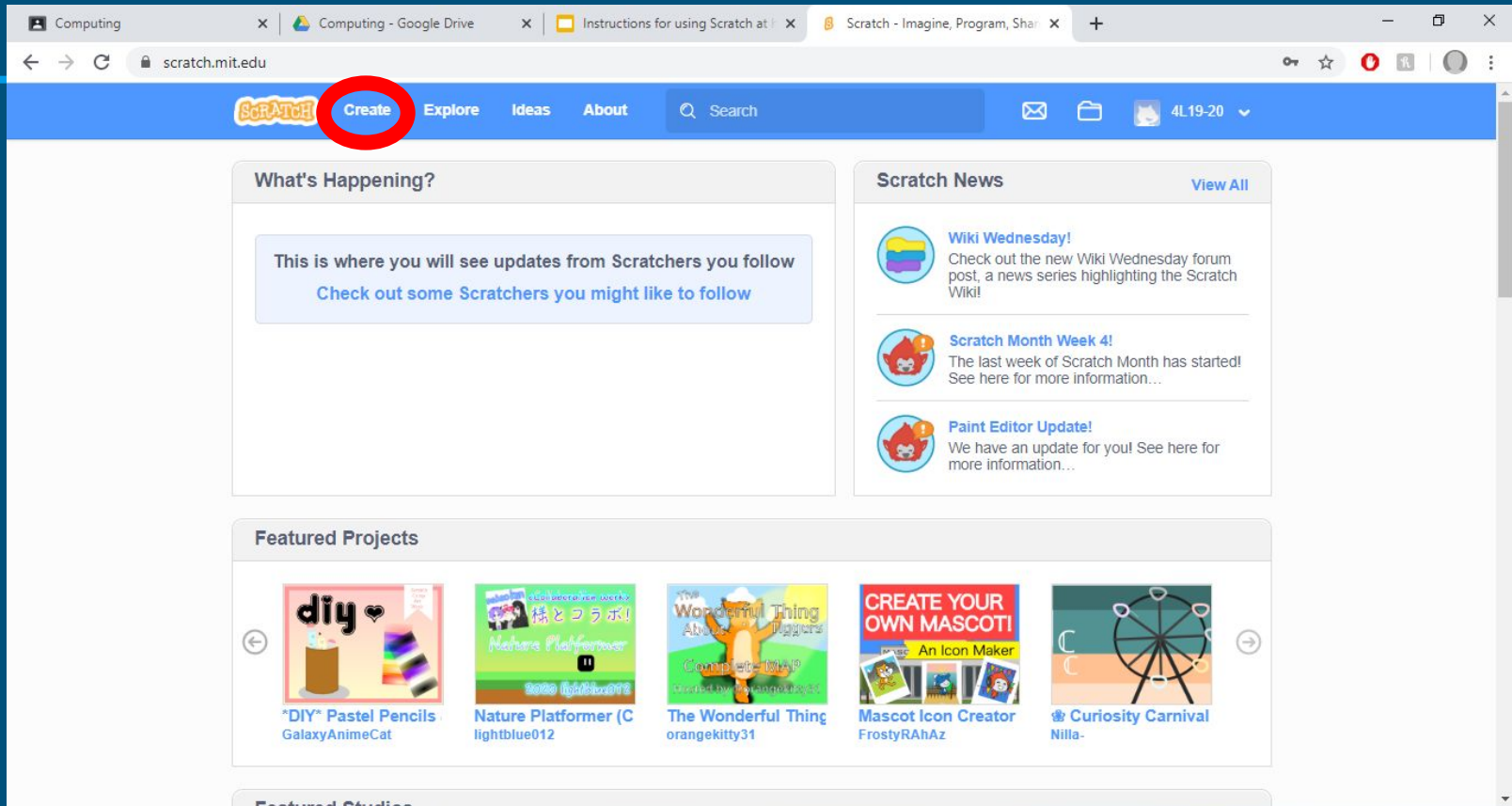
Password:

MissHughes

The screenshot shows the Scratch website's login page. The browser address bar displays 'scratch.mit.edu'. The page features a navigation bar with 'Scratch', 'Create', 'Explore', 'Ideas', and 'About' menus, along with a search bar and 'Join Scratch' and 'Sign in' links. The main content area has a blue background with the text 'Create stories, games, and animations' and 'Share with others around the world'. A login form is positioned on the right side, containing three input fields: 'Username', 'Password', and a 'Sign in' button. Three red arrows point from the left towards these fields. A yellow starburst callout box is overlaid on the page, containing the text: 'If it says incorrect username or password, type it again very carefully making sure you're putting the capital letters in and there are no spaces.' The Windows taskbar is visible at the bottom of the screen.

If it says incorrect username or password, type it again very carefully making sure you're putting the capital letters in and there are no spaces.

# Step 4: Click on Create



The screenshot shows the Scratch website homepage. The browser's address bar displays "scratch.mit.edu". The navigation bar is blue and contains the Scratch logo, a "Create" button circled in red, and other links like "Explore", "Ideas", and "About". Below the navigation bar, there are three main sections: "What's Happening?", "Scratch News", and "Featured Projects".

**What's Happening?**

This is where you will see updates from Scratchers you follow  
[Check out some Scratchers you might like to follow](#)

**Scratch News** [View All](#)

- Wiki Wednesday!**  
Check out the new Wiki Wednesday forum post, a news series highlighting the Scratch Wiki!
- Scratch Month Week 4!**  
The last week of Scratch Month has started! See here for more information...
- Paint Editor Update!**  
We have an update for you! See here for more information...

**Featured Projects**

- DIY\* Pastel Pencils**  
GalaxyAnimeCat
- Nature Platformer (C**  
lightblue012
- The Wonderful Thing About Tiggers**  
orangekitty31
- CREATE YOUR OWN MASCOT!**  
An Icon Maker  
FrostyRAhAz
- Curiosity Carnival**  
Nilla-

# Step 5: Type your initials and the name of the project you are doing

The screenshot shows the Scratch editor interface. At the top, the browser address bar displays `scratch.mit.edu/projects/400677793/editor`. The project name `Untitled-12` is highlighted in a red circle. A pink arrow points from a text box containing the example project name `MLGhostbusters` to the highlighted project name. The interface includes a left sidebar with various block categories (Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, My Blocks) and a main workspace with a cat sprite. The bottom of the screen shows the Windows taskbar with the search bar and system tray.

Now your Scratch project will automatically save and your teacher can see it on your class page.

You can now start coding your project by following the instructions on one of these links:

Rock band: <https://projects.raspberrypi.org/en/projects/rock-band>

Lost in space:

<https://projects.raspberrypi.org/en/projects/lost-in-space>

Ghostbusters:

<https://projects.raspberrypi.org/en/projects/ghostbusters>

If you want to see your project after you're finished you can click on this button to see our class folder.

