Hi St. Bernard's School Awesome Student!

You have chosen to work on a programming project in Scratch. Below are some pointers to help you along your journey.

Installing Scratch:

1. Copy the file from your flash drive to your Desktop or download from http://scratch.mit.edu/
2. Double-click on the file **ScratchInstallerr1.4** and click on Run
3. Click Next, Next, Install, Next and Finish. You will now have a Scratch icon on your Desktop and Scratch will start.
4. Complete the tutorial Mrs. Perrino gave you and then play around and see what you can create.

If your parents' permit, visit http://scratch.mit.edu/ and look around for great ideas from other young people who have created projects using Scratch.

The basic steps you should follow on this project are:

1. Get comfortable working with Scratch (tutorial and create a simple project)
2. Brainstorm with teammates about game ideas. When brainstorming, write every idea presented. Do not reject anything.
3. After brainstorming, evaluate the ideas based upon comfort and knowledge. Narrow the list down to 2-3 solid ideas.
4. Begin the design process by listing what you want the game to do.
5. Identify the characters in your game.
6. How will the characters interact? How will the human interact with your game? How will you score the game? When is the game over? How do you win the game?
7. Document in your journal answers to the above questions.
8. Decide who will write the project in Scratch or divide your game into pieces; one person could design the Sprites, another could figure out how to make the game work and someone else could test everything.

This should be a good start for now.

Good luck and have fun!

Mrs. Perrino