

SCRATCH STUDIO · MYHIGHSCHOOL · COURSE 2026.5

Chapter 1

Introduction to Scratch

Learn Scratch before your first game

Estimated time: 25-35 minutes

LEARN

How this chapter works

- Step 1 — Read this manual and try Scratch.
- Step 2 — Pass the concept check on the course page to finish this chapter.

Read this manual, then pass the concept check on the course page. That completes Chapter 1 — your first game chapter is **Emoji Pop**.

Learn the ideas

Tour the Scratch editor — account, stage, sprites, block palette, and green flag — so you are ready for Emoji Pop and the rest of Scratch Studio.

What you will learn in this chapter

- **Scratch platform** (*Overview*) — Scratch is free block coding from MIT; sprites move on the stage while scripts run.
- **Green flag** (*Events*) — The green flag runs scripts that start with when green flag clicked — your play button.
- **Sprites & stage** (*Looks*) — Sprites are characters you code; the stage is where the project plays.
- **Block palette** (*Categories*) — Motion, Looks, Events, Control, and more — drag blocks into the scripts area.
- **Course rhythm** (*MyHighschool*) — Intro chapter: read manual → concept check. Game chapters: read & build, check, submit, optional bonus.

After this chapter you can

- Sign in to Scratch and open the editor
- Press green flag and explain what a sprite is
- Describe how game chapters add submit and optional bonus steps
- Pass the concept check and start Emoji Pop

Study the ideas below, then pass the **concept check** on the course page. That completes Chapter 1 — then start **Emoji Pop**.

Before **Emoji Pop** and the other mini-games, this chapter orients you to **Scratch** — the free block-coding site from MIT — and how Scratch Studio chapters work inside MyHighschool.

Studio Cat Studio Cat says: Scratch is not about memorising code words. Snap blocks, press the green flag, watch what happens, and adjust. That loop is the whole course.

What is Scratch?

Scratch lets you build stories, animations, and games by snapping blocks together. A **sprite** is any character or object you can code. The **stage** is where your project plays. Scripts live in the center **scripts area**.

Term	Meaning
Sprite	A character or object on the stage (Cat, emoji, ball, etc.).
Stage	The white (or backdrop) area where the project runs.
Block palette	Colour-coded categories on the left — Motion, Looks, Events...
Green flag	Starts scripts that begin with when green flag clicked.

Create your account

1. Open scratch.mit.edu and click Join Scratch (free).
2. Pick a username you are comfortable sharing with classmates.
3. Sign in and click Create to open the editor.
4. Keep Scratch in one browser tab and MyHighschool in another.

Editor layout

Top right:

stage

and green flag. Bottom right:

sprite list

. Left:

block palette

. Center: empty

scripts area

until you drag blocks.

Example stack — one event hat and one Looks block (you will build for real in Emoji Pop)

when green flag clicked

say Hello Studio Cat! for 2 seconds

How Scratch Studio chapters work

This chapter is two steps: read this manual, then pass the concept check on the course page. **Game chapters** (starting with Emoji Pop) add a build lab in Scratch and a project submission.

Optional — try Scratch yourself

Studio Cat Studio Cat sprite starter. On the MyHighschool chapter page, click the green **Download sprite starter (.sb3)** button **under the chapter title** (at the top of the page). Open the file in Scratch for the optional hello practice — the sprite is ready; you add the blocks below. **No scripts** in the starter file.

When you are ready, open Scratch and press the **green flag**. You can add a **Looks** block so your sprite says hello — good practice before Emoji Pop. You do not submit anything for this chapter.

1. Download the **sprite starter** using the green button **under the chapter title** on the MyHighschool page, then open it in Scratch.
2. From Events, drag when green flag clicked into the scripts area.
3. From Looks, attach say Hello Studio Cat! for 2 seconds under the hat block.
4. Press the green flag and read the bubble on the stage.

Review questions

1. What does the green flag do?
2. What is the difference between a sprite and the stage?
3. Name two block categories you will use in Emoji Pop.

References

- Al Sweigart, [Scratch Programming Playground](#)
- MIT Scratch — [Getting started](#)
- Scratch Wiki — [Getting Started with Scratch](#)
- Scratch Wiki — [Green Flag](#)
- MIT Scratch — [Ideas and starter projects](#)

Pass the concept check on the MyHighschool chapter page when you are ready — then continue to Emoji Pop.