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| Autore | Badger Michael |
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| Nota di contenuto | Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Welcome to Scratch 2.0; About Scratch; Encouraging everyone to think programmatically; Sample Scratch uses; Computational thinking; Finding a project for you; Making animations; Telling stories; Building games; Programming games of chance; Creating art projects; Sensing the real world; Programming concepts; Using Scratch 2.0; Looking inside a Scratch project; The stage area; The sprites pane; The scripts area; The built-in image editor; Using Scratch 2.0 offline Encountering Scratch 1.4Tinkering encouraged; Summary; Chapter 2: A Quick Start Guide to Scratch; Joining the Scratch community; Time for action - creating an account on the Scratch website; Time for action - understanding the key features of your account; Abiding by the terms of use; Creating projects under Creative Commons licenses; Finding free media online; Taking our first steps in Scratch; Time for action - moving the cat across the stage; Using events to trigger an action; Time for action - animating a walking motion with the cat; Understanding the basics of a Scratch Project |

Saving early, often, and automatically
Time for action - saving our work;
Undoing a deletion; Introducing forever loops; Time for action - setting the cat in motion, forever; Controlling a sprite with loops; Time for action - flipping the cat right-side up; Clicking on a block runs the command; Adding sprites to the project; Time for action - adding a second sprite and script; Reviewing a video-sensing project; Time for action - reviewing pop the balloon - video starter; Sensing video; Summary; Chapter 3: Creating an Animated Birthday Card; Introducing the paint editor

Time for action - painting a happy birthday sprite
Changing the size of a bitmap image; Choosing bitmap or vector images; Time for action - drawing a vector image; Changing the size of the vector image; Reviewing the image editing tools; Erasing in the vector mode; Filling the stage with color; Time for action - using the fill with color tool to paint the stage; Adding gradients; Time for action - applying a gradient; Time for action - adding more sprites to address the card; Initializing a sprite's starting values; Time for action - hiding all sprites when the flag is clicked

Time for action - displaying happy birthday
Specifying memorable names and comments; Time for action - renaming sprites; Inserting comments into our code; Time for action - adding comments to a script; Transforming sprites with graphical effects; Time for action - transforming sprites; Graphical transformations; Comparing the repeat and forever blocks; Time for action - turning m in a circle; Time for action - making a sprite fade in with the ghost effect; Two ways to control timing; Summary; Chapter 4: Creating a Scratch Story Book; Designing the outline of a barnyard joke book
Time for action - designing a clickable table of contents

Sommario/riassunto

The book uses step-by-step instructions along with full code listings for each exercise. After each exercise, the author pauses to reflect, explain, and offer insights before building on the project. The author approaches the content with the belief that we are all teachers and that you are reading this book not only because you want to learn, but because you want to share your knowledge with others. Motivated students can pick up this book and teach themselves how to program because the book takes a simple, strategic, and structured approach to learning Scratch. Parents can grasp the fundamenta
