What is ScratchJr?

ScratchJr is a free educational app designed to teach computer programming to young children in a playful and inviting way. In ScratchJr, children (and adults!) can snap together different programming blocks to control the actions of ScratchJr characters. Within ScratchJr, children can create games, stories, music, art, and animations.

ScratchJr 101: App Tutorial

4 Programming Areas

ScratchJr has four areas to know: Stage; Programming Area; Programming Blocks Menu; Block Palette.

- **Stage** is where the characters will execute any program that you make for them.
- **Programming Area** is where you make the programs for each character. Each block’s function is indicated by color and symbol, which is why ScratchJr is so great for younger children — no reading requirement!
- **Programming Blocks Menu** lets you pick which selection of blocks to view. In this screen, the blue “motion” blocks are selected.
Blocks Palette is where the current selection of blocks will be displayed. In this screen, the blue motion blocks are being displayed in the Blocks Palette.

How to build a program

All programs are read left to right and must begin with yellow blocks and end with red blocks. Between the start and end, you can put almost any combination of other blocks.

1. Start by selecting which type of block you want to use: yellow Start blocks, blue Motion blocks, purple Looks blocks, green Sound blocks, orange Control blocks, or red End blocks.
2. Click on that color to see the full selection.
3. Tap the block you want to use and drag it down to the programming area. (Tip: If you can’t figure out what a block does by the color and picture, tap and hold on a block to see the written label.)
4. Drag it next to any other blocks you want in your program until they snap together.
5. Play the program!

How to play the program

To play a program, press the green flag at the top of the screen. You can also start the program by clicking on the program itself. Note: this only applies when the green flag Start block is being used. There are more advanced Start blocks that you can incorporate as well. To learn more about those, check out the ScratchJr blocks guide.
How to add a new character

ScratchJr can have many characters programmed and interacting at once. To add a new character, click the Plus sign on the left-hand side of the screen. This will let you take your pick of many different characters. To finalize your choice and return to the programming screen, just click the check mark in the top right corner of the character gallery.
How to add a new page

Pages are different scenes that can hold different characters and programs. You can create up to four pages in a ScratchJr project.

Pages can be connected with the Go to Page end block. This block is in the red end block palette, and only shows up when there are multiple pages (that's a tip!). When a program on the first page ends with a Go to Page block, the page will flip, and the programs of the second page will begin.
How to change the background

Customize your scene even more by adding a background. To add a background, click the landscape image at the top of the screen. This will take you to the gallery of backgrounds.
How to use the Paint Editor

Children also have the option to use the Paint Editor feature to decorate characters and backgrounds and to add in creative elements to projects.
How to get ScratchJr

What devices can get ScratchJr?

ScratchJr is a free app.

- The iPad version requires iPad 2 or later (includes all iPad minis) running iOS 8.0 or later.
- The current Android version will work on tablets, 7-inch or larger, that are running Android 5.0 or greater.
- Any Chromebook that has the capability of installing apps from the Google Play store can install the Android version of ScratchJr.

How do you download it?

iPads

1. Go to the iOS App store

![App Store logo](image)

2. Type “ScratchJr” in the search tab
3. This icon will show up

![ScratchJr logo](image)

4. Click Install
Android Devices and Chromebooks

1. Go to Google Play store

2. Type “ScratchJr” in the search tab

3. This icon will show up
4. Click Install

Helpful Resources

- Coding as Another Language Curriculum: [sites.tufts.edu/codingasanothe](http://sites.tufts.edu/codingasanothe)
- ScratchJr Connect (curated database of ScratchJr activities and project ideas): [https://scratchjrc](https://scratchjrc)
- Starter Activities: [https://www.scratchjr.org/teach/activities](https://www.scratchjr.org/teach/activities)