ScratchJr Device Requirements

ScratchJr has been developed for iPads and Android tablets. You can install the latest version on iPads running iOS 10+ or tablets running Android 5+. It can be downloaded from the Apple App store, Google Play store, or Amazon App store. If you have an older device, the store may offer to install the last compatible version.

Other devices, including Chromebooks, Macbooks with an M1 or M2 chip, or Windows 11 PCs are able to run the app **with some limitations**. The main limitation is that the app runs in its own virtual container on the device, which must be enabled and limits certain capabilities such as project exporting and importing.

 Below are the full parameters and links for downloading ScratchJr on available devices:

- The current Android version will work on devices that are running Android 5.0+, we recommend a device with a screen that is 7 inches or larger for optimal user experience
- The current iPad version will work on devices running iOS 10.0+, again, we recommend a device with a screen that is 7 inches or larger for optimal user experience
- Any Chromebook that has the capability of installing apps from the Google Play store can install the Android version of ScratchJr.
- Any Fire tablet created after 2014 can download from the Amazon store. See full list of compatible fire devices here.
- Macbooks with an M1 or M2 chip can download from the Apple App store (see "for iPads and iPhones" in the App store)
- Any Windows 11 PC, with the amazon app store installed from the Microsoft store can download ScratchJr from the Amazon App Store