

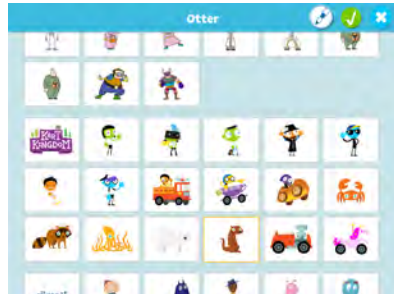


Getting Started

1 Add or Edit a Character

Tap on the plus sign on the left side of the screen and scroll through the characters. When you find a character you like, tap on it and then tap the green check mark in the top right corner.

Want to change how your character looks? Tap on the paintbrush button to the right of the character and edit the way it looks in the Paint Editor.

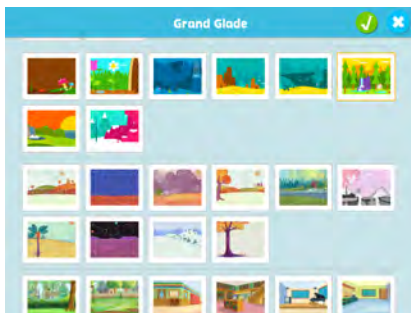


or



2 Add or Edit a Background

To add a background, tap the background icon (located in the middle at the top of the screen). When you find a background you like, tap on it and tap the green checkmark in the top right corner.



or



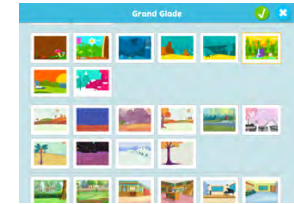
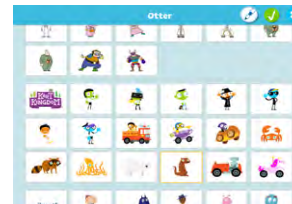
3 Delete a Character

If you want to delete a character, tap the character and hold down until you see a pink 'X'



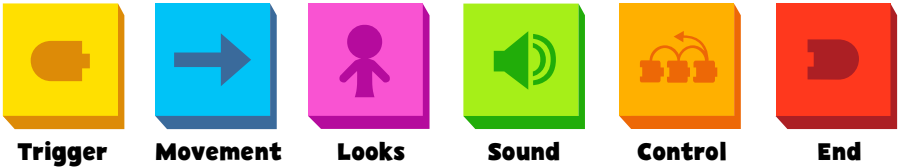
4 Create a Character or Background

Instead of selecting a pre-existing character or background you can create your own by tapping the paintbrush on the character and background selection screens.



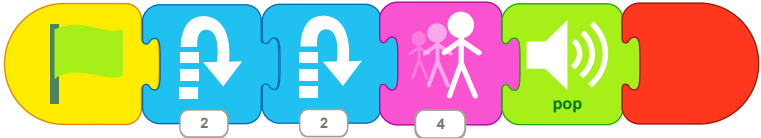
5) Block Categories

The blocks in PBS KIDS ScratchJr are divided into separate colored categories based on function. Tap on a block to see the name of the block appear.



6) Creating a Program

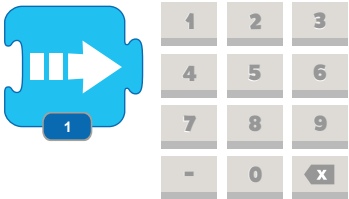
Drag blocks into the programming area. Notice the shape of the blocks -- they look like puzzle pieces. By dragging blocks next to one another, they will automatically snap together to create a program.



You can create unique programs for every character. To go between characters, tap on the character you would like to program on the left side of the screen and then add blocks to the programming area that are just for that character.

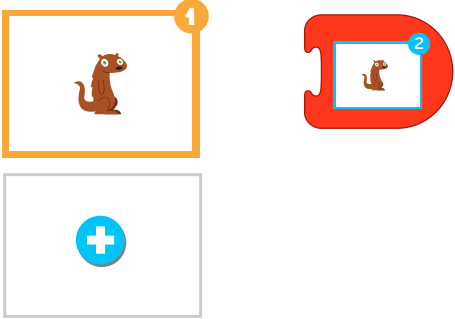
7) Changing the Numbers

You can change how many times a character does an action by changing the number at the bottom of a block. Tap the number and a small keypad will appear. Enter a number between 1-99 and see how it impacts your program.



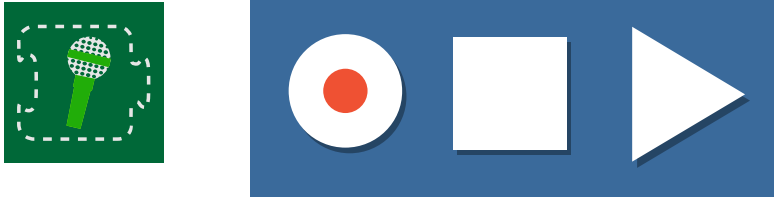
8) Adding Pages

To add a new page, tap the blue plus sign on the right side of the screen. If you want your project to go from one page to the next, go to the Red blocks and use the 'Go to Page X' block.



9) Recording Sounds

Tap the green microphone with the dotted lines to bring up the recording studio and record your own sounds, songs, and voices.



After recording, a new block will appear that you can add to your projects.

