



KIKI PROTTSMAN

print  
("Hello, World!")

Computer  
languages



Input/output



HOW TO BE A

# Coder



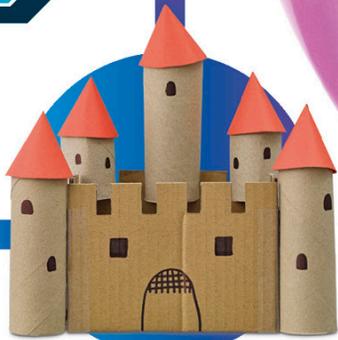
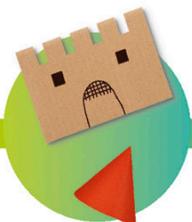
Variables

Learn to **THINK**  
like a coder with  
fun activities,  
then **CODE** in  
Scratch 3.0 online!

Events



Decomposition



Pixels





**HOW TO BE A**

# **Coder**



Written by  
**Kiki Prottzman**



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Random  
House

**Project editor** Olivia Stanford

**Project art editor** Emma Hobson

**Additional editorial** Marie Greenwood,  
Seeta Parmar, Jolyon Goddard

**Design assistant** Xiao Lin

**Additional design** Charlotte Jennings, Jaileen Kaur

**US Senior editor** Shannon Beatty

**US Editor** Margaret Parrish

**Illustrations** Mark Ruffle, Katie Knutton

**DTP designer** Mrinmoy Mazumdar

**Senior picture researcher** Sumedha Chopra

**Jacket co-ordinator** Issy Walsh

**Senior jacket designer** Elle Ward

**Managing editor** Laura Gilbert

**Managing art editor** Diane Peyton Jones

**Pre-production producer** Dragana Puvacic

**Senior producer** Ena Matagic

**Creative director** Helen Senior

**Publishing director** Sarah Larter

**Consultant** Sway Grantham

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A WORLD OF IDEAS:  
SEE ALL THERE IS TO KNOW

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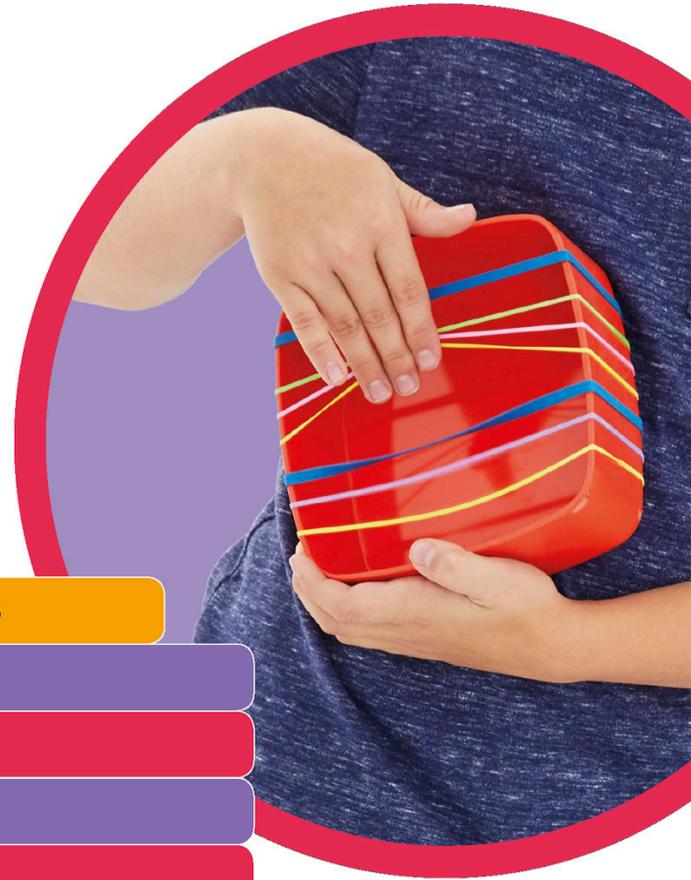
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Repeat 3 times

Strum

Rest

Strum

Rest



# How the book works

In *How to be a Coder*, you will learn how to think and act like a coder. The book is full of fun activities that can be done at home, as well as simple programs, and information on some of the most famous coders of all time.

## Awesome activities

Look in the beginning of the book to find exciting offline activities that let you discover the ideas that are important to coding. These examples don't require a computer, but they will help you prepare to write programs.

Everything you need for an activity is listed at the start.

**You will need** White paper, Coloring pencils or felt-tip pens, Eraser

Turn to page 92 to learn how to code this skill!

**1** Trace or copy this template onto a few blank pieces of paper.

**2** Pick up a template. What comes to mind when you see the shape? Use a pen or pencil to add details until the shape feels more like the thing you imagined.

**3** Pick up another template and turn it on its side. Now what does it look like? Draw some extra details until you see the image more clearly.

**4** Pick up your third template. What does it definitely not look like? Can you add anything to it to make it begin to look more like that thing?

**5** Think about something that you saw or used yesterday. Try to figure out what to add to make the next template into that thing. How many different designs can you make with just this template?

**Now try...** Think of an everyday object, such as a clothespin, and write down as many different uses for it as possible in a minute. They don't have to be what it was designed to do—be creative!

### Creative outlines

Creativity is about coming up with lots of ideas. It is helpful to think creatively when you are trying to solve a problem. Some people think that they aren't creative, but those people just need practice! This activity will teach you some tricks to help you unleash your creativity.

Each activity is broken down into steps.

"Now try..." suggestions at the end of projects let you build on your new knowledge.



## Safety first

All of the projects in this book should be done with care. If you see this symbol at the top of a page, it means that you will need an adult to help you with the activity.

## Be particularly careful when:

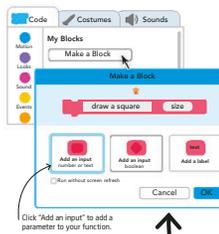
- you are using sharp objects, such as scissors;
- you are running around with friends;
- you are handling hot food;
- you are outside—always tell an adult what you are doing.

# Functions with parameters

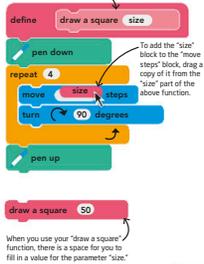
What happens when you want to do something over and over, but not in exactly the same way every time? Then you need a function that you can change—a function with parameters. Parameters are a kind of variable that make your function work differently in different situations.

## Make a function with parameter block

We are going to make a block called "draw a square." Select Make a Block and name your function, then select "Add an input" and name the input "size." This input will be our parameter and it will change the size of the square.

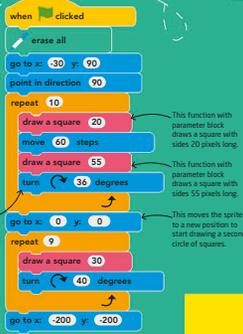


Add the code below to the "define" block so it can draw a square.



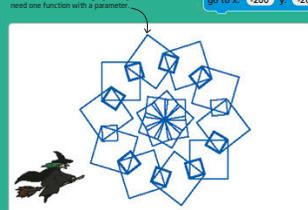
## The program

Now we are going to use our function with parameter block to make a pattern of different squares with variable sizes. Each time we want to make a new square, all we have to do is use our function and add the size of the square that we want to draw.



The sprite turns 30 degrees for every repeat. Since there are 360 degrees in a circle, the loop needs to repeat 10 times.

This code draws three different-sized squares. Instead of making three different functions, though, you only need one function with a parameter.



## Now try...

Try changing the value of the parameter "size" and see what happens to the pattern. How big a square can you make? How small a square can you see?

Each coding idea, and the blocks needed to code it, are explained simply.

Test each coding concept using the provided program.

# Cool coding

Building your own code is exciting, but it can be tricky. This book will give you activities and examples for each coding idea so that you can learn how to use your new skills to make code of your own!

# Top topics

Learn about some of the key coding topics, such as hardware, the internet, and programming languages. These will help you understand the craft and coding projects.

## Scratch

Date created: 2003  
Creator: Massachusetts Institute of Technology (MIT)  
Country: USA  
Text or blocks: Blocks

Scratch is a visual programming language. Code is written by dragging blocks from a special toolbox. This is great for new coders, since commands are pre-made and easy to use, but advanced users might prefer a text language where they have more freedom.



## Python

Date created: 1991  
Creator: Guido van Rossum  
Country: The Netherlands  
Text or blocks: Text

Python is a text-based language. It's a great tool for teaching people to code, since it stresses good habits. However, Python could not be used for programming 3D games or other tasks that require a lot of computer memory.



## JavaScript

Date created: 1995  
Creator: Brendan Eich  
Country: USA  
Text or blocks: Text

JavaScript is everywhere! It's very fast and used by lots of applications, especially web pages! However, it runs on the user's computer—not on an online server—so it can be less secure than other languages, and can look different depending on the browser you use.



## Ruby

Date created: 1995  
Creator: Yukihiro Matsumoto  
Country: Japan  
Text or blocks: Text

Ruby is a fairly simple language that allows a lot of freedom and flexibility. It is very popular and great for beginners, but because it doesn't require a strict structure, bugs can be introduced in Ruby that are well-disguised and very hard to find!



# Programming languages

Programming languages, or computer languages, are sets of code that computers can understand. Each language has its good points and bad points. Depending on what a programmer needs, they might find that a certain language works better than another for what they want to do.



## "Hello, World!"

It's a tradition among programmers to have the first program say the phrase "Hello, World!" when loading the new language. Some coders believe that they can tell how difficult a language will be based on how easily they can get the computer to say "Hello, World!" in that language.

## C++

Date created: 1989  
Creator: Bjarne Stroustrup  
Country: USA  
Text or blocks: Text

C++ is a complex language that is very popular with professionals because of its speed and reliability. However, it's not always the best language for new programmers, since it requires a lot of code to do even simple tasks.



# Katherine Johnson

Mathematician • Born in 1918 • From the United States  
Johnson is a brilliant mathematician who helped to figure out the flight paths of early spacecraft. She worked for the American space agency NACA, which later became NASA. Her drive helped her become one of the first women allowed to go to secret government meetings.



**Human computer**  
Back in 1952, before digital computers, the word "computer" was used as a job title. Human computers were intelligent people like Johnson who figured out, or "computed," tricky math problems.



## Moon landing

Johnson's calculations were so accurate that NASA often asked her to confirm the results coming from their expensive electronic computers. Her work contributed to the Apollo 11 mission in 1969, which resulted in the world watching as the first astronaut walked on the moon.

Buzz Aldrin was the second person to walk on the moon after Neil Armstrong, who took this picture.



**Blast off!**  
In 1962, John Glenn became the first person to orbit the Earth. The path his spacecraft followed was calculated by electronic machines. However, John, uncomfortable with the new technology, asked for Johnson to double-check the numbers by hand.

**Counting everything**  
Even as a child, Johnson loved numbers. She counted everything from the number of plates and spoons that she washed in the kitchen to the number of steps she walked down a road. Mathematics came so naturally to Johnson that she skipped years of school!



# Great coders

Anyone can learn how to code, and this book will show you the people who have made a difference in the world with their coding skills.

# Getting ready

**You can do many of the projects in this book right away. Most of the craft projects can be done with items you have at home and the coding projects just need a computer and an internet connection.**



A keyboard is essential for coders to write their code with.

*Learning to code is all about solving problems.*

## What is a coder?

A coder is a person who writes instructions, or code, to make computers work. Some coders program for a living and others program for fun. You don't have to program every day to be a coder. However, just like with drawing or playing the piano, you will get better with practice!

You don't need a complicated computer to start coding. Minicomputers like this can also be used.





Get your pencil ready. It can be helpful to draw or write problems out before you start to code.

## Thinking like a coder

Coders have all kinds of talents. One thing that most coders share, however, is a love of problem-solving. If you want to think like a coder, keep these things in mind:

- 1** Coders think ahead. Programs can be complicated, so it is helpful to know what you want at the start.
- 2** Coders break things down. By taking one piece of a plan at a time, you can try different things without changing the rest of your program.
- 3** Coders are imaginative. Start by imagining what your code will do before you make it. This will help you think of different types of program to create.
- 4** Coders are careful. One little mistake can keep your whole program from working, so always check your code twice.
- 5** Coders solve mysteries. When something is not right, see if you can find any clues about what went wrong.
- 6** Coders are persistent. Decide to try again. Try over and over. If you quit too soon, it will be hard to learn anything new.
- 7** Coders don't give up. If something doesn't work out, don't worry. Everyone makes mistakes! You can still end up with something you're proud of in the end.



**Orchestra**

**Dance**

**Balloons**

**Recipe**

**Story**

Paper chain

Origami

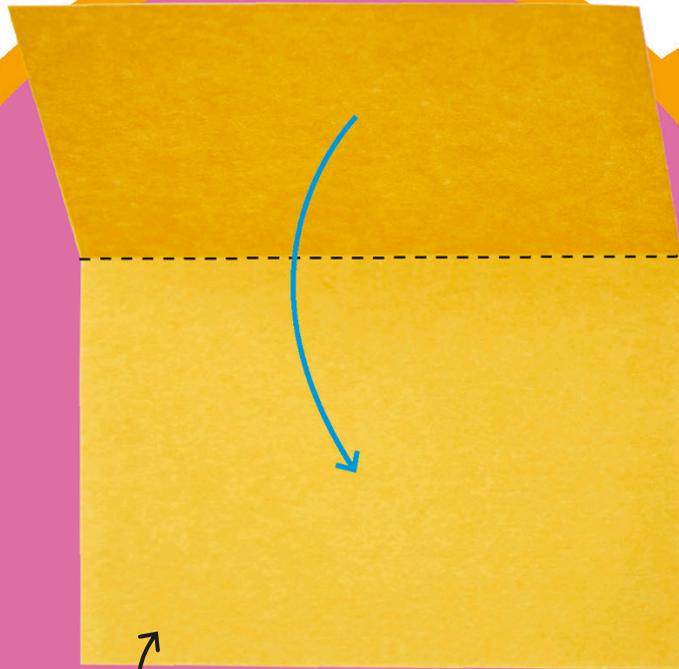
Rhymes

Outlines

Questions

# Crafty coding

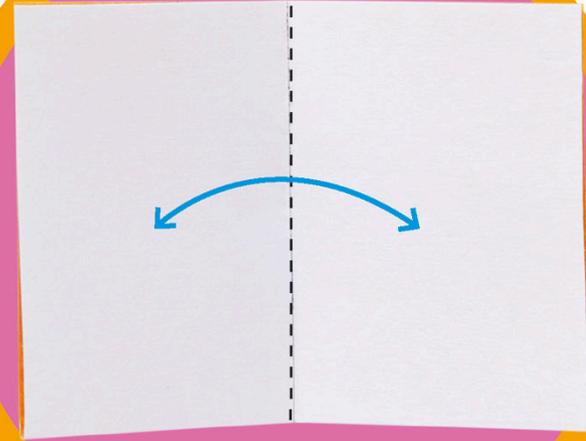
**The ideas that computer scientists use in coding can be found everywhere. In this chapter, you will see them in arts, crafts, recipes, and games! Try these activities to get familiar with the concepts that coders use every day.**



Using paper that is colorful or patterned on one side will help you to follow the steps of the algorithm.

**1**

Begin with a rectangular piece of paper—letter size works well. To start, fold your paper in half, from top to bottom.



**2**

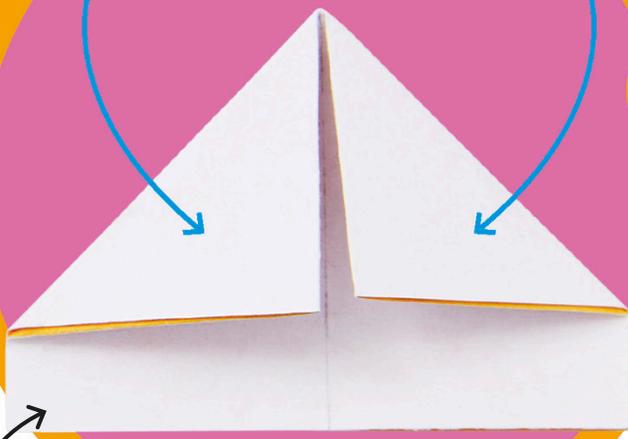
Fold the paper in half again, from left to right, and press firmly along the fold. Then unfold it.

# Origami algorithm

**An algorithm is a list of steps that tells you what to do. A recipe is an algorithm and sheet music is an algorithm, too. Algorithms are the first step in planning a computer program. Did you know that you can follow an algorithm to make an origami boat?**

**3**

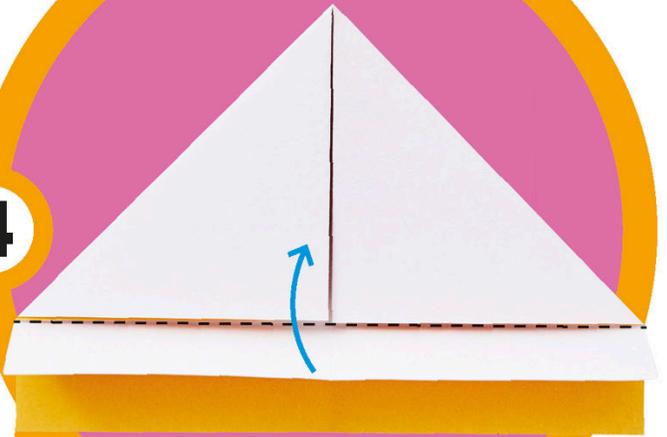
Next, fold the top-left corner toward the center line, then fold the top-right corner down to meet it. This will create a triangle with a rectangle at the bottom.



It is important to follow the steps of an algorithm in the right order, or it won't work properly.

The bottom rectangle will be made of two sheets of paper. Fold the upper piece up, over the base of triangle along the line where they meet.

**4**



**5**

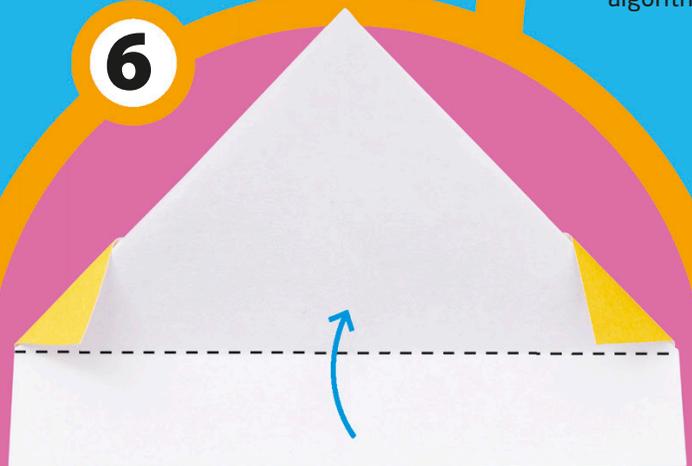
Tuck the corners that stick out over the triangle behind it, and flip the whole thing over.

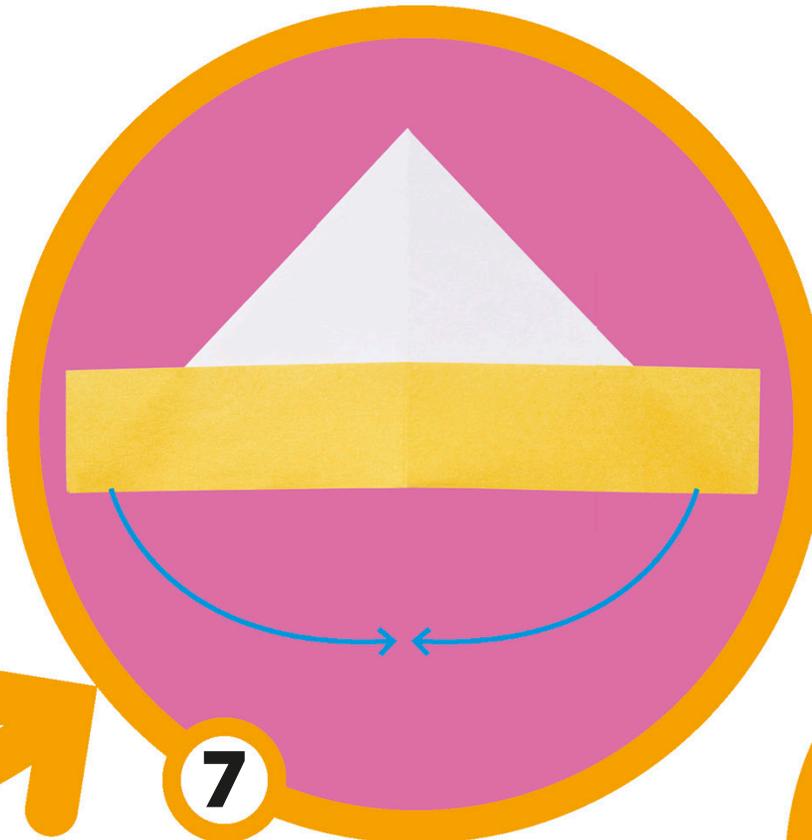


Fold the remaining sheet of the rectangle up along the line where it meets the triangle.

You're already halfway through the origami algorithm!

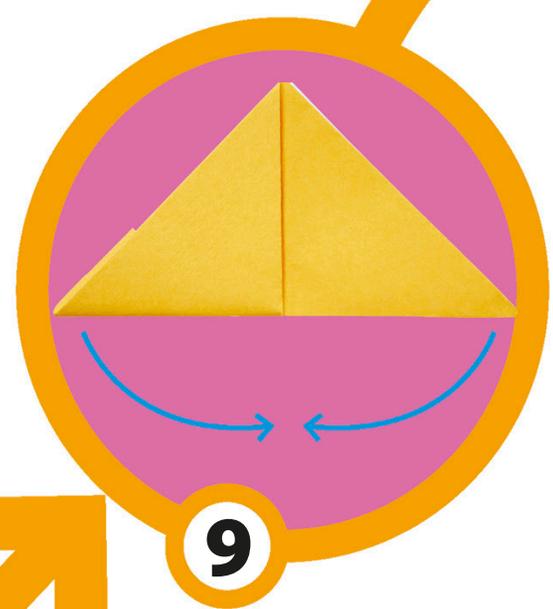
**6**





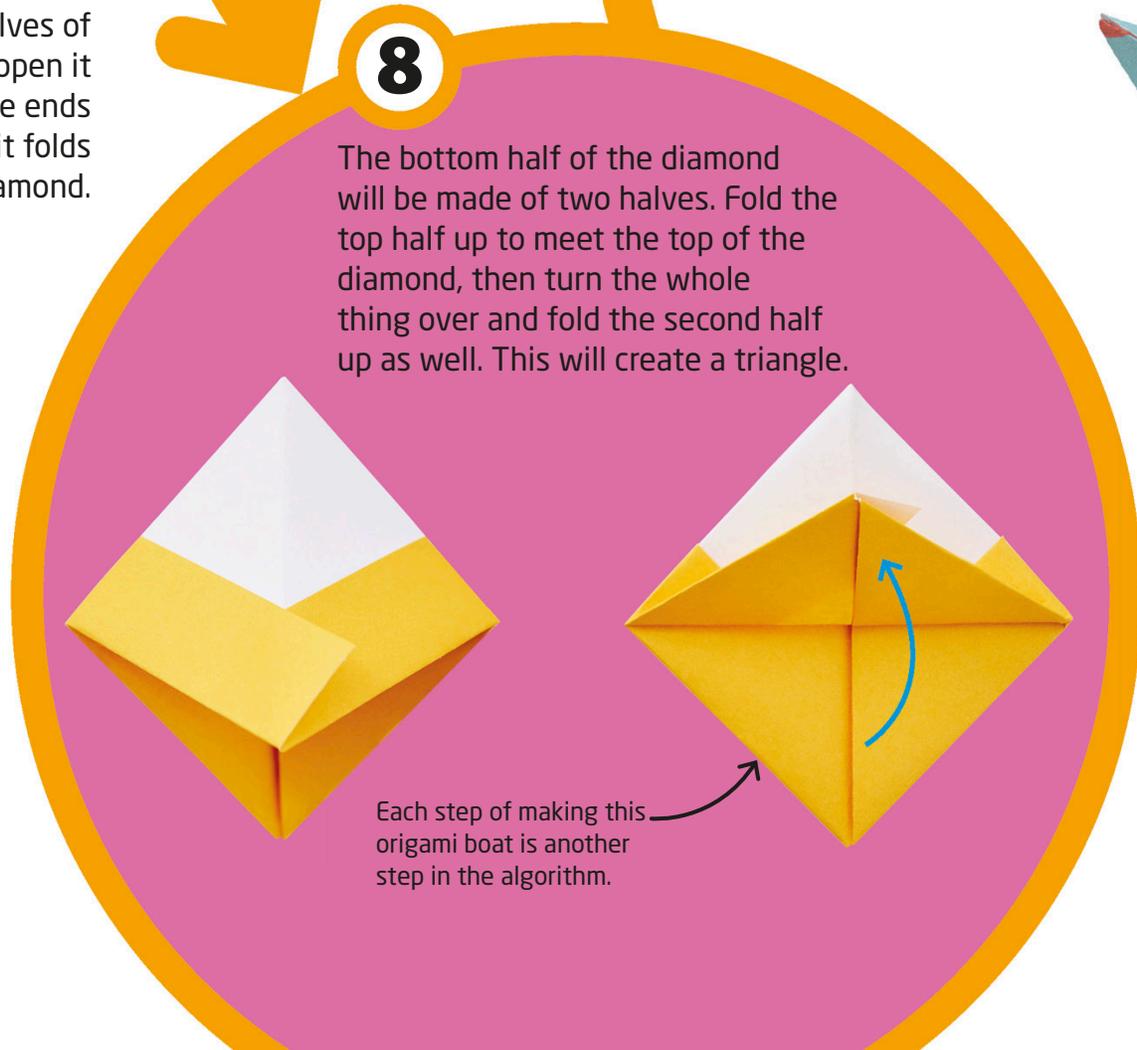
**7**

The next part is a bit tricky. Put your fingers inside the pocket made by the two halves of the triangle and open it out, pushing the ends together so it folds into a diamond.



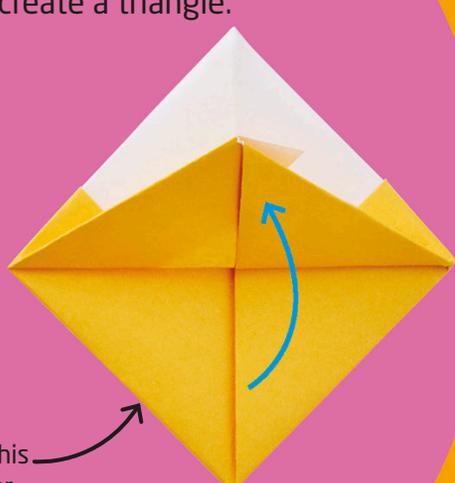
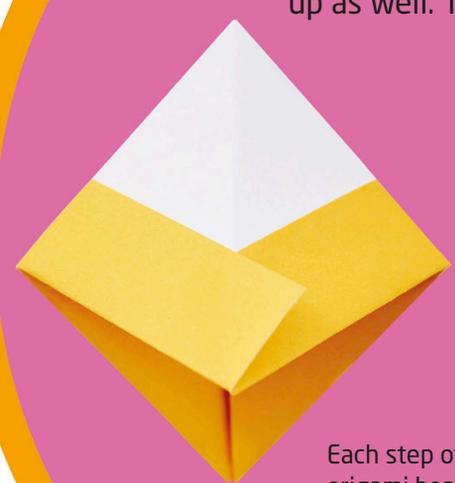
**9**

As in step 7, put your fingers inside the two halves of the triangle and open it out, pushing the ends together so it folds into a diamond.



**8**

The bottom half of the diamond will be made of two halves. Fold the top half up to meet the top of the diamond, then turn the whole thing over and fold the second half up as well. This will create a triangle.



Each step of making this origami boat is another step in the algorithm.

10

For the final step, take the top loose points of the diamond and pull them outward to make your boat. The algorithm is complete.

Ahoy!

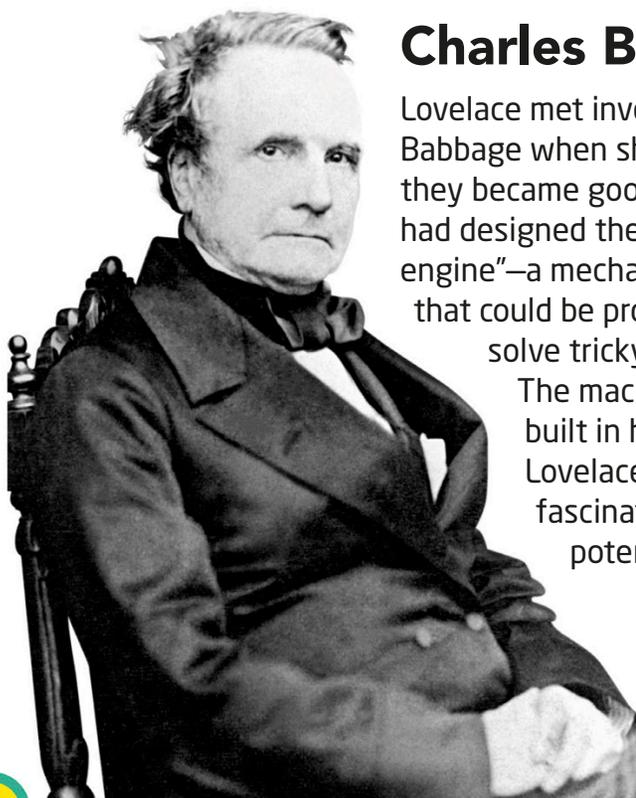


# Ada Lovelace



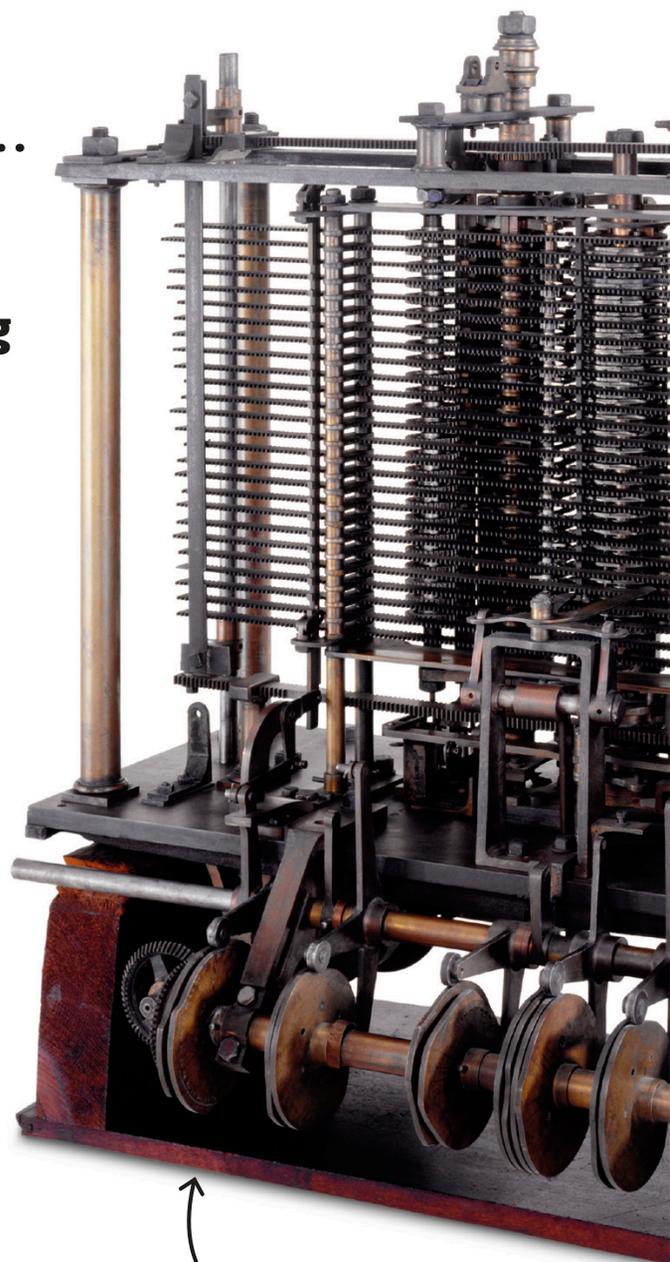
Mathematician • Born 1815  
• From the United Kingdom

.....  
**Ada Lovelace was the daughter of the famous poet Lord Byron. Though her mother discouraged her from studying poetry, Lovelace found an outlet for her imagination in mathematics and technology. She believed both could change the future.**



## Charles Babbage

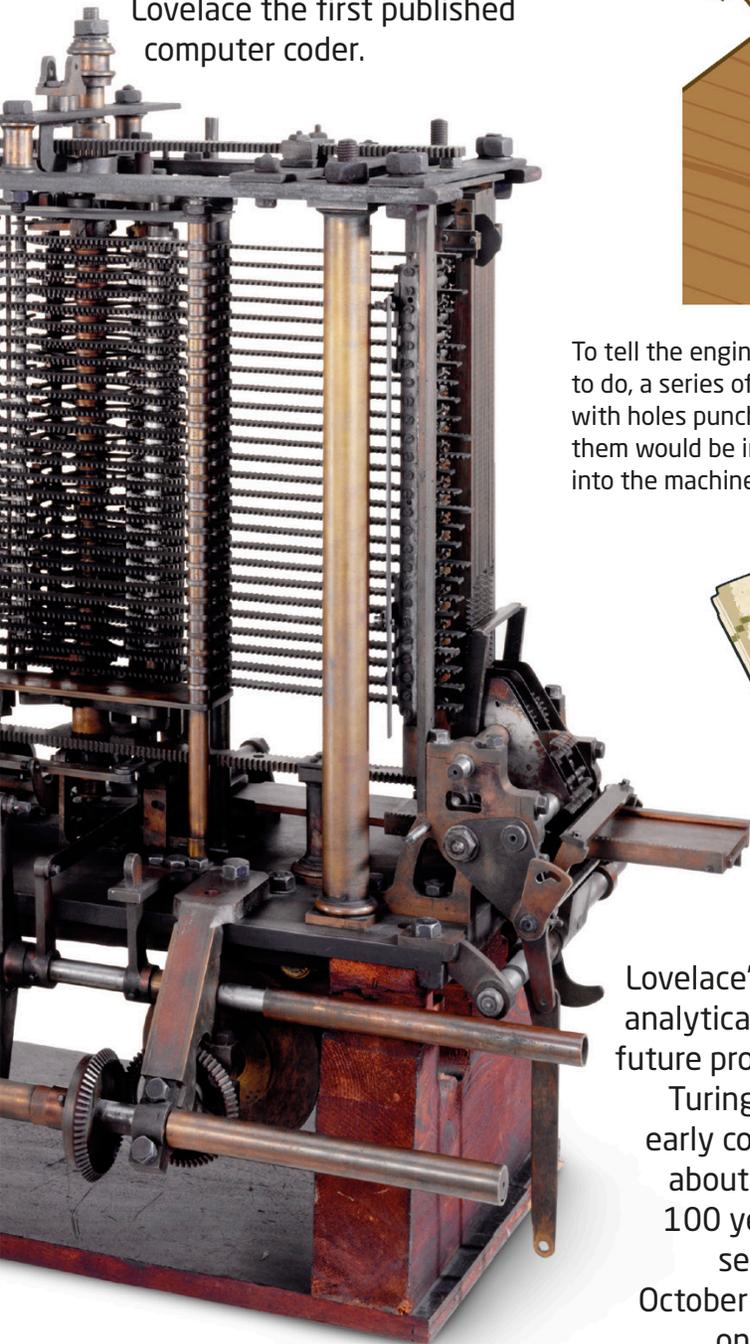
Lovelace met inventor Charles Babbage when she was 17, and they became good friends. He had designed the “analytical engine”—a mechanical machine that could be programmed to solve tricky calculations. The machine was not built in his lifetime, but Lovelace was still fascinated with its potential uses.



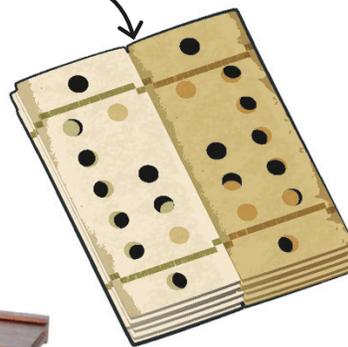
↑ The analytical engine was an early computer—it could be programmed and had memory to store information.

## Analytical engine

Lovelace translated an article about the analytical engine from French into English. She added her own thoughts to the pages, and among those notes were plans for how the machine could be programmed. Some consider these notes to be the first computer algorithm—making Lovelace the first published computer coder.



To tell the engine what to do, a series of cards with holes punched into them would be inserted into the machine.



## Early life

A scientist from a very early age, Lovelace wrote to her mother at 12 that she had visions of creating a mechanical flying horse with wings so large that it would be capable of carrying a person on its back!

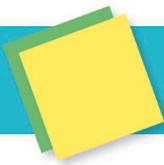
## Inspiration

Lovelace's ideas about the analytical engine inspired future programmers. Alan Turing, who designed early computers, wrote about her article over 100 years later. Every second Tuesday of October she is celebrated on Ada Lovelace Day.

Turing, who designed early computers, wrote about her article over 100 years later. Every second Tuesday of October she is celebrated on Ada Lovelace Day.



You will need



Colored paper



Ruler



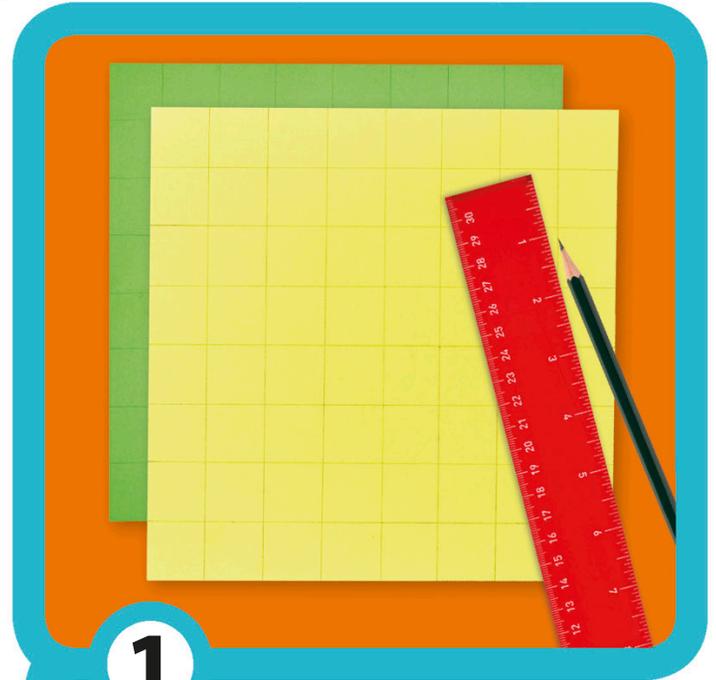
Pencil



Safety scissors

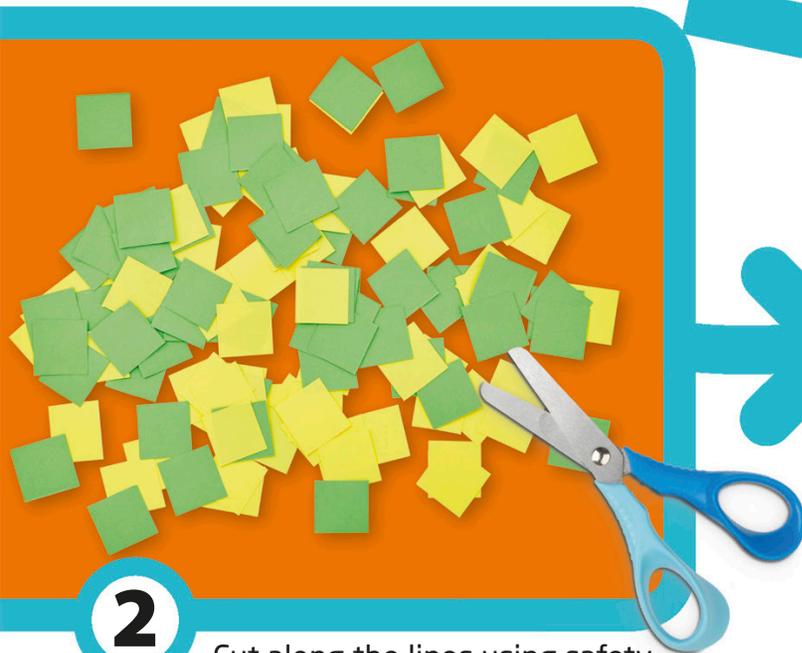
# Paper pixels

**Pixels are the tiny squares of colored light that make up your screen. If you zoom in on an image on a computer, you'll see that it's actually made up of many single-colored blocks. Try following these steps to make a pixel image with paper!**



1

Use a ruler to divide two different-colored square pieces of paper into 8 by 8 grids. We've used green and yellow paper.



2

Cut along the lines using safety scissors so you end up with 64 paper pixels of each color.

3

Next, grab the piece of white paper. It should be the same size as the pieces of colored paper. Again, draw an 8 by 8 grid on it—but don't cut it up.

White paper

Glue

Turn to page 77

to learn how to code this skill

4

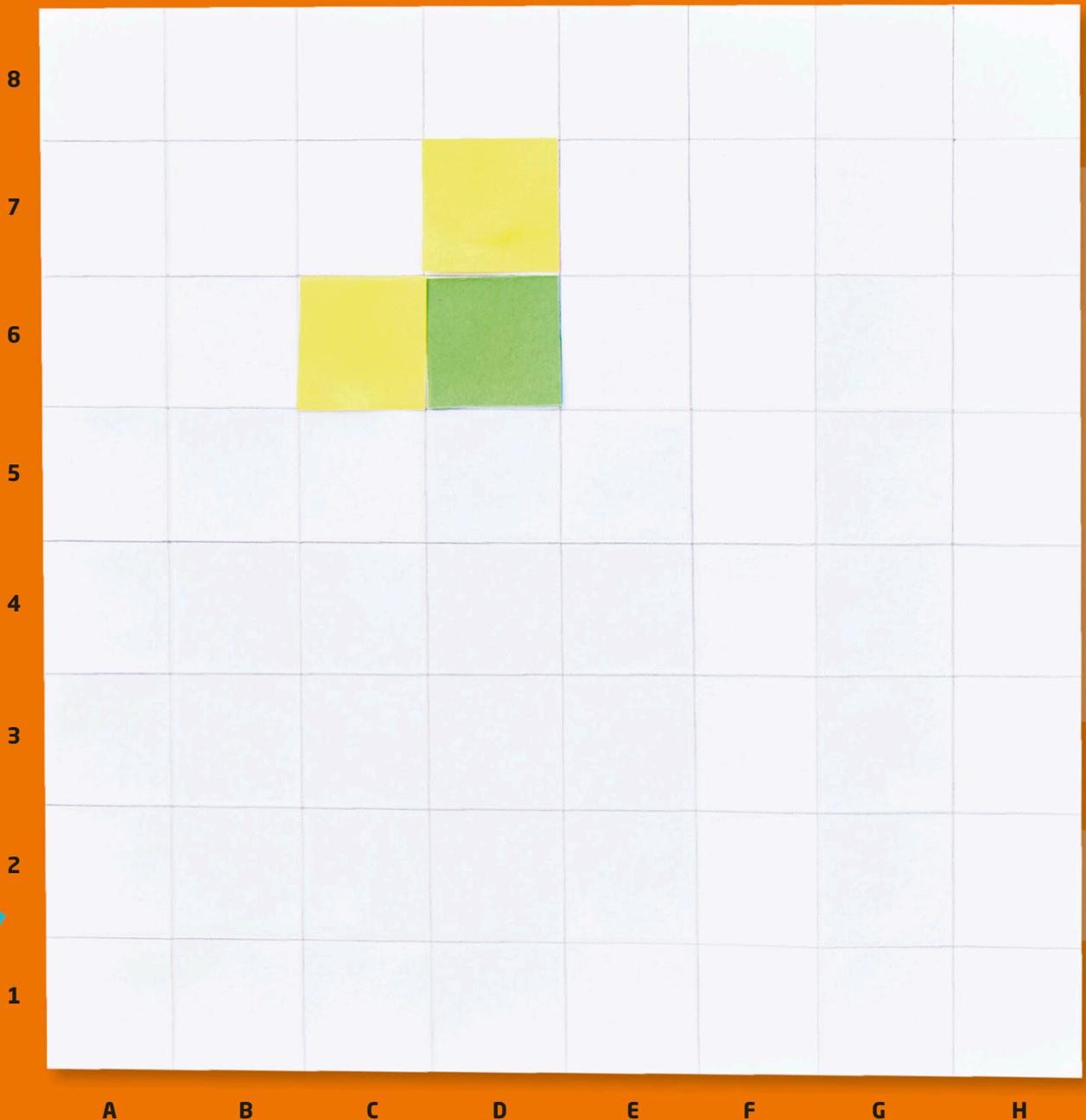
Follow the instructions to fill the grid in and reveal a mystery picture. To figure out which spot each paper pixel goes in, you need to assign a code to the columns and rows. Here, the letters tell you which column to use and the numbers tell you which row. Once you've found the right square, glue the correct colored pixel there.

## Instructions

Fill in the following squares with your paper pixels:

Yellow: B5, C6, D7, E6, F5

Green: A4, B3, B4, C2, C3, C4, C5, D3, D4, D5, D6, E2, E3, E4, E5, F3, F4, G5, G6, H6



Turn to page 135 to see the finished picture.

You will need



A friend



Two or three items to hide



Paper or notepad



Pen or pencil

# Scavenger hunt program

**A program is an algorithm, or set of instructions, that has been written in a special code that a machine can read. You can make up your own code and write a program with it to help a friend solve a scavenger hunt!**

Once you and your friend have decided on your symbols, get your friend to look away, or step out of the room.

2



1

First, you and your friend should decide on a set of 5-10 coded symbols that stand for the actions that you are allowed to take to find the treasure. These can be anything that will remind you of what they mean—for example, you might want to use an arrow to mean “Take a step forward.” Here are some examples you can use:



Crouch down



Look underneath

R

Turn right



Move forward 3 steps



Pick it up

L

Turn left

Turn to page 86

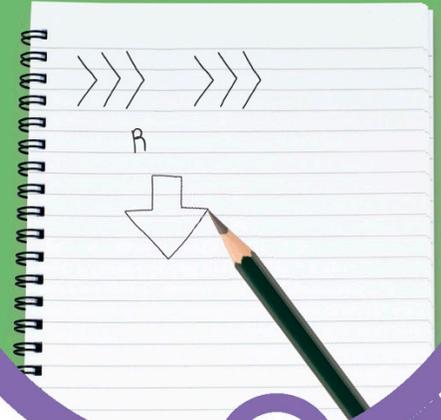
to learn how to  
code this skill

3



Hide your objects around the room, and remember where they are—you will need to be able to use your symbols to guide your friend to their locations.

4



Pick a starting point and use your symbols to write out a program for your friend to follow. You might have to practice to figure out how many steps they will need to take, or which way to turn.

5

Guide your friend to the starting point, give them the program, and watch them go! Did your code work? How many of the items were they able to find?

# Debugging drawings

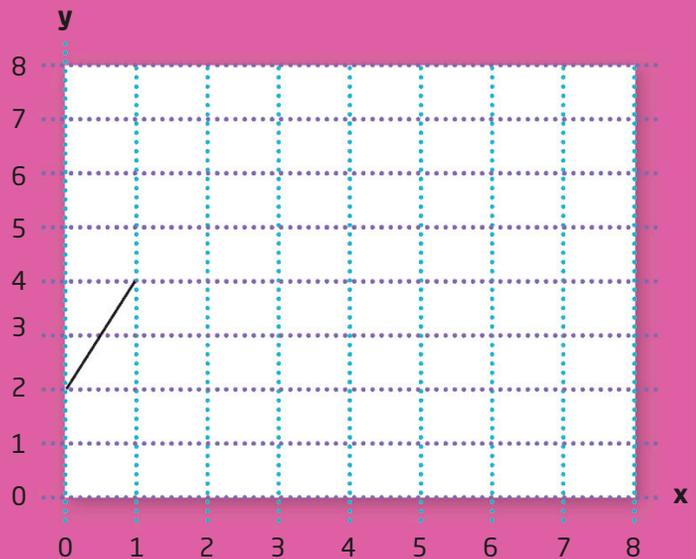
**Debugging is an important part of coding. It is easy to make errors when translating algorithms into code. This activity will help you find and fix the mistakes, or "bugs," in the instructions for drawing a shark.**

**1**

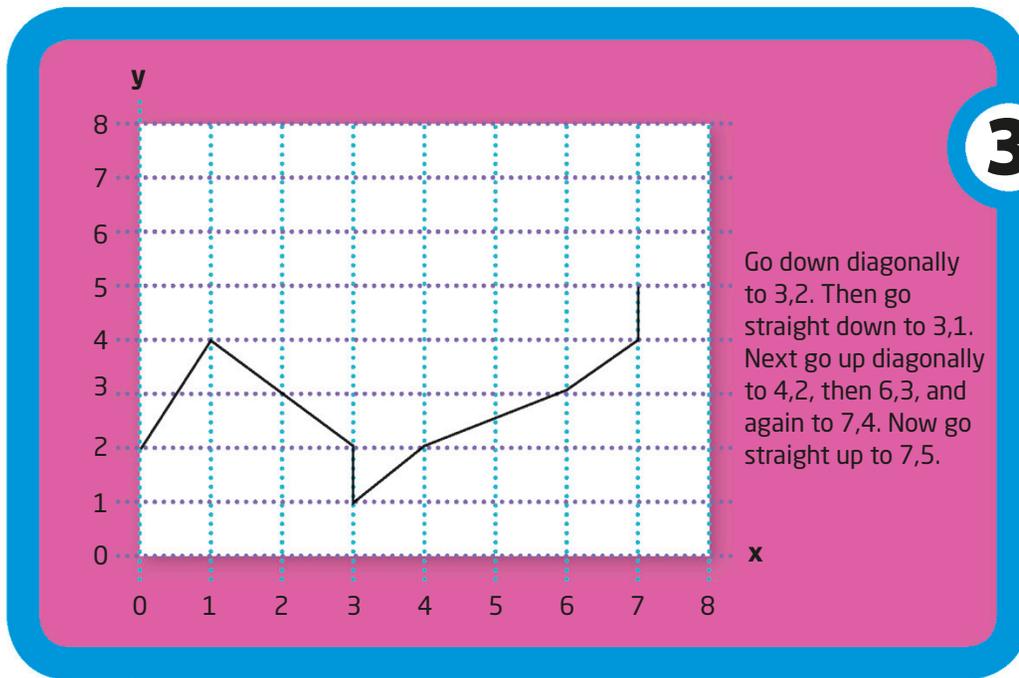
Fold your paper in half the long way three times in a row, then open the paper back up. Next, fold the piece of paper in half the other way three times in a row and then open it back up again. You now have a grid of fold lines for the rest of the activity!

**2**

Like connect the dots, this activity is played by drawing lines from one location to another. Each fold line is given a number so you know where to draw. Start by putting your pencil down at the corner that represents 0 squares over and 2 squares up.



Start by drawing a line from 0,2 to 1,4. The first number represents the lines going across and the second number represents the lines up and down.



3

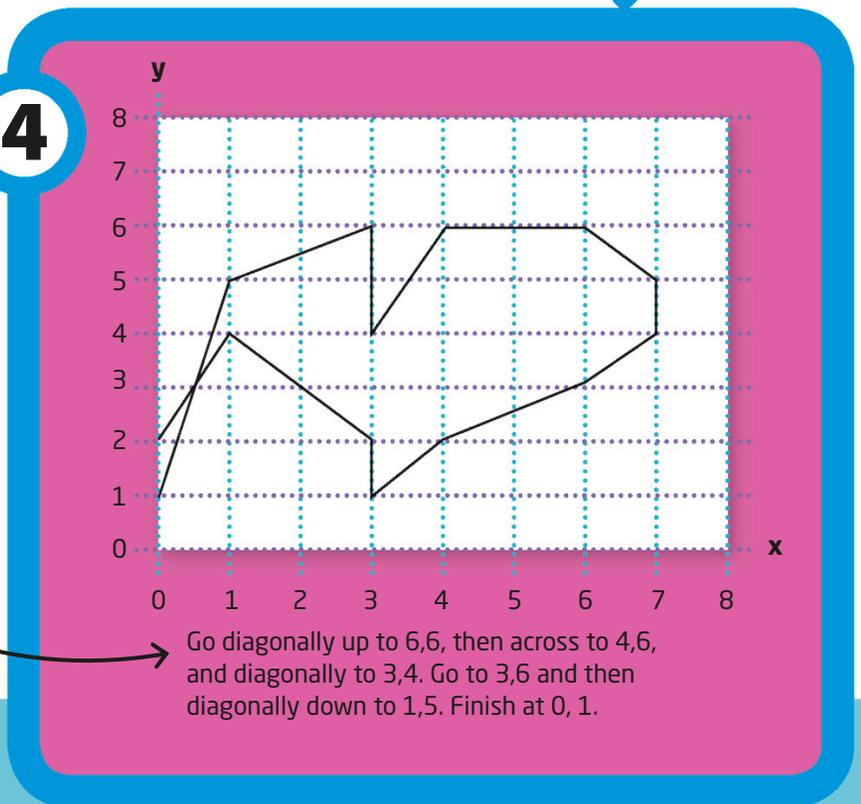
Follow the directions in the boxes and you will see a shark start to appear!

Go down diagonally to 3,2. Then go straight down to 3,1. Next go up diagonally to 4,2, then 6,3, and again to 7,4. Now go straight up to 7,5.

Oh, no! Some of the instructions in this box are not right! Can you find and fix the bugs in the numbers to make the picture look like a shark?

If you're having trouble finding the errors, take a look at the shark below and see how you can change the instructions to match the shape.

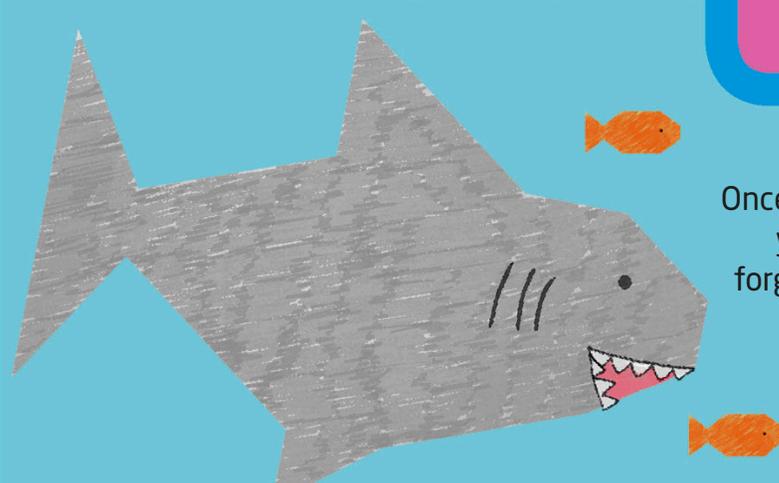
4



Go diagonally up to 6,6, then across to 4,6, and diagonally to 3,4. Go to 3,6 and then diagonally down to 1,5. Finish at 0, 1.

Once you've fixed the shark you can color it in. Don't forget to add the details of its eye, gills, and teeth!

5



## You will need



Rubber bands



Plastic tub or cup



One or two friends



Bowl or bucket

Give a friend the bowl and spoons to use as a drum.

2



Choose a third friend to be the singer. If only two friends are playing, someone can sing while they play an instrument.

3



1



Stretch the rubber bands around the plastic tub. Make sure they are loose enough that you can grab and pull them to make noise, but not so loose that they fall off.

# Loopy orchestra

**Repeat loops are one of the most helpful things in all of programming! Without loops, you'd have to write each line of code out separately, even if you wanted to do the exact same thing 100 times. Instead, you can add a loop around the instructions that you want repeated for as many times as you like. You can even use loops to make music!**

Two wooden spoons

Hairbrush (optional)

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to learn how to code this skill



Repeat 3 times

Tap

Rest

Tap

Rest

4

Each instrument will have its own set of instructions that look something like this. The loop box around them tells you how many times to repeat the instructions inside.

5

Now, play the loops below. You need to make sure that you all play your parts on the same beat for each count of four. How did it go? Change the instructions inside the loops to change the music!



The loop box tells you to repeat the instructions inside it three times, then stop.

Repeat 3 times

Sing "Beepop"

Sing "Beep"

Sing "Beep"

Sing "Beep"

Repeat 3 times

Tap

Tap

Tap

Rest

Repeat 3 times

Strum

Rest

Strum

Rest

You will need



White paper



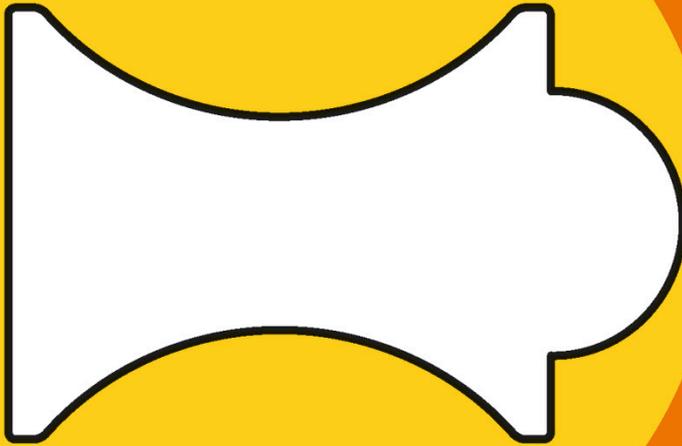
Coloring pencils  
or felt-tip pens



Eraser

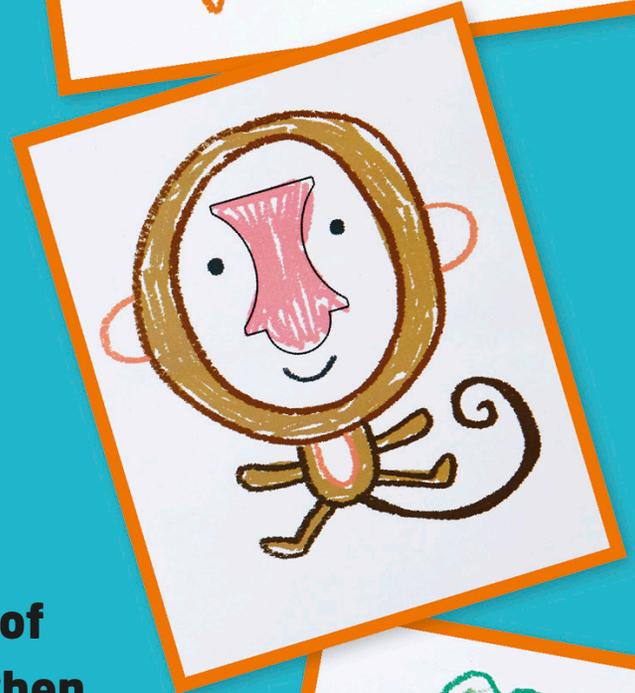
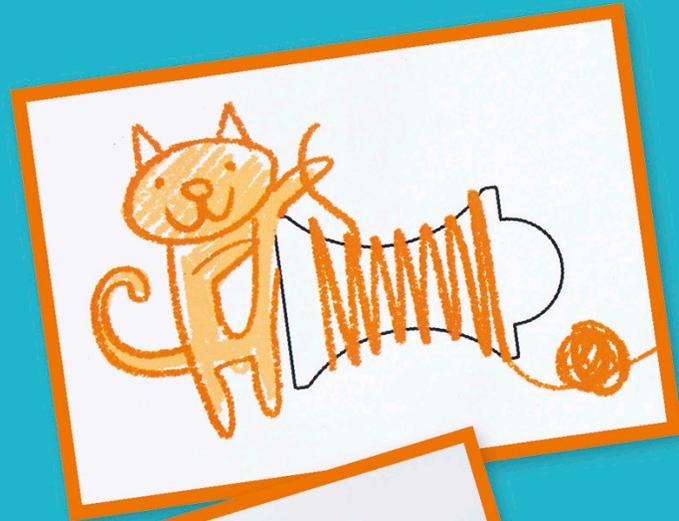
1

Trace or copy this template onto a few blank pieces of paper.



2

Pick up a template. What comes to mind when you see the shape? Use a pen or pencil to add details until the shape feels more like the thing you imagined.



# Creative outlines

**Creativity is about coming up with lots of ideas. It is helpful to think creatively when you are trying to solve a problem. Some people think that they aren't creative, but those people just need practice! This activity will teach you some tricks to help you unleash your creativity.**

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to learn how to  
code this skill

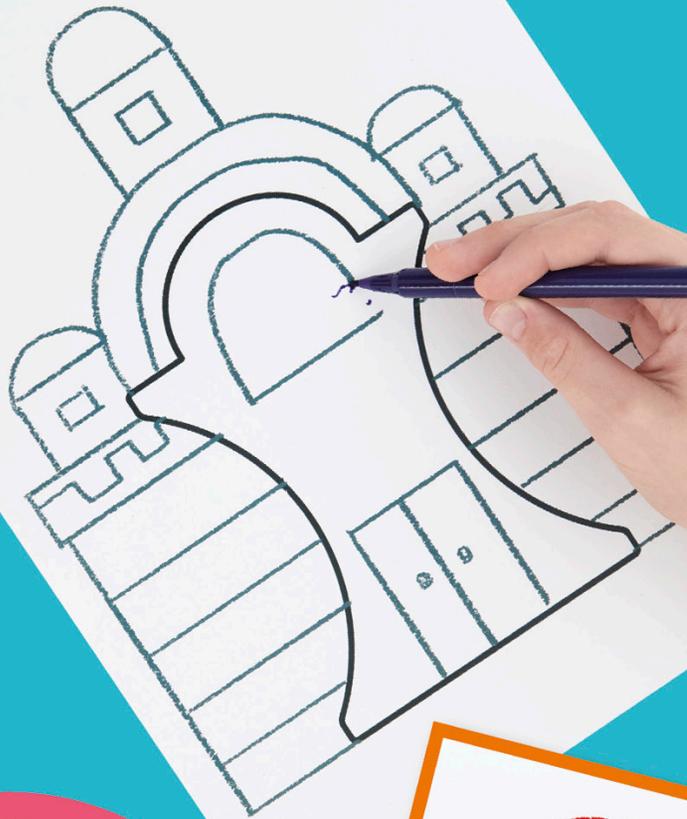
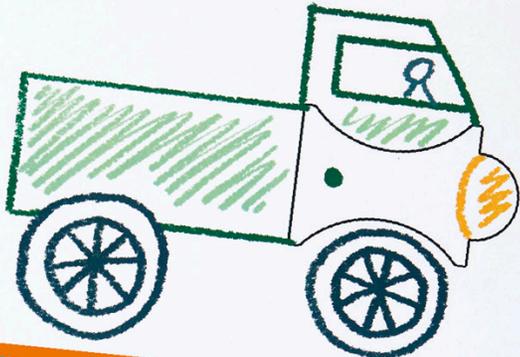


5

Think about something that you saw or used yesterday. Try to figure out what to add to make the next template into that thing. How many different designs can you make with just this template?

3

Pick up another template and turn it on its side. Now what does it look like? Draw some extra details until you see the image more clearly.



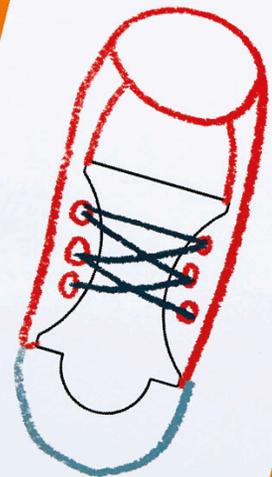
4

Pick up your third template. What does it definitely not look like? Can you add anything to it to make it begin to look more like that thing?



### Now try...

Think of an everyday object, such as a clothespin, and write down as many different uses for it as possible in a minute. They don't have to be what it was designed to do—be creative!



# Games

**People might decide to learn to code because they want to make games. Computer games are a lot of fun and very popular. Games can be played on your own or with friends. Increasingly, programmers have put a lot of work into creating gaming experiences that are easy to use and feel a lot like real life.**



## Virtual reality

In virtual reality games, you take part in an imaginary world. A headset with a screen makes you feel like you're inside the game. Augmented reality games show you the world around you but add virtual objects that you can play with.



Some multiplayer games can be played over the internet with an adult's permission.



Some controllers make you feel like you're playing a musical instrument.



## Special controllers

To help players feel more connected to an activity, some games use special controllers that look like musical instruments, rackets, steering wheels, or even magic wands.

## Mobile gaming

Mobile games are games you can play anywhere. They used to be only played on handheld consoles, but today's mobile games are usually played on a smartphone. Mobile games are often simple to play, which makes them very popular among people of all ages.



## Online gaming

You need an internet connection to play games online. Some games can be played by yourself, while others need two or three players. There are some online games that can be played with hundreds of people from all around the world.



## Games consoles

Consoles are special computers designed to run games. Popular consoles include Sony PlayStation, Nintendo Switch, and Microsoft Xbox. Many games are made especially for consoles. They can be very complex and may come with special controllers.

You will need



White paper



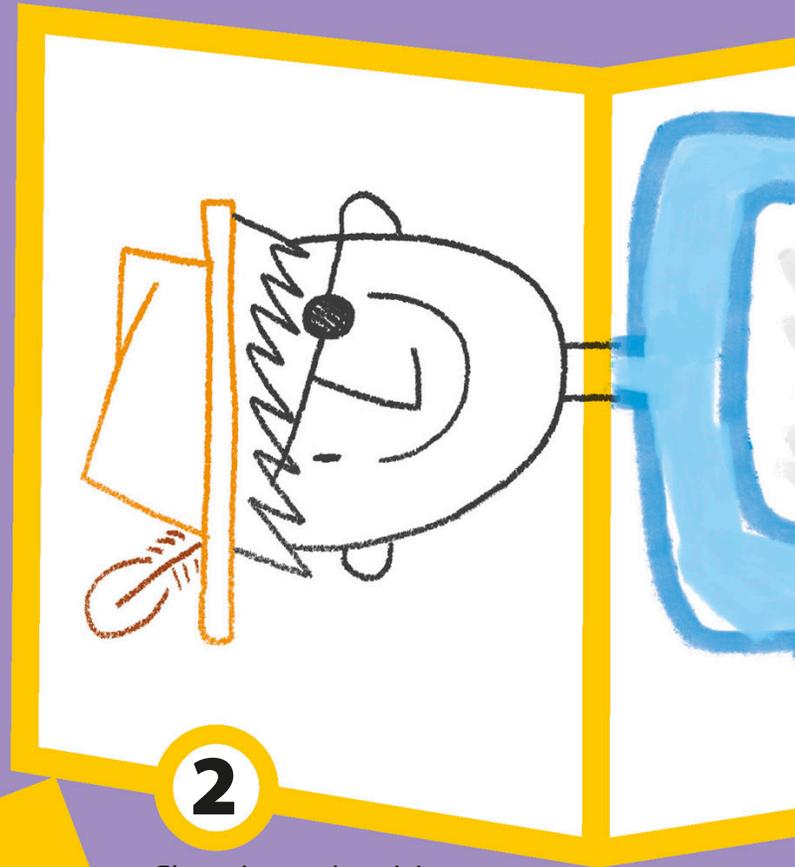
Pencil



A group of friends

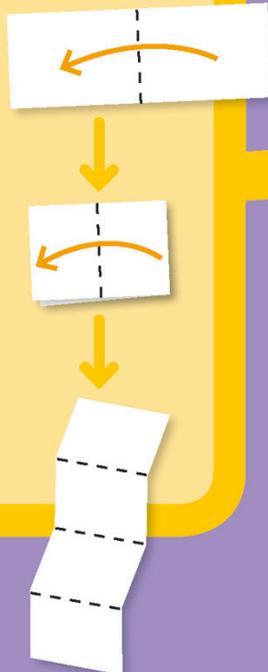
# Illustration collaboration

**Most coders work in teams. Working with other people on a project is called collaboration. It helps you create things that you might not have thought of on your own. Try drawing a picture with friends and see what different ideas you come up with!**



1

Before you begin, fold a piece of paper in half lengthwise, then in half again in the same direction. Open it out and you should have four equal rectangles.



2

First, draw a head, but don't let your friends see what you've drawn. Make sure the neck crosses the first fold to give the next artist something to connect the body to. Then fold your section back to hide it and pass it to the next person.

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code this skill

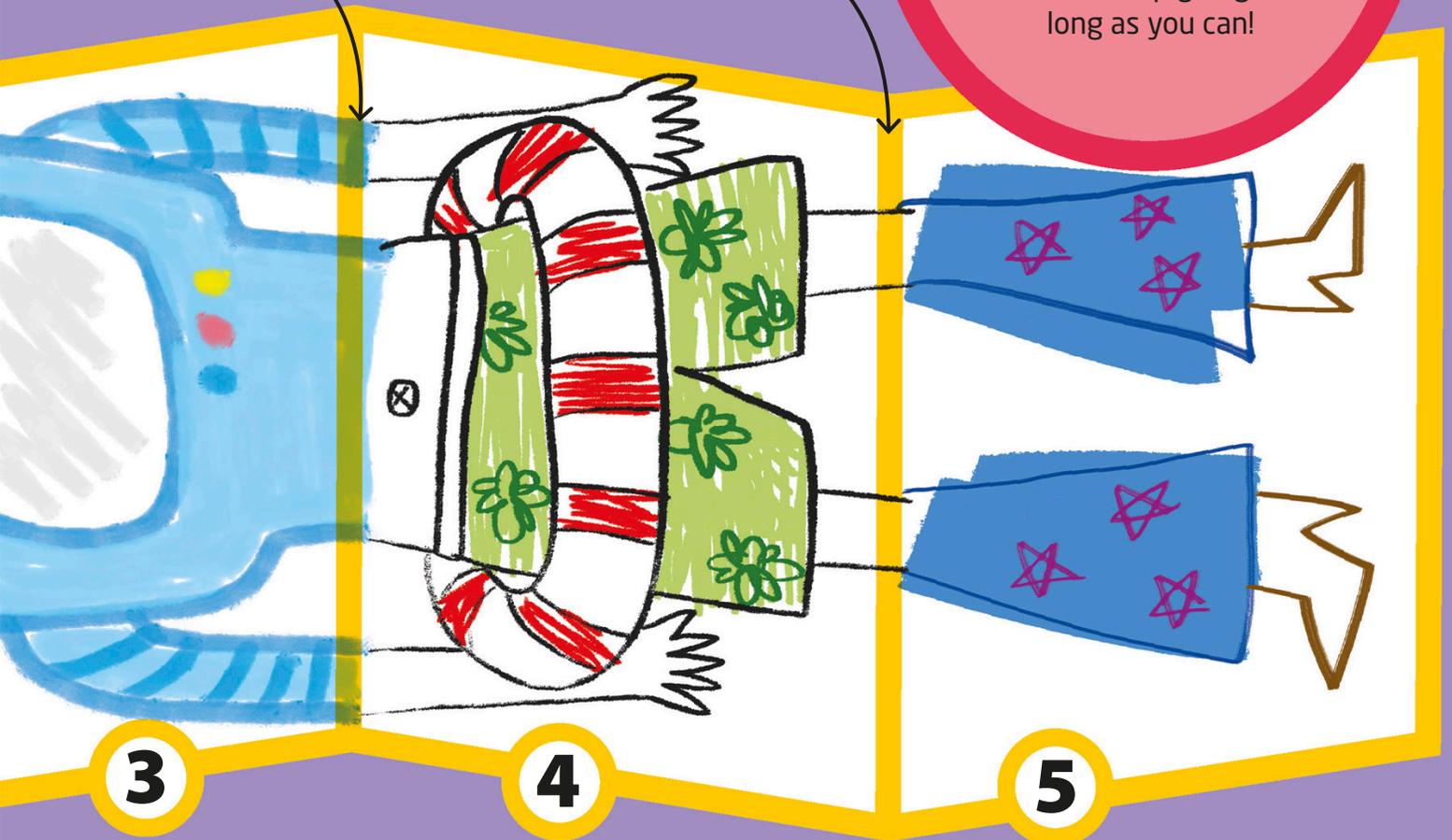
Each artist should  
draw a little over the  
bottom crease to  
give the next person  
a place to start.

Remember to fold  
each section back so  
the other artists can't  
see what you've  
drawn until the end.



## Now try...

Instead of a drawing, why  
not try a collaborative story?  
Write down one sentence on a  
piece of paper and then pass it  
to a friend to write the next  
sentence. Keep going for as  
long as you can!



3

The next artist should  
draw the top half of the  
body. Again, make sure  
the lines for the body  
and arms cross the fold  
so the next artist can  
see them once that  
section has been  
folded back.

4

Start from where the  
second artist left off and  
add the hands and hips.  
You can start the legs  
for the last artist, too.

5

Finish off the drawing with  
the legs and feet. Once the last  
artist has finished, unfold the  
paper and see what you have  
created together!



# Persistence pointing

**Learning to do something difficult means trying again and again until you finally get it right. Working hard to succeed at something that you've failed at several times is called persistence, and you'll need it when you're learning to program.**

Switch both hands to the opposite sign at the same time.

3

After you've counted to three, switch your finger and thumb instantly.

2

Count to three.

Make sure you don't have your thumb up on your pointing hand.

1

Give the "thumbs-up" sign with your left hand while pointing forward with your right hand.



**5**

Once you can repeat the switch five times without messing up, you win! You might need to practice a few times until you can master switching quickly. Keep persisting!

1... 2... 3...

1... 2... 3...

**4**

If at any time you have your thumb up and finger pointing on the same hand, you lose and must begin again.



# Conditional questions

**A conditional is a piece of code that checks if a statement is true or false. When you see a conditional, it's like your program is asking a yes-or-no question. If the answer is yes, then the statement is true. You can use conditionals to figure out what mystery person or object your friend has chosen for you.**

Choose a statement that can either be true or false to ask your friend, to help you figure out which person or thing they have chosen for you.

1

Together with your friend, choose a category such as plants, animals, or famous people.



2

Have your friend choose someone or something from that category that you will be—but they shouldn't tell you what it is!



Hmmm...  
OK, I've got it.

3

I'm alive?



4

Your friend will either answer with "True" or "False."

False!



Only move on to your next statement once you have found out if your current statement is true or false.

True!



5

Repeat steps 3 and 4 up to 20 times. If you guess what your friend was thinking before the 20th question, you win!

"We choose the category water."

"OK, I've got it!"

"I'm alive?"

"False."

"I can float?"

"True."

"I'm a boat?"

"True! You win!"

I won!



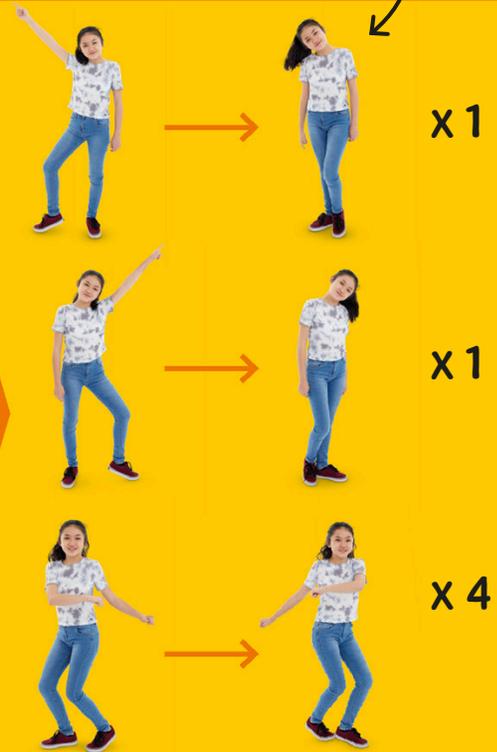


# The if/else dance

**An if/else statement is a type of conditional that runs one set of code if something is true and another set of code if it is false. The moves of the if/else dance change depending on if certain statements about the time, date, or weather are true or false.**

If it's Monday to Friday, you do one of the dances on the right-hand side of the chart. Else, if it's Saturday or Sunday, do one of the dances on the left.

If the time is a.m.



If the time is "a.m.," use the top half of the chart. Else, use the bottom half.



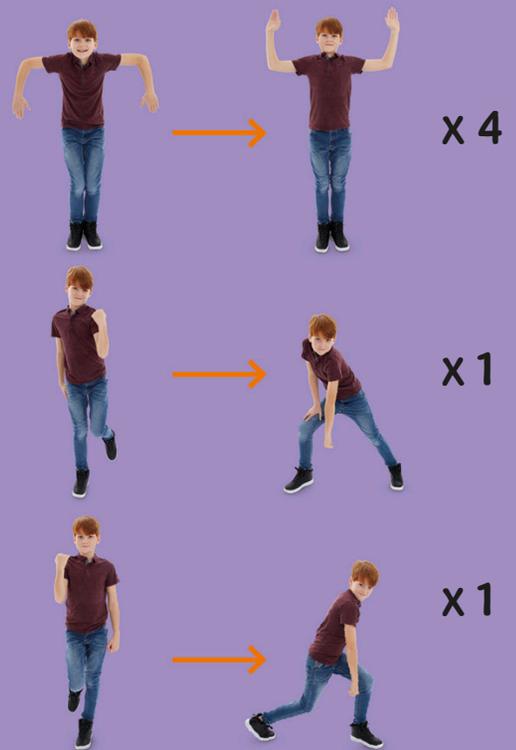
What day of the week is it? If it's a weekday, use the right half of the page. Else, use the left.



Is it sunny outside? If it is, do the dance backward! Else, do it forward (top to bottom).

1

To do this dance right, you have a lot of statements to check! You'll need to know the time, what day of the week it is, and what the weather is like to figure out what dance you should do.



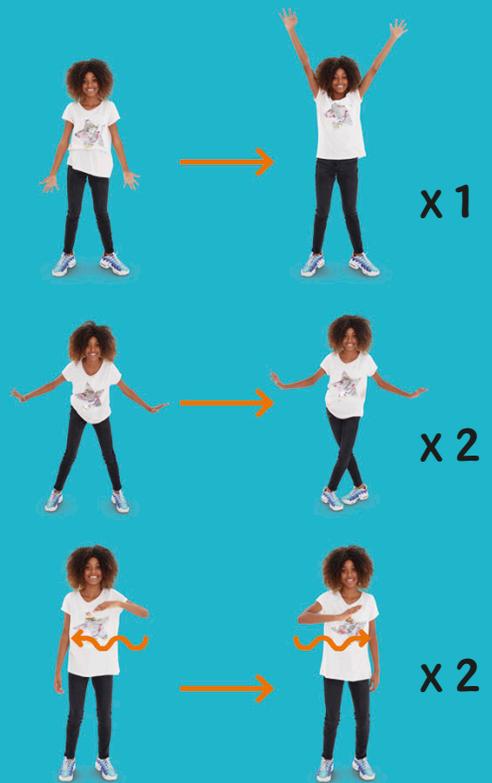
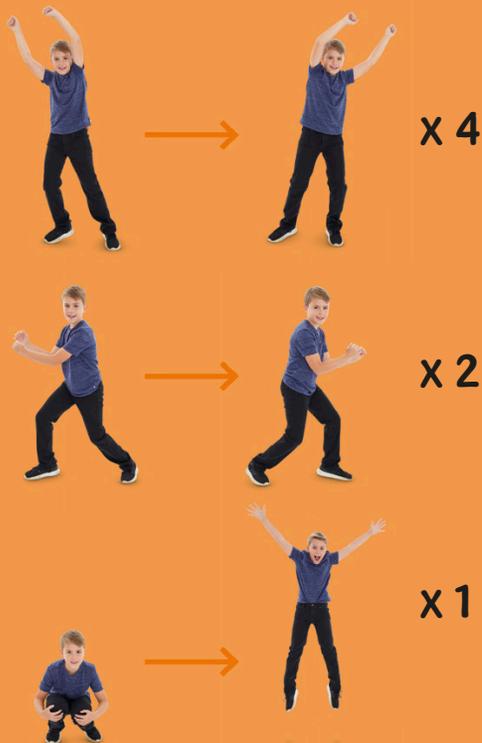
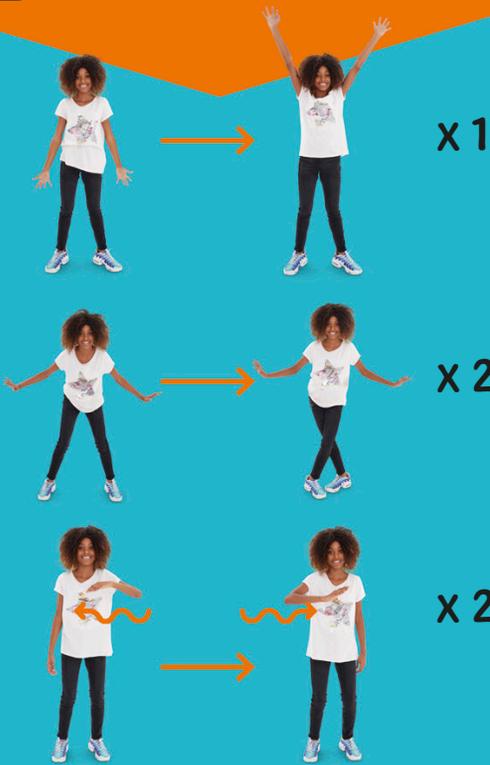
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If today is a weekday

2

Let's say it's 8:00 a.m. on Monday. Since it is the morning, you use the top half of the chart, and because it's a weekday, you use the right-hand box.



3

Now check the weather. If it is raining, do the moves forward (top to bottom), else if it is sunny, do them backward. Here's the dance that you'd do on a rainy Monday morning!

# Alan Turing



Mathematician • Born 1912  
• From the United Kingdom

.....  
**Alan Turing is known as the father of computer science. Having always been fond of numbers, he was very interested in problem-solving. Turing helped to win World War II by working to read coded enemy messages.**



## Turing machines

Turing studied math at the University of Cambridge. After graduating, he invented the concept of "Turing machines." A Turing machine uses a program to solve mathematical problems using a strip of paper. Although he never built one, this simple machine is believed to be able to solve any problem that a modern-day computer could!



## Checkmate

Turing helped create Turochamp, the first program that could play chess against a human. Unfortunately, there wasn't a computer that could yet run the program, so he had to settle for being the computer himself and running the program with a pencil and paper!



## Cracking the code

During World War II, Turing helped make a device, called the Bombe, that decoded the secret messages created by the German's Enigma machine. Being able to read enemy messages helped the Allies to win the war.

← The Bombe decoded German messages by testing every possible combination of letters.



← The Enigma machine changed all the letters of a message into different letters, and back again, so only someone with an Enigma machine could read them.

## Artificial intelligence

In order to test how intelligent a machine is, Turing suggested a written quiz. A person would ask a computer that they couldn't see questions and try to tell if it was a computer or a human. This quiz is known as a "Turing test."





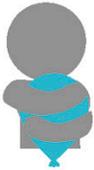
Whoever has the balloons should play around with them to see what events get a reaction from the other person. Here are some examples of balloon events to try:



Shake the balloon



Drop the balloon



Hug the balloon



Poke the balloon

The person doing the actions needs to decide in their head what they will do when certain events happen to the balloons. Choose one action for each different balloon event. Here are some example actions:



Run on the spot



Clap



Wave



Jump

1

# Balloon events

**Events are actions that interrupt a program and make something happen. If you want to have the score in your video game change when the main character gets hit by a meteor, then you will need an event! Here, the game is to play with balloons and try to guess what event your friend is reacting to.**

First, decide who will play with the balloons and who will do the actions. The goal is for the person playing with the balloons to figure out which balloon events cause the other player to do certain actions.

To play, start trying different events with the balloons. If the other player sees an event that matches their idea for an action, they should do it. For example, hugging a balloon might make the other player clap their hands.

2



to learn how to  
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**3**

Once you have figured out the action for each different balloon event, move on to the next one.

Once you think you've figured out an event that gets a reaction, repeat it to see if the other player does the same thing again.

Keep trying different events with the balloons to see what gets a reaction. What happens if you throw a balloon in the air?

**4**



**5**

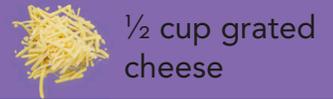
Once the person with the balloons has figured out what all the event-action combinations are, it's time to switch roles!



## You will need



## Ingredients



# Input/output recipe

**Input is the information you give to a computer, such as the text you type on a keyboard, and output is the information the computer gives you, such as what appears on the screen. In this recipe you can use different ingredients (the inputs) to make two different types of biscuit (the outputs)!**

Ask an adult to preheat the oven to 425°F/220°C. Then put the flour, salt, and butter into a mixing bowl. Carefully use a table knife to cut the butter into small cubes.

Work the butter into the flour with your fingers until the whole mixture looks like a bowl of bread crumbs. Now put half of the mixture into a new bowl and get ready to add the different inputs.

1



2





Rolling pin



Cutter



Baking sheet



Pastry brush

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to learn how to code this skill



2 tbsp sugar and 1/3 cup golden raisins



1/2 cup milk and a little extra



The different inputs will give you two different types of biscuit that taste and look very different!

If the mixture is too wet you can add a little more flour.



Add the grated cheese to the mixture in one bowl—this is for your cheese biscuits.

3



Add half the milk to the cheese mixture...

4



In the other bowl, add the sugar and golden raisins to make your fruit biscuits.



... and the other half to the fruit mixture. Stir each to combine all the ingredients.

Knead both mixtures with your hands until they are smooth balls of dough. Use a rolling pin—or your hands—to flatten both doughs until they are about 1 in (2 cm) thick.

Use a 2 in (6 cm) pastry cutter to cut out your biscuits. There should be enough dough for at least six biscuits of each flavor.

5

6



7



Space the biscuits out on a baking sheet, then brush the tops with milk using a pastry brush. Ask an adult to put them in the oven and bake them for 12 to 15 minutes, until they are golden brown.

8

Once they have cooled, you can enjoy your biscuits! Do you see how the different outputs were affected by the different inputs you put in?

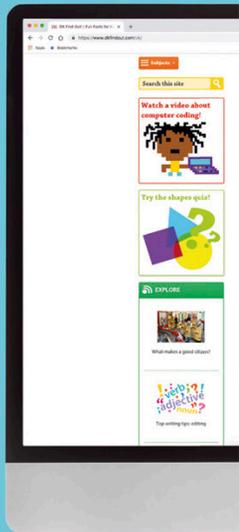


# Hardware

**Hardware is any part of a computer that you can touch. Most pieces of hardware, such as a keyboard, come with little bits of code, called drivers, that help the computer know what to do with them. Different types of hardware can be used to input or output information or to help the computer run.**

## Computer

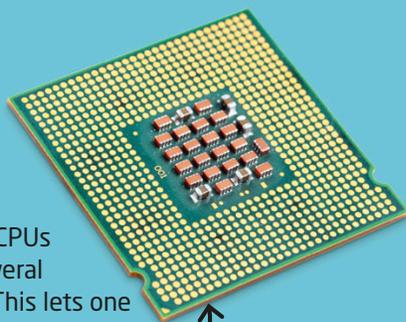
A computer is a machine built from various pieces of hardware, some of which you can see, and some which are found inside it. PCs are computers, but so are many other devices, such as smartphones.



A keyboard is used to input words and numbers, as well as to control the computer.

## Central processing unit

The central processing unit (CPU) is like the brain of the computer. This is where all of the most important decisions are made. The CPU sends and receives information, makes calculations, and carries out instructions.



Today's CPUs have several "cores." This lets one CPU process multiple instructions at a time.

## Graphics card

A graphics card handles the difficult calculations that go with displaying pictures and images on the screen. Some cards have their own graphics processing unit (GPU) to reduce the amount of work the CPU has to do.

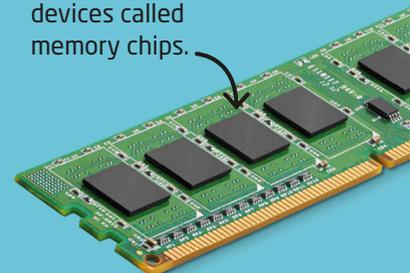
Graphics cards connect directly to the motherboard.



## RAM

RAM stands for "random access memory." It acts as lightning-fast storage that your computer can use to save information when the CPU gets full.

Information is stored on tiny devices called memory chips.





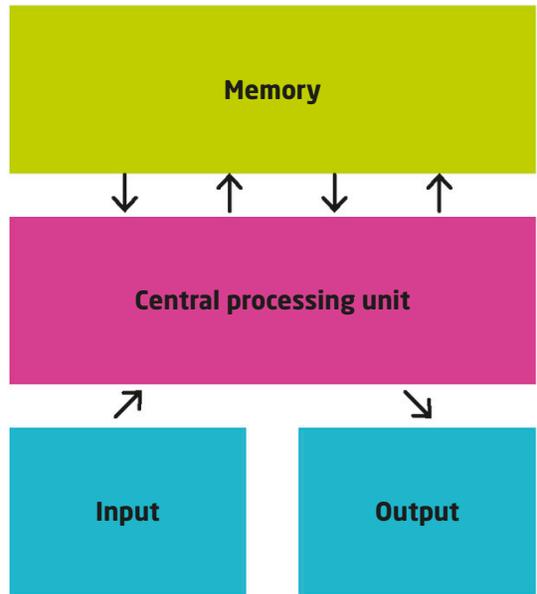
A monitor, or screen, lets you see what's happening.

A speaker changes audio signals into sound.

The mouse lets you interact with the computer.

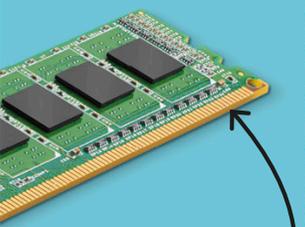
## How a computer works

A computer takes input from a user or sensor, processes it—often using a central processing unit—and then is able to store the result in its memory or output it.



## Hard drive

The hard drive is the part of the computer where information is stored. Some hard drives have a spinning disk inside, while others are more like a giant store of RAM.



The RAM connects straight to the motherboard, too.

This hard drive saves data on a disk.



## Motherboard

The motherboard is the piece of hardware that connects all of the other parts together. It's the main connection point for a computer's cards, chips, and cables.

Some motherboards include a fan to keep the CPU cool.



These slots allow you to connect other devices.



# Catch me collisions

**In coding, collisions happen when two or more things touch. They let characters pick up objects in video games and they stop your cursor when it hits the edge of your screen. In this activity, you have to avoid colliding with the catcher or you'll be stuck!**

When the catcher catches, or "collides" with, a player, that player should freeze with their arms out.

2



Make sure you collide gently with your friends! You don't want to hurt them.

1

Decide what part of the room or yard is your playing zone. Choose someone to be the "catcher" and have them stand in the center. Everyone else should stand at the edges. When the catcher shouts "GO!" everyone should start running around.



GO!



Another player can free a frozen player by touching them on the shoulder. Then the frozen player can start running again.

3



The game is over when all players except the catcher are frozen in place.

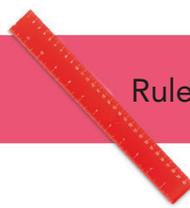
4



You will need



Colored paper



Ruler



Safety scissors



Die



Sticky tape



# Variable paper chain

**Variables allow parts of a program to change, even while it is running. All you have to do is choose a word to hold the place of the part that will change—this word is your variable.**

Cut paper to length:  
 $\text{dieRoll} + 5 \text{ in (12 cm)}$

Tape paper into circle

Repeat 15 times

Cut new strip:  $\text{dieRoll} + 5 \text{ in (12 cm)}$

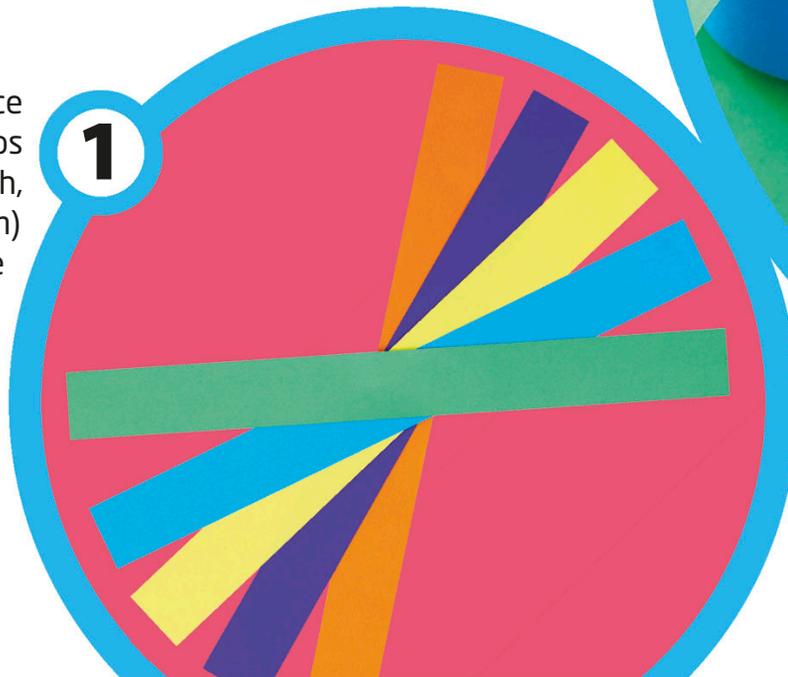
Hook paper strip through the end of the last link and tape closed

## Variable algorithm

This algorithm shows you how to make a paper chain with different-sized links. It contains a variable called "dieRoll." Whenever you see it, you roll a die and use the number that you rolled in place of the variable. This means the algorithm can change depending on the value you roll.

Start by cutting a piece of paper into strips along its full length, each about 1 in (3 cm) wide. You can use a few different colors of paper.

1



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3

Keep running the algorithm until you have made at least 16 links. Add each new strip to the chain by looping it through the link before and taping it closed.

Now you can run the algorithm. Take the first strip and roll the die. Add the value you get to 5 in (12 cm) and cut the strip to that length. For example, if you roll a 5, cut the strip to 10 in (25 cm) long. Tape this first strip into a circle. Repeat the instructions in the loop box to add more links to the chain.

2

4

Once you have run the whole algorithm, you will have your finished variable paper chain!

Your paper chain will look different every time you run the algorithm because of the variable.

# Fortune-teller function

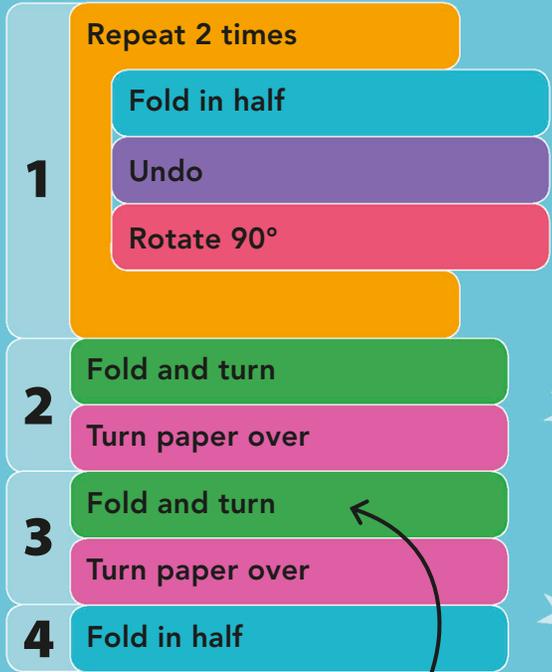
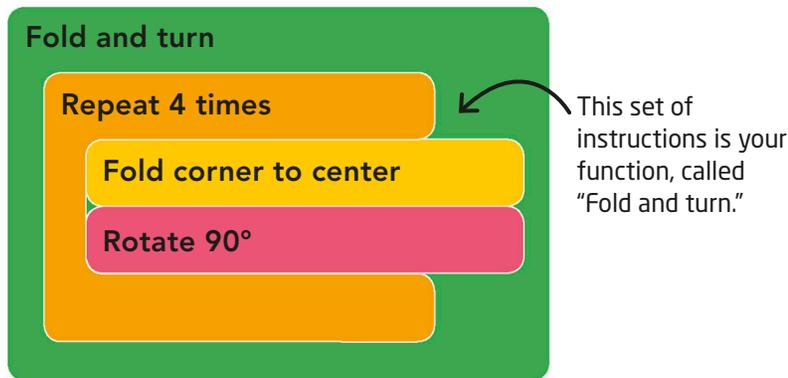
**A function is a set of instructions that you give a name. You only have to code your function once, then you can use it over and over again! Use the function below to make a paper fortune-teller to answer your questions.**

## Folding algorithm

Follow this algorithm to create a paper fortune-teller. Can you spot the function? You can look back at the instructions inside the function to see what to do.

### Folding function

This function tells you to fold a corner to the center of the paper, then rotate the paper 90 degrees. The "repeat" on the outside lets you know to do that four times.

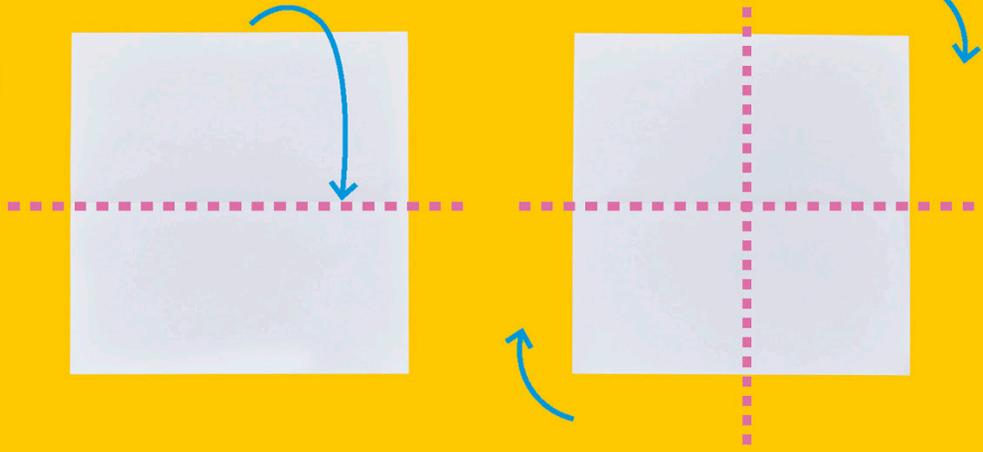


Whenever the instructions say "Fold and turn," look at the function definition on the left to see what to do!

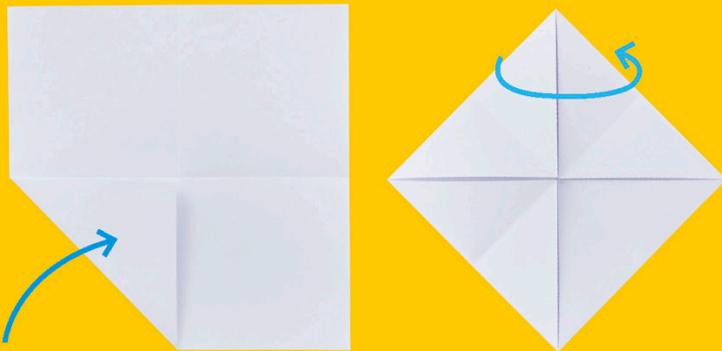


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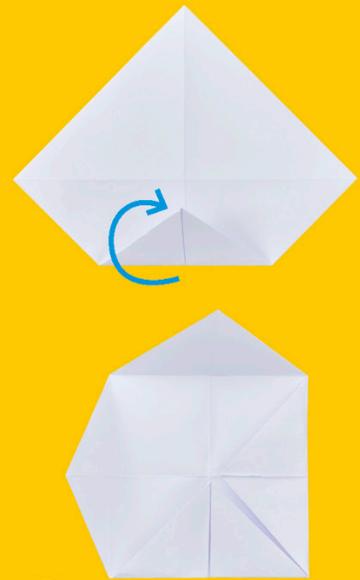
**1**



**2**

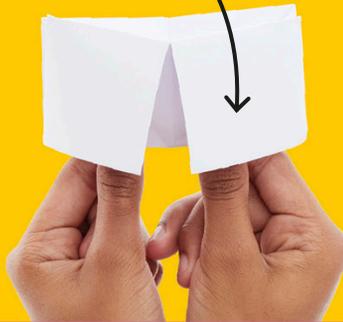


**3**



Once you have finished  
folding, you will need to put  
your fingers inside the folds  
and push them together to  
create the fortune-teller.

**4**



Turn over to  
find out how  
to use your  
fortune-teller.



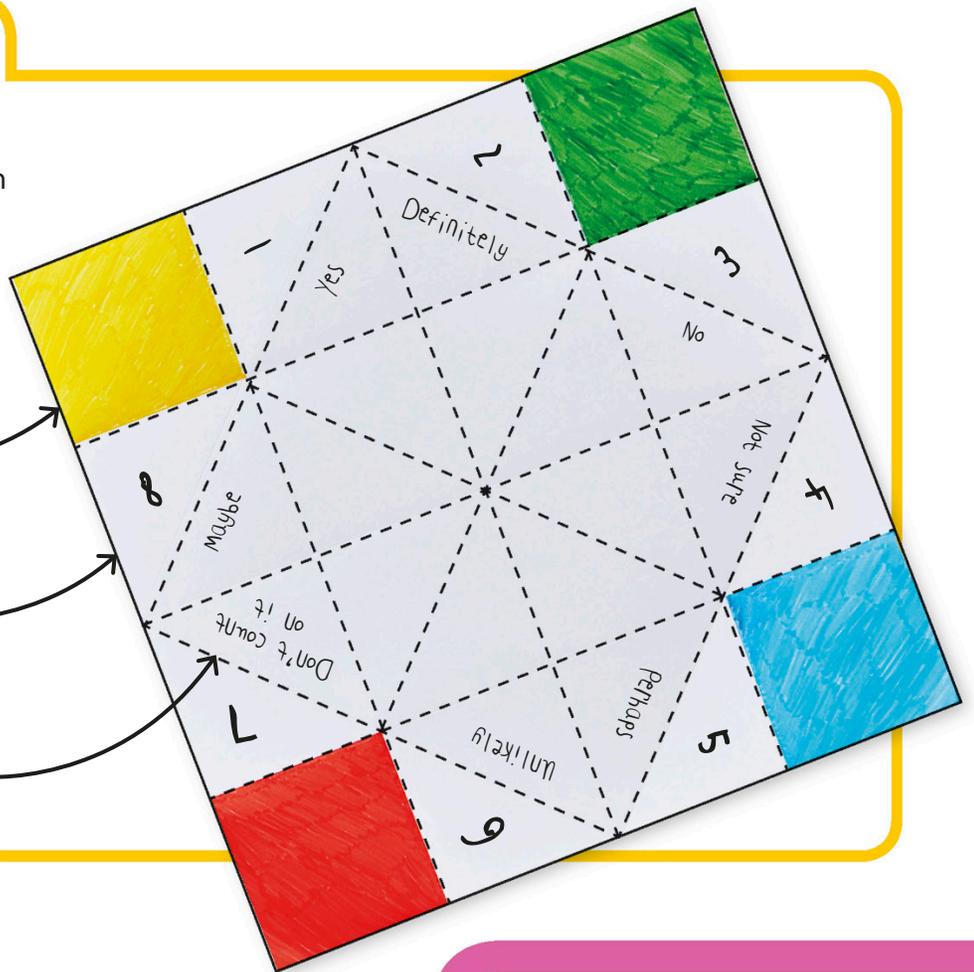
## Filling in your fortune-teller

Follow this simple guide to fill in your fortune-teller. The answers on the inner triangles will be the answers to your questions.

The four corners should all be filled in with different, bold colors.

The triangles that touch the corners need to have numbers 1-8 in them.

Each of the triangles that touches a number should hold a fortune!

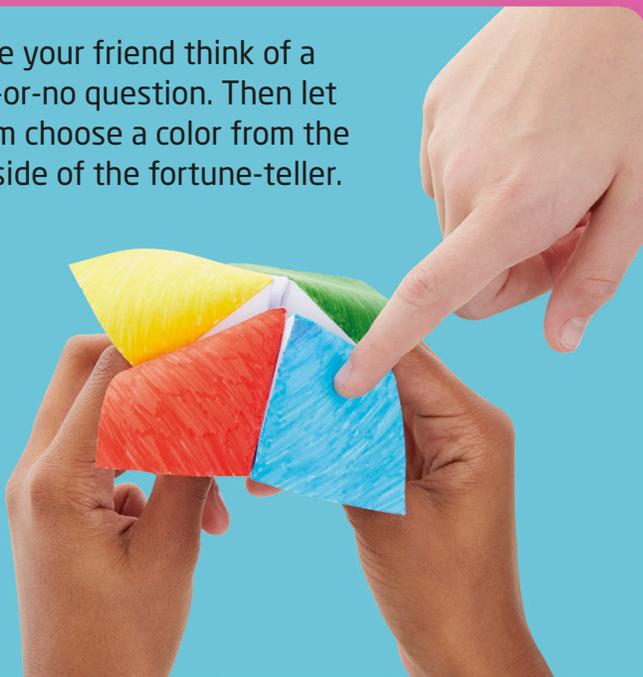


## How to use your fortune-teller

Now that the hard work is done, it's time to have some fun! Find a friend and follow the steps to find their fortune. It's like a fortune algorithm!

1

Have your friend think of a yes-or-no question. Then let them choose a color from the outside of the fortune-teller.



2

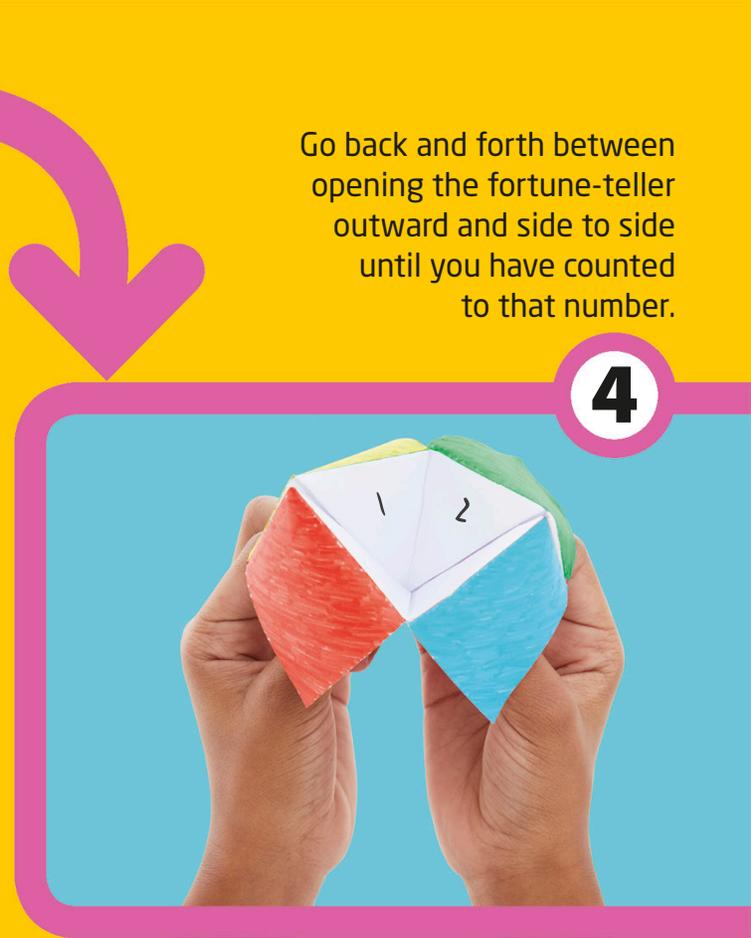
Go back and forth between opening the fortune-teller outward and side to side until you have spelled out all of the letters in the color that they chose.





**3**

However your fortune-teller ends up, have your friend choose one of the numbers that is showing.



**4**

Go back and forth between opening the fortune-teller outward and side to side until you have counted to that number.



**5**

Have your friend choose another number from inside. Open the flap with that number on it to reveal the answer to their question!

# Katherine Johnson



Mathematician • Born in 1918  
• From the United States

.....  
**Johnson is a brilliant mathematician who helped to figure out the flight paths of early spacecraft. She worked for the American space agency NACA, which later became NASA. Her drive helped her become one of the first women allowed to go to secret government meetings.**



## Human computer

Back in 1952, before digital computers, the word “computer” was used as a job title. Human computers were intelligent people like Johnson who figured out, or “computed,” tricky math problems.

John Glenn blasted off into space on February 20, 1962, in the Friendship 7 spacecraft.

## Blast off!

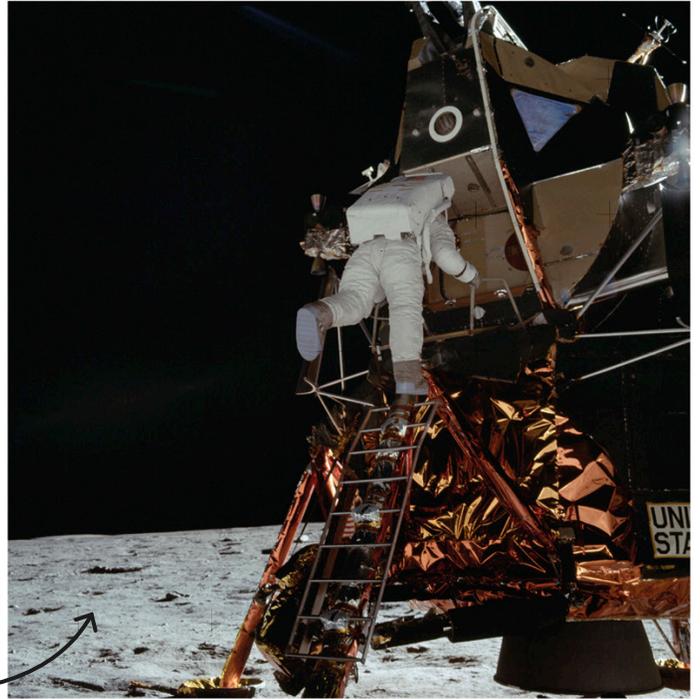
In 1962, John Glenn became the first person to orbit the Earth. The path his spacecraft followed was calculated by electronic machines. However, John, uncomfortable with the new technology, asked for Johnson to double-check the numbers by hand.



## Moon landing

Johnson's calculations were so accurate that NASA often asked her to confirm the results coming from their expensive electronic computers. Her work contributed to the Apollo 11 mission in 1969, which resulted in the world watching as the first astronauts walked on the moon.

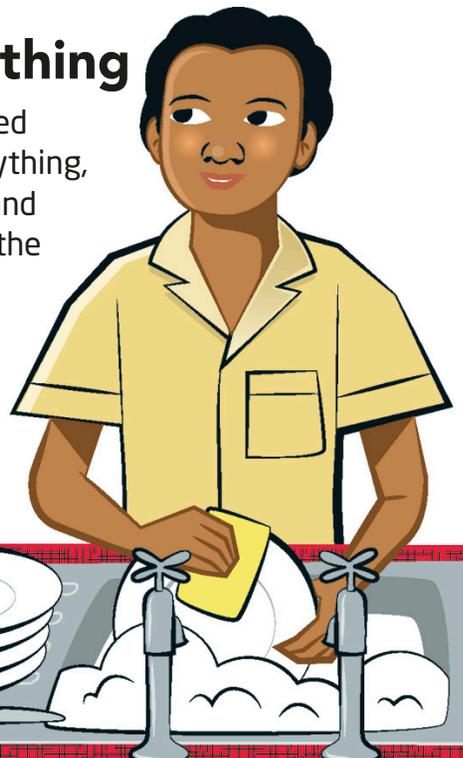
Buzz Aldrin was the second person to walk on the moon, after Neil Armstrong, who took this picture.



1 2 3 4  
5 6 ...

## Counting everything

Even as a child, Johnson loved numbers. She counted everything, from the number of plates and spoons that she washed in the kitchen to the number of steps she walked down a road. Mathematics came so naturally to Johnson that she skipped years of school!



# Parameter path

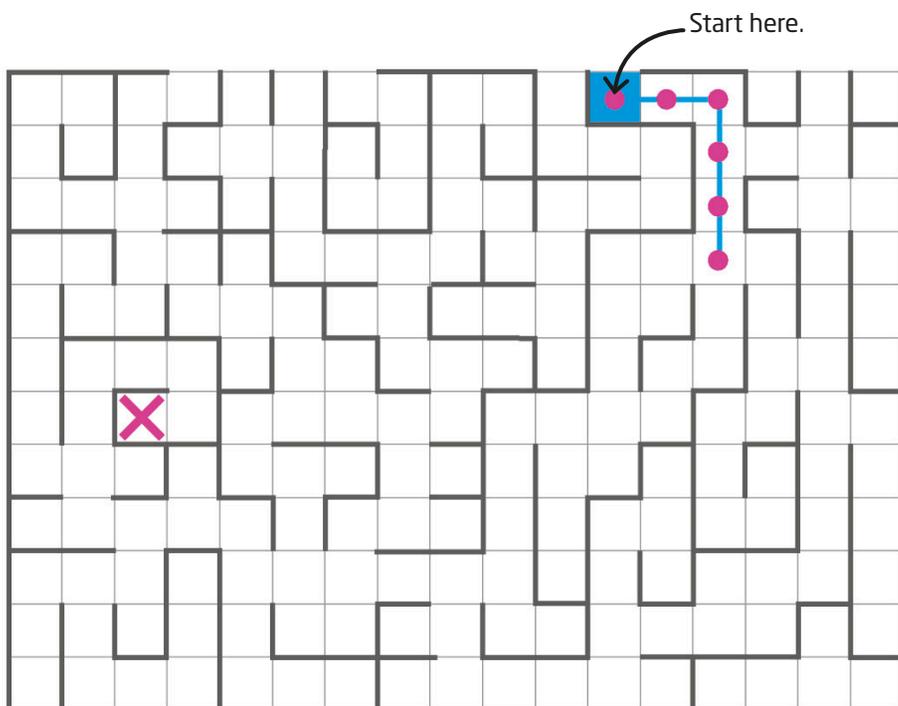
**Functions are helpful if you have to do the same thing many times in different places. However, what if you want to do something similar but not exactly the same? That's where parameters come in! Here, they'll help you solve a maze.**

## What are parameters?

Parameters are extra bits of information you can pass into a function when you want to customize how the function works. For example, you may make a function for a sprite to turn to the right and walk in that direction, but a parameter will let you change how far you want it to go.

`moveRight(parameter)`

**1** Grab a piece of paper and a pencil, then take a look at the algorithm on the right. The blocks will tell you which direction you need to go to solve the maze, but not how far you have to move in each direction. See if you can write down the number of squares, or parameters, for each step to reach the cross.



The first two steps have been done for you.

`moveRight(2)`

`moveDown(3)`

Repeat 2 times

`moveLeft(?)`

`moveDown(?)`

`moveLeft(?)`

`moveUp(?)`

`moveLeft(?)`

`moveUp(?)`

`moveRight(?)`

`moveDown(?)`

`moveLeft(?)`



You will need



Thick cardboard



Safety scissors



Black felt-tip pen



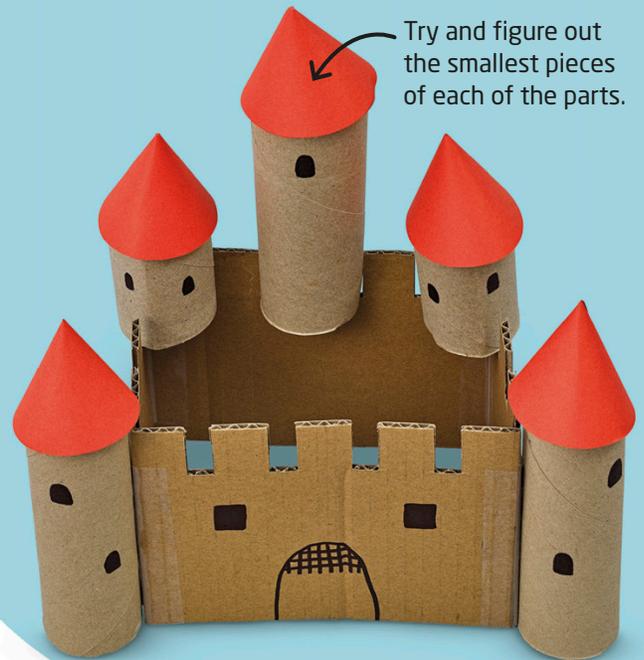
Cardboard tubes

# Decompose a castle

**You might have heard the word “decomposition” when talking about how food or leaves break down into compost. In computer science, instead of breaking down food, coders decompose problems into smaller pieces that are easier to solve. Can you decompose this castle to figure out how to make it?**

1

Take a good look at this cardboard castle. Try to figure out how many different parts the castle is made up of and how each part is made.



Colored paper

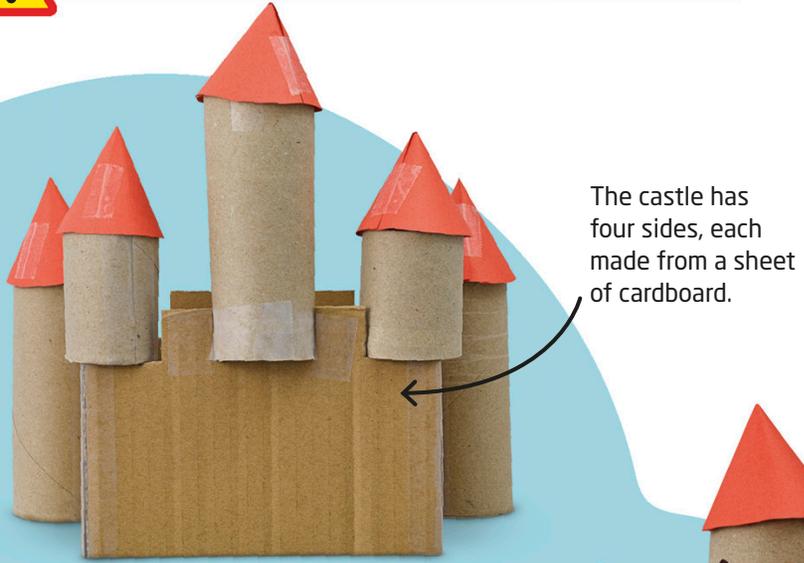
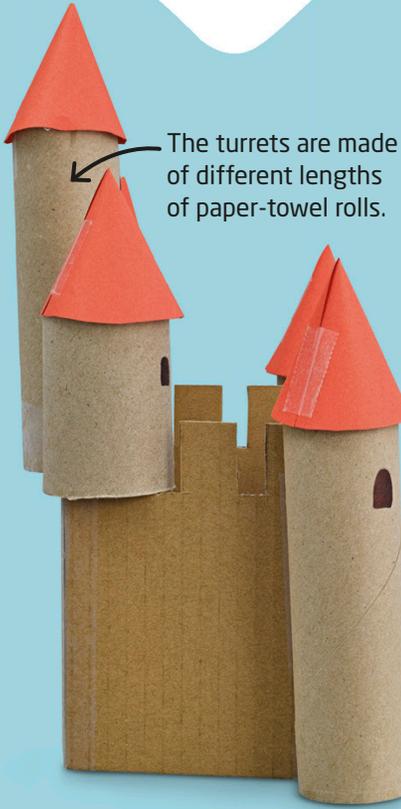


Sticky tape



Turn to page 116

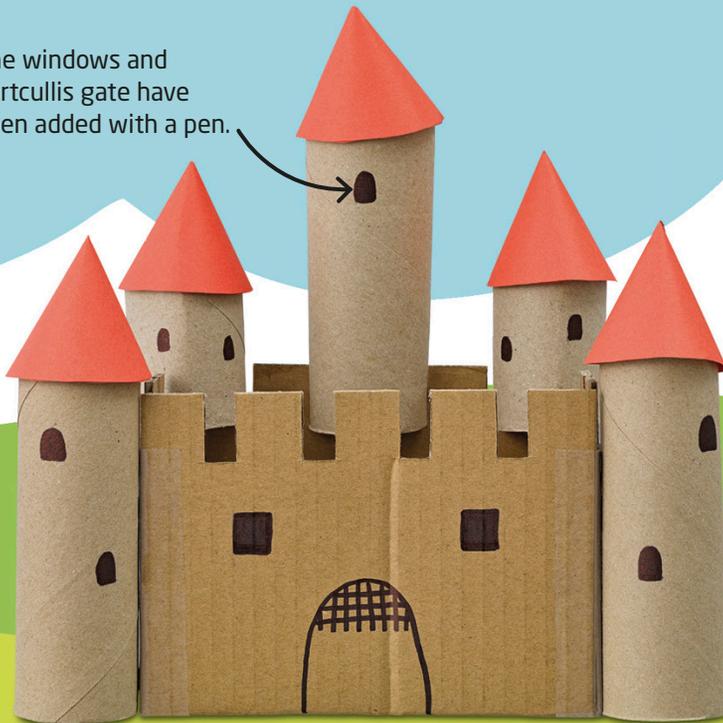
to learn how to code this skill



The roofs of the turrets are made from cones of colored paper.



The windows and portcullis gate have been added with a pen.



Turn over to find out how to make each part.

3



To make your turrets, use a few tubes from the inside of a roll of paper towels and cut them to different heights.



2



To make the castle walls, cut four rectangles of cardboard—two should be a bit longer for the front and back.

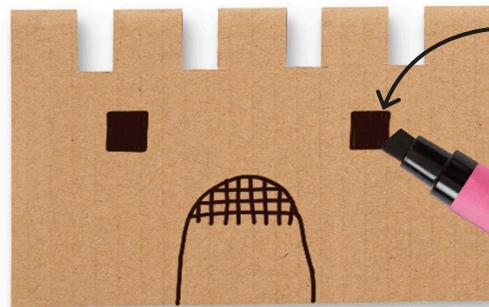


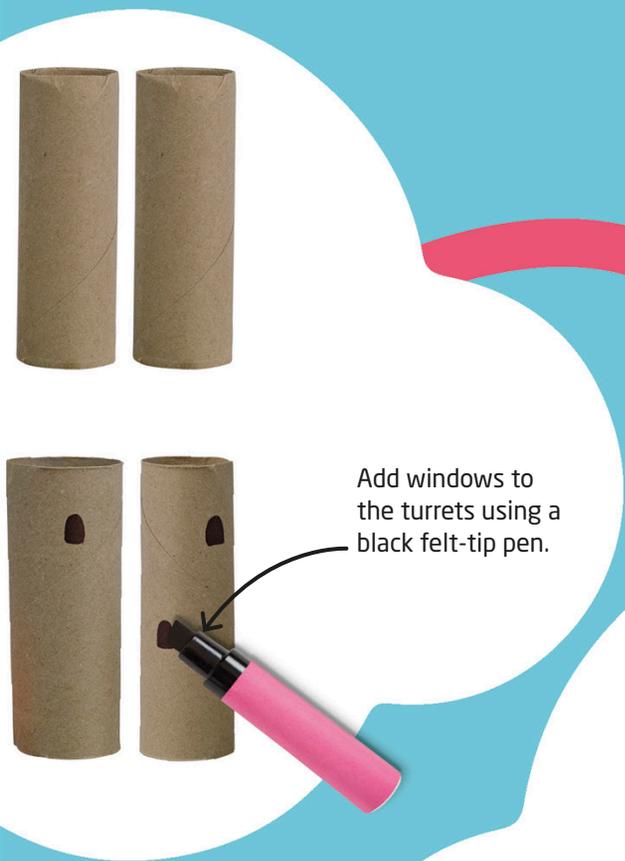
The shorter pieces will be the sides of your castle.

Cut out a few squares from the top of the wall to make toothed battlements.



Add some windows and a portcullis gate to the front piece.

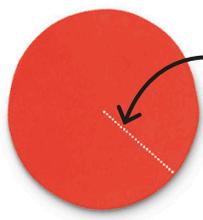
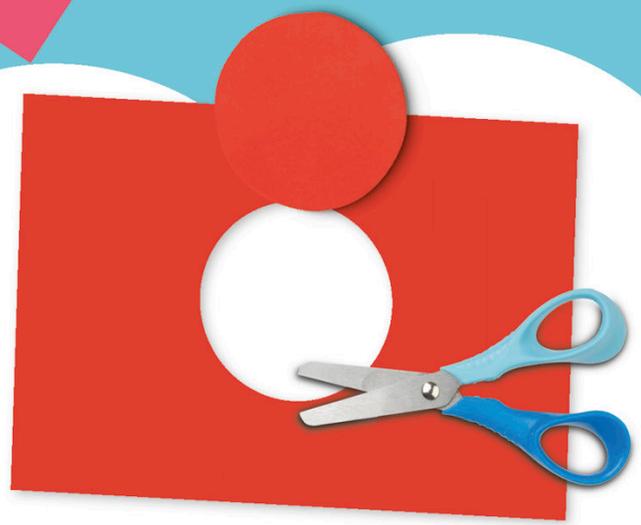




Add windows to the turrets using a black felt-tip pen.

**4**

To make the turret roofs, you need to use safety scissors to cut circles of colored paper about an inch wider than your cardboard tubes.



Cut a straight line to the center of the circle.



Fold one edge under the other to make a cone, then tape it together.



**5**

The castle looks complicated, but it is actually only made of three similar parts! Can you figure out how to fit all the pieces together to make the castle?



Scorpion



Spider



Whip spider



Tick



1

Although they look different, all these animals are arachnids. Let's find a pattern. Can you write down at least three things they all have in common?

Which of these things do they have in common?

Eight legs

Wings

A head and body

Scaly skin

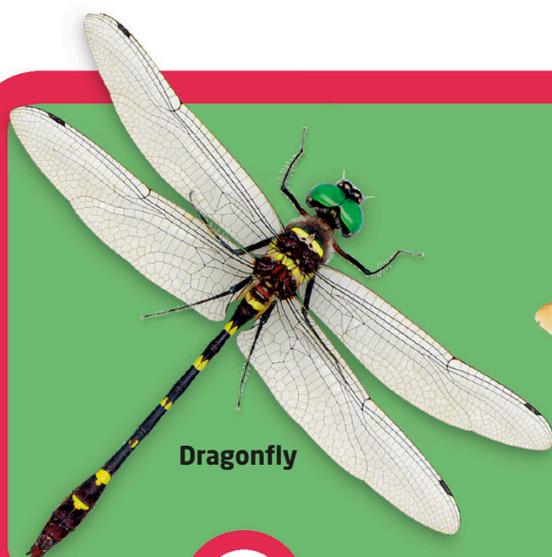
A hard outer skeleton

# Pattern matching creepy-crawlies

**The ability to find and match patterns is what helps a programmer figure out how new problems might be similar to challenges that they've already solved. In this activity, we'll work to find some patterns in nature, and then see if those patterns can help us solve a new problem.**

Centipede





Dragonfly



Bee



Mosquito

Beetle



2

These animals are all insects. What pattern of features can you see among them? Can you write down three things they have in common?

Which of these things do they have in common?

Two antennae

A furry tail

Wings

Six legs

A long neck

3

Using the patterns you found above, can you figure out which group each of these critters would belong to?



Earwig



Ant



Now try...

Write these patterns down and, with an adult, take your guide outside to find some real critters. Do they fit any of the patterns for creature types that you've already identified? Remember not to touch them!

You will need



The story images



Pencil



Notebook paper

# Abstraction

## story

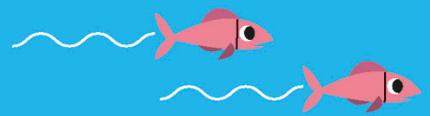
Some things only appear once or twice in the whole strip.



**Abstraction is looking at the big picture, rather than all of the little details. When coding, programmers will often use abstraction to make a basic program that can be reused. They then add the details in later. You can use abstraction to write a story to match a set of pictures.**



Some things are in every frame in the strip.



1

Look at the four pictures in each of the comic strips. There are several things that are the same and several things that are different in each strip.

Try writing your own story for this comic strip.

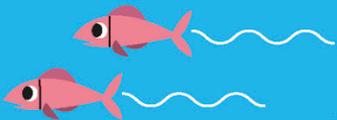


### Important to the story

Underwater  
An octopus  
A shark  
A treasure chest

2

Grab a notebook and make a list of at least four things that are in all four pictures. Those will become the important parts in your story. We've done this for the underwater images, and you can do it for the space images.



4

When you're done, use your important items to write a short story. Try to make sure that your story is written in such a way that it makes sense no matter which picture in the strip is selected to go with it.

### Not important to the story

Fish  
Bubbles  
Submarine  
Starfish  
Seaweed

3

Make a list of at least four things that change. Those things shouldn't be in your story at all.



One day Olly the octopus was swimming along underwater. He spotted an old, wooden chest and wanted to see what was inside. However, he couldn't open it. His friend Susie the shark used her teeth to pull it open. Inside, they found lots of treasure!

You will need

Once upon a time, I had a horse. He loved to run around the field. His favorite food was carrots and I talked to him every day.

A poem, short story, or song lyrics



Paper or notepad



Pen or pencil

# Remixing rhymes

**Remixing is a great way to learn how to code. You might find a program that does something amazing, however, it's much more fun to change, or "remix," it until it does exactly what you want. You can remix your favorite poems and stories, too!**



**1** Find a poem or short story that you like. If you want a challenge, pick a poem that rhymes.

**2** Grab a notepad and rewrite the poem or story to be more personal to you. Try to replace at least one word in each line. Then read your remixed creation to a friend!

Playing sports is really fun,  
To throw a ball, or jump, or run.  
There is nothing quite so loud,  
As the cheering of a crowd.



Painting portraits is really fun,  
To color flowers, grass, and sun.  
There is nothing quite so smart,  
As a wall covered in art.

↪ You might have to think hard to find a new rhyme when you remix a poem.

Turn to page 126

to learn how to  
code this skill

i

## Useful tip

Try and identify words that will be easy to change. Nouns, such as "horse" or "carrots," can be swapped easily. So can verbs like "playing" and "talked."



Once upon a time, I had a horse.  
He loved to run around the field.  
His favorite food was carrots and  
I talked to him every day.



Once upon a time, I had a cat.  
He loved to run around the room.  
His favorite food was fish and I  
brushed him every day.

Why not make the poem or  
story more personal to you?  
You could make it about a pet  
or something you like to do.



## Now try...

You can remix one  
of your favorite songs.  
Swap out the details to  
make it all about you!



# The internet

**The internet is a network of channels that connects your computer with other computers all over the world. If, for example, you send a message from your smartphone to a laptop, it has to travel through many different places in a very short amount of time to get there.**



## Mobile connection

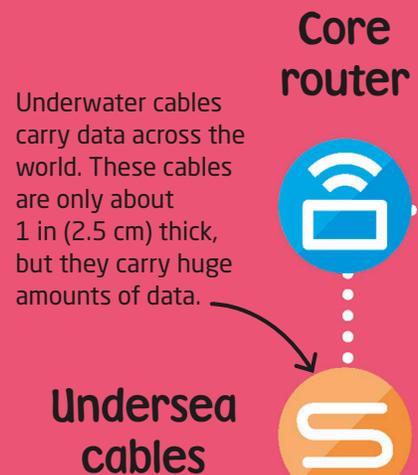
If you're connecting to the internet using a smartphone, then your data will be broadcast to a mobile tower using wireless radio waves. This tower sends the information through data lines in the ground to a telephone exchange.

## Internet Service Provider

Also called an ISP, this is a company that connects you to the internet. Every device on the internet has a special code called an IP address that lets the ISP know where to send your data.

## Core router

Core routers are at the heart of the internet. These huge machines are capable of directing and sending large amounts of information at very high speeds around the world.



## Telephone exchange

A connection is made between an ISP and the telephone lines by a telephone exchange. They connect the right person to their chosen ISP. Alternatively, an ISP connects to a home router directly by fiber-optic cables.

## Home router

A home router is the piece of equipment that manages the transfer of information into, out of, and within your home. It makes sure that each device gets the data that it needs.

Internet  
Service  
Provider

Telephone  
exchange

Telephone  
lines

Home  
router

Wi-Fi

Laptop



## Wires and cables

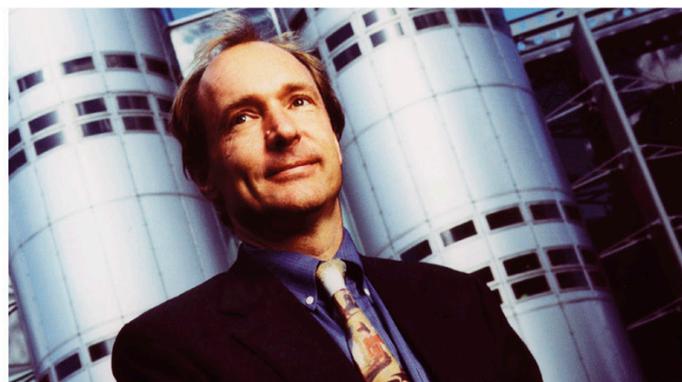
The information that you send through the internet might travel in different forms inside your home. However, once it leaves the building, it's probably being carried either by copper wires or fiber-optic cables made of glass.

## Wi-Fi

Often called a "wireless" connection, Wi-Fi allows you to connect to the internet without being attached to any cables. Instead, your information is sent through the air using radio waves, between the router and your device.

## Tim Berners-Lee

In 1989, British computer scientist Tim Berners-Lee invented the World Wide Web. Before Berners-Lee created this way of accessing information on the internet, each individual network had its own way of working. This meant that some areas could not talk to each other. Now, every part of the internet uses the same system, connecting people all over the world.



**Inventor of the web**, Tim Berners-Lee is the director of the World Wide Web Consortium, a group that makes sure the internet works well.



Debugging

Loops

Collisions

Decomposition

Algorithm

Events

Remixing

# Computer coding

**Using code, you can create games, apps, and other programs that can help you with anything from escaping boredom to landing a rover on Mars! This chapter will show you how to start designing programs on a computer.**

Pattern matching

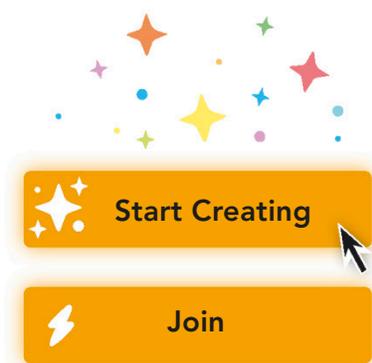
# Getting Scratch

**Scratch is a coding language that has been designed to be simple to use. It uses color-coded blocks to let you create programs and games easily. You can either use the Scratch website to create code or you can download it onto your computer so you can use it offline.**

## Get started

To get started, visit the Scratch website at:  
**<http://scratch.mit.edu>**

You can use Scratch right away by clicking “Start Creating,” but if you want to save or share your projects you need to create a Scratch account using an email address. To do this, click “Join” and pick a username and password. Always ask permission from an adult before you create an account and don’t use your real name as your username—pick a code name!



### ONLINE



Go to the website and click “Start Creating” to make your project online.

There’s no setup needed when playing with Scratch 3.0 online, unless you want to be able to save projects for later. If you do, you need to create an account.

Click “Start Creating” to begin. You will automatically be taken to the Scratch 3.0 platform, where you can begin working on your project.

## 1 Setup

### OFFLINE



Download Scratch 3.0 from <http://scratch.mit.edu/download>

Download the Scratch 3.0 installer, then double-click on it to open the downloaded file. Follow the instructions to install Scratch 3.0 onto your machine.

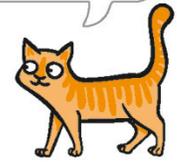
## 2 Launching Scratch

Find the place where you installed Scratch 3.0 on your computer and double-click the icon to launch the program.



## Be safe online

When you share a project in Scratch, it is shared with everyone! This means that even people that you don't know can see your program, and even look inside of it. To keep yourself as safe as possible, make sure to follow these important tips.



- ✓ **DO** Give yourself a code name.
- ✓ **DO** Ask an adult to look at your project before you share it online.
- ✓ **DO** Respect other people online.
- ✗ **DON'T** Use your real name or share any personal information online, such as where you live.
- ✗ **DON'T** Add any personal information into your programs, or pictures of yourself.
- ✗ **DON'T** Use or share an image without permission from the person who created it.

## Different versions of Scratch

This book uses Scratch 3.0, the latest version of Scratch. If you only have Scratch 2.0, you can either go to the Scratch website and download the newer version or you can play with Scratch 3.0 online.



**Scratch 2.0**  
The older version of Scratch has a slightly different layout.



**Scratch 3.0**  
The latest version of Scratch should work on most computers and tablets.

If you have an account, the Scratch editor usually saves your work automatically, but if you want to be sure it's been saved, click on "Save now" in the upper-right-hand corner.

You can edit projects in the online version of Scratch 3.0 on most modern browsers (except for Internet Explorer) on most computers or tablets. It does not currently work on phones.

### 3 Saving work

To save your work on the desktop version, go to the "File" menu and click "Save to your computer" from the dropdown.

### 4 Operating systems

The desktop version of Scratch 3.0 is available for PCs operating Windows 10 or newer, and Apple computers running MacOS 10.13 or newer.

# Using Scratch

Scratch is a block-based language that lets you program by stacking blocks of code together. Find out here what the different parts of Scratch do.

## Expert tips

Some options are hidden in menus. Take some time to explore them so you know where to find things.

File

Load, save, or start a new project.

Edit

Restore a project or turn on "turbo mode" to make code run faster.

Tutorials

Learn to make amazing things.

Add extension blocks to the Blocks Palette.

Costumes

Edit how your sprite looks.

Sounds

Add, delete, or edit sounds.

Change the language here

Menu options

File Edit Tutorials

Code Costumes Sounds

Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: 0 y: 0

glide 1 secs to random position

glide 1 secs to x: 0 y: 0

point in direction 90

when green flag clicked

forever

go to mouse pointer

move 10 steps

Snap blocks together in the Scripts Area to make scripts. Use your mouse to move them around.

Drag blocks from the Blocks Palette into the Scripts Area to build scripts.

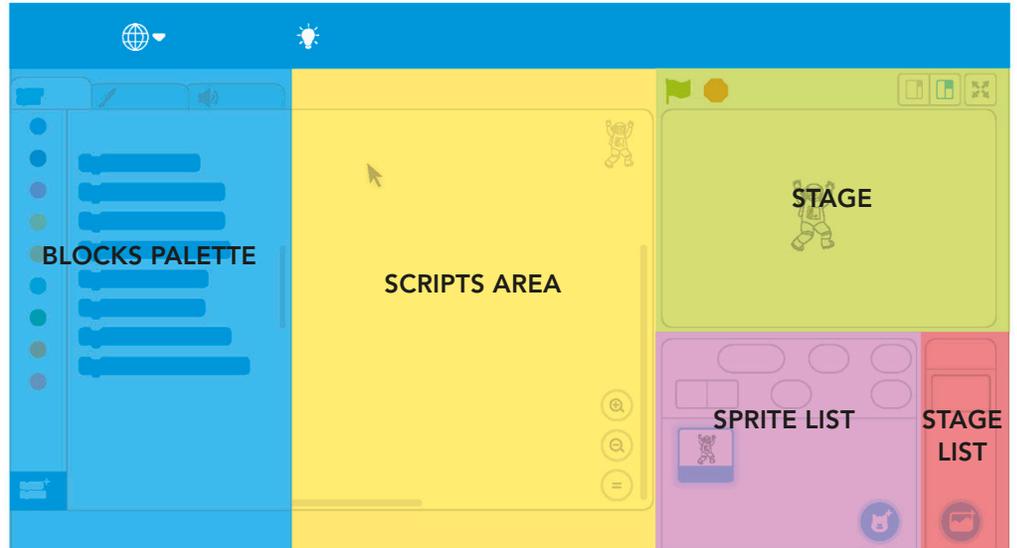
Drag blocks back into the Blocks Palette to delete them.

Add extensions here.

Select different types of coding block from the Blocks Palette.

# Scratch map

Take a look at the diagram on the right. This shows you which area of the screen to look at when performing different actions. We will use these terms for each area when referring to them in the instructions.



Preview of current sprite selected

Go and stop buttons

Change the screen layout.

Make the stage full screen.

Programs run on the stage.

Position of the current sprite selected on the stage.

Preview of current backdrop selected.

Button to change the backdrop.

Zoom in or out of scripts using these buttons.

Sprite Sprite 1 x 0 y 0  
Size 100 Direction 90

Stage  
Backdrops 1



Current sprite selected

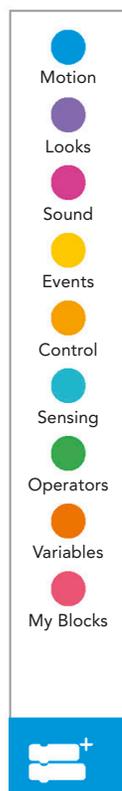
Button to add new sprites.

# Coding in Scratch

The blocks in Scratch are color-coded according to what sort of code they run. Snapping them together is as easy as drag, drop, click! Here are some tips and tricks that will have you building and running exciting programs in no time.

## Types of block

There are nine main types of block in Scratch. Each block type has a special color so that you know where to find it in the Blocks Palette and what type of code it runs.



### Motion

Blocks that make your sprite move, turn, glide, or point in one direction are blue, and found in the Motion section.



### Looks

Purple Looks blocks affect the way a sprite appears. This includes adding speech bubbles and costume changes.



### Sound

Sound effects and volume blocks are pink and listed as part of the Sound category.



### Events

Event blocks are yellow and have a domed top. They start code running.



### Control

Loops, stops, pauses, and clones are all Control blocks, and they are orange.



### Sensing

Sensing blocks are blocks that check what your sprites are doing. They are turquoise and pointed at the ends.



### Operators

Green Operator blocks perform operations such as calculations, or combine Sensing blocks.



### Variables

Variables are dark orange. You can create Variables according to what you need.

**You can add extensions to the Blocks Palette by clicking here. Extension blocks are all the same color, but allow you to add music, video, and other features to your program.**



Select **Music** to add music to your code.



Click on **Pen** to be able to make your sprite draw.



Select **Video Sensing** to use your webcam.

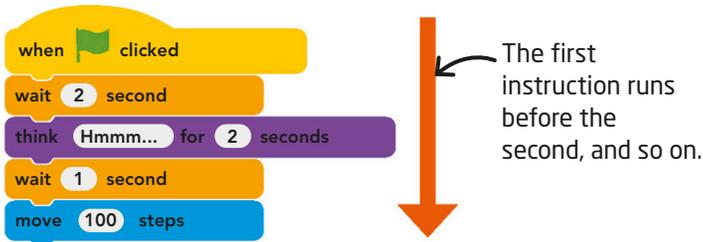


### My Blocks

You can create your own blocks, called functions, and they are a reddish pink.

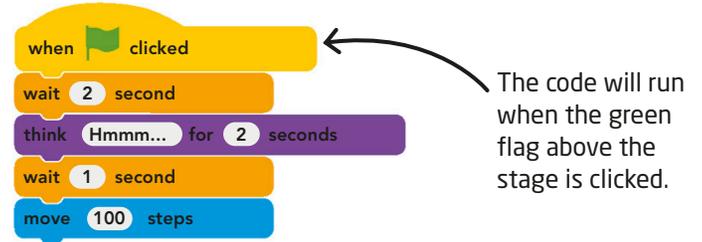
## Flow of scripts

Each stack of blocks is called a script. Scripts run in order, from top to bottom. Different scripts can run at the same time, but each instruction in a particular script will run immediately after the instruction before it is finished.



## Running scripts

To run your script, click on it in the Scripts Area or do what is shown on the event at the very top. If you want to run two lines of code at the same time, you can build two different programs with the same event on top.



## Pixels in Scratch

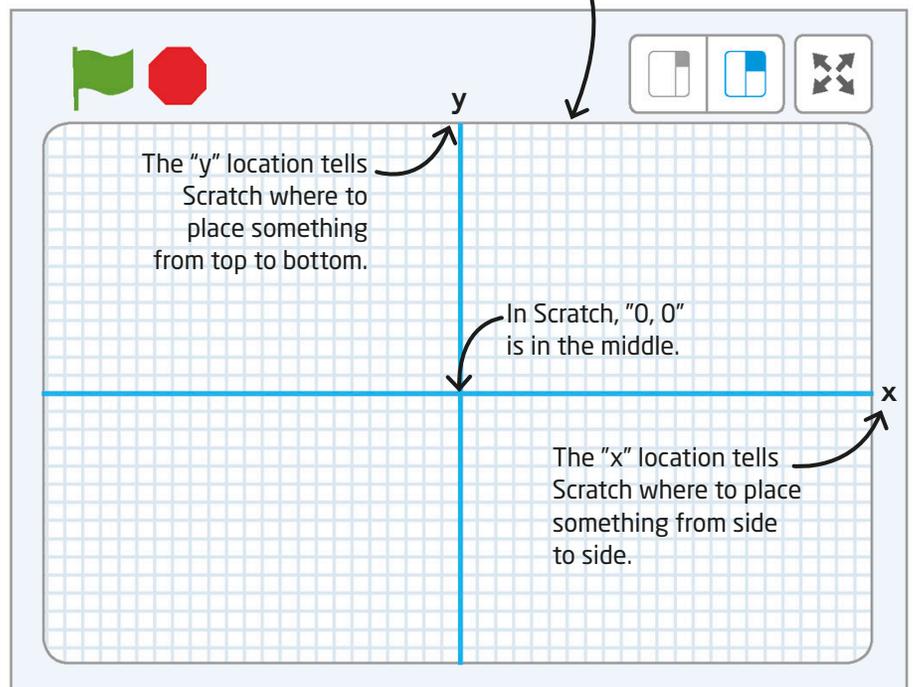
Pixels are used to make up images on a screen, but in Scratch they are also used as locations that tell the computer where to put something.

go to x: 0 y: 0

The Scratch stage is divided into square pixels. Under the Motion category, you'll see blocks that have a spot for both x and y locations. If you want to move a sprite across by one pixel, you put "go to x:1." If you want to move a sprite up by one pixel, you put "go to y:1." Negative values move your sprite left or down. The center of the stage is where x is 0 and y is 0.

go to x: -100 y: 0

The entire Scratch stage is divided into an area that is 480 pixels wide and 360 pixels tall.



# Sprites

**Here, we'll show you how to add images to your projects. In Scratch, you add code to objects called sprites to make them do things. You can also add scenes to the stage to make your projects more interesting.**

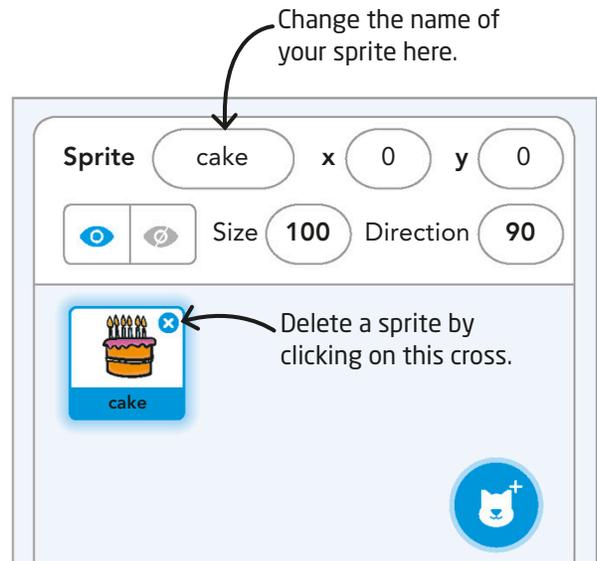
## What are sprites?

Sprites are the main characters of every Scratch project. They can be programmed to move, interact with other sprites, and change appearance. Scratch provides lots of ready-made sprites, but you can also draw your own. Here are some ideas!



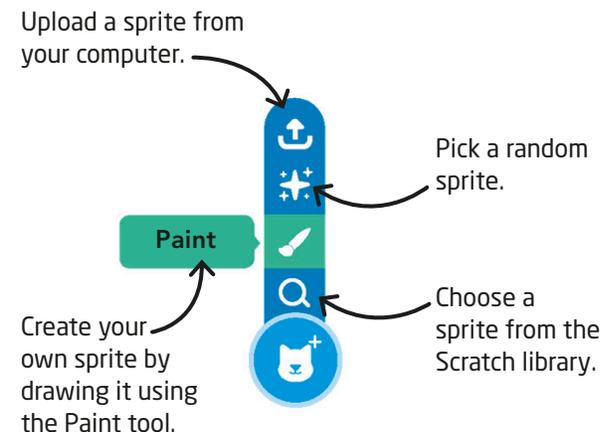
## Sprite List

When you add a sprite to the stage, you will see it appear in the Sprite List below it. This gives you information about the sprite you have selected. The current sprite is highlighted in blue. Make sure you pick the right sprite before you start building any code for it.



## Add sprites

You can add more sprites to your project using the menu below, which appears in the bottom right of the Sprite List. Choose a sprite from the Scratch library, create one yourself, or have the program choose one for you at random.

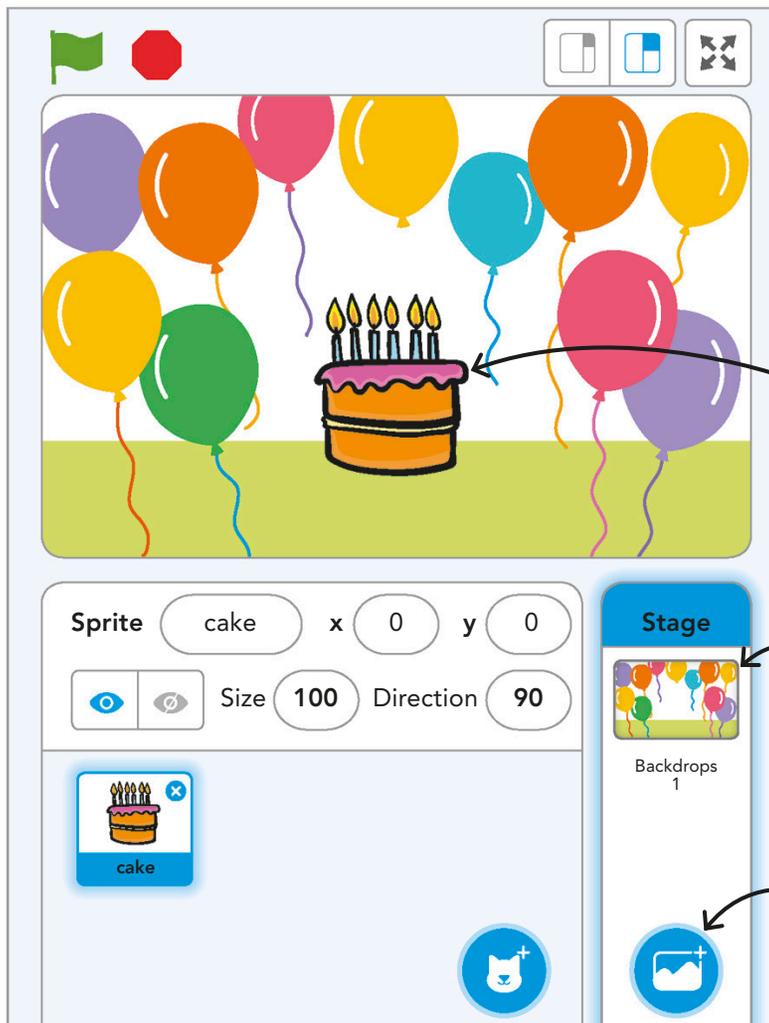
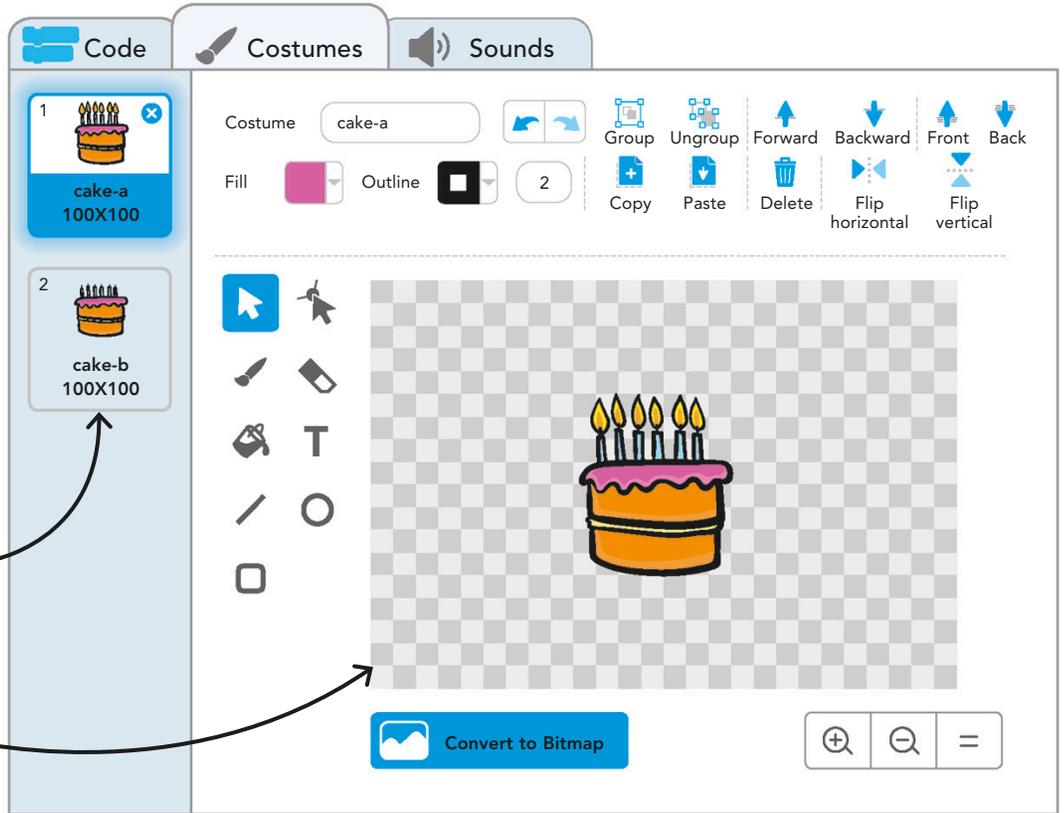


# Costumes

Each sprite can have multiple “costumes” that it can switch between. These costumes might show the sprite in a changed position, or make it look completely different. However, it will keep the same name. You can create new costumes for sprites using the Paint tool.

The two costumes here make the candles on the cake look like they have been blown out.

Each sprite can be as wide and high as the stage—480 pixels by 360 pixels.

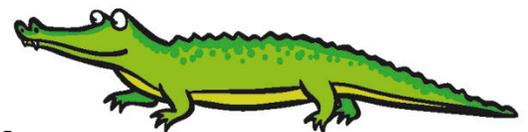


# Add a backdrop

You can make the stage more colorful, or set the scene for a game, by using a backdrop. A backdrop is like a costume for the stage! You can code the backdrop to change or interact with your sprites.

Sprites appear in front of the backdrop.

I can make things run away!



Your backdrops will appear in the Stage List.

Add a new backdrop from this menu.

Surprise

You can add or create backdrops in the same way you do for sprites.

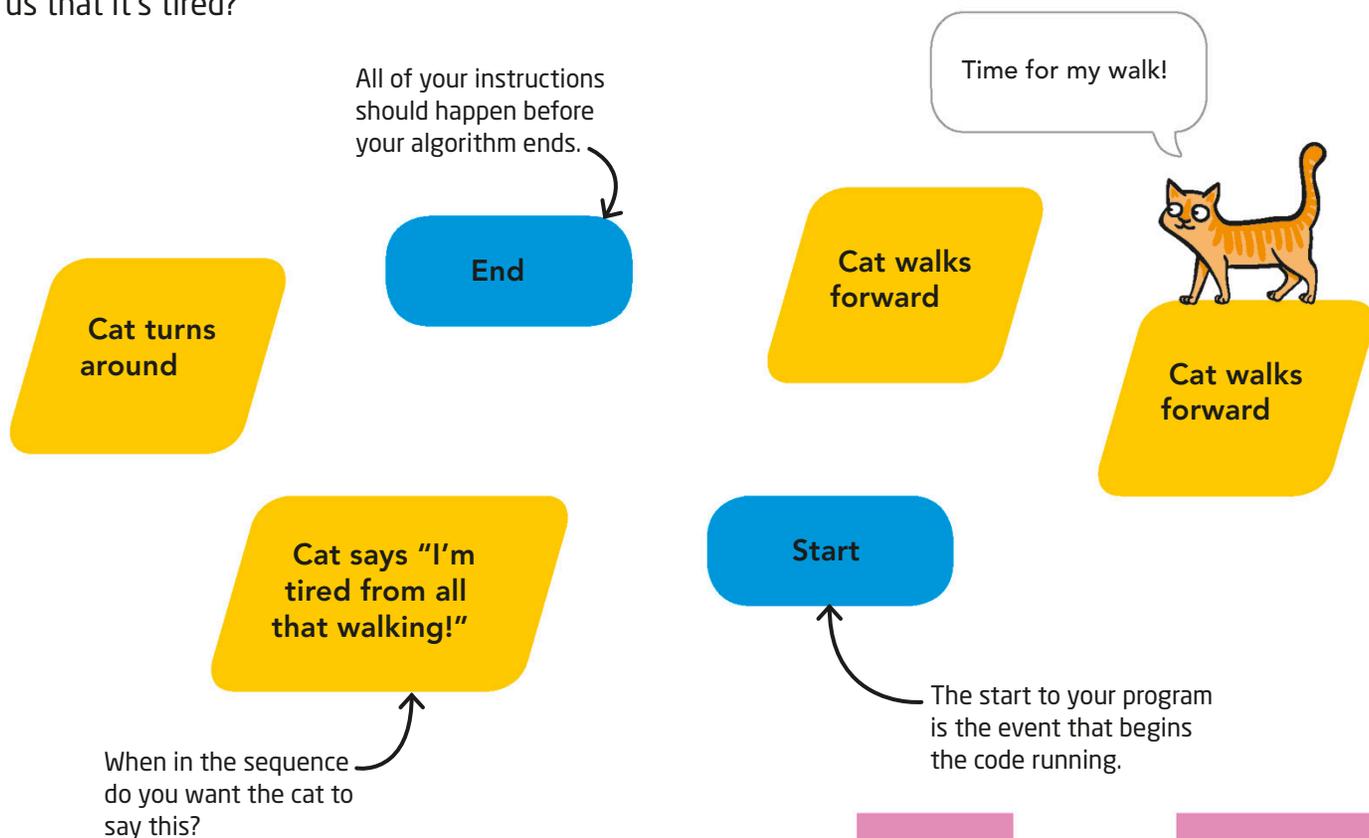


# Algorithms

**An algorithm is a list of steps that tells you how to do something. When professional coders start programming, they like to have a clear algorithm so that they know what to make. In this activity, you'll make your own algorithm and prepare for building your first program.**

## Getting the order right

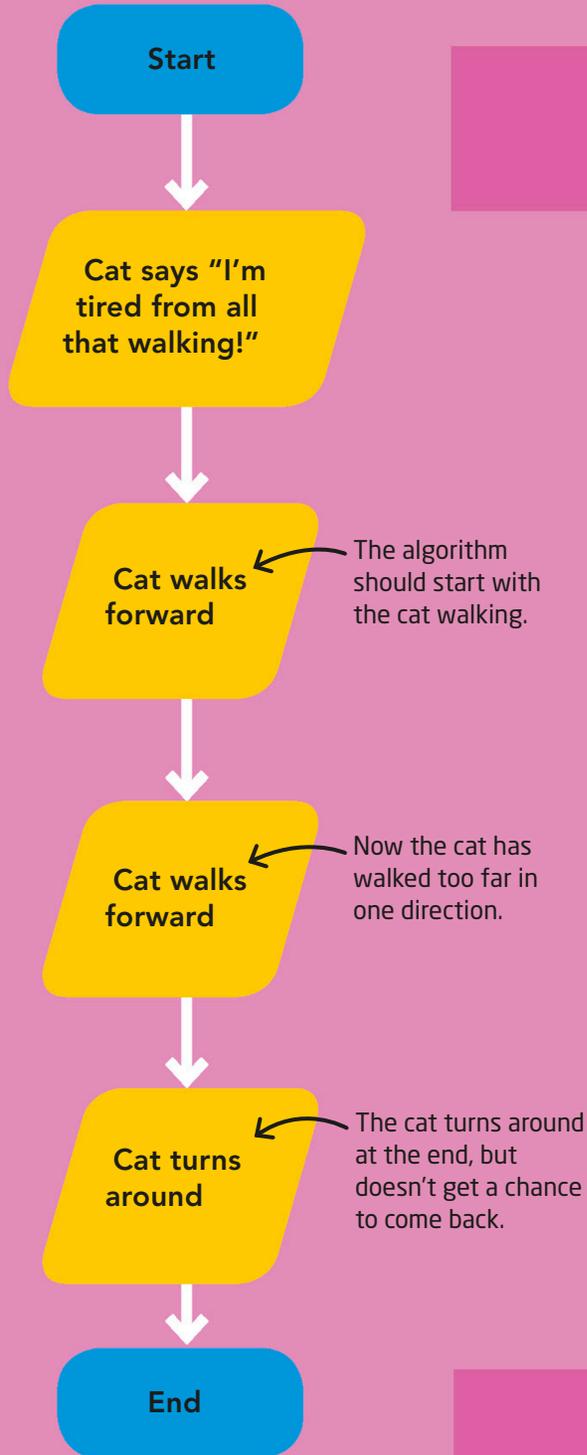
You might know what you want a program to do, but if you put the steps in the wrong order, it won't work. Take a look at this example to see how the sequence can be important to an algorithm. What order would we put these instructions in if we want our cat to walk, turn around, come back, then tell us that it's tired?





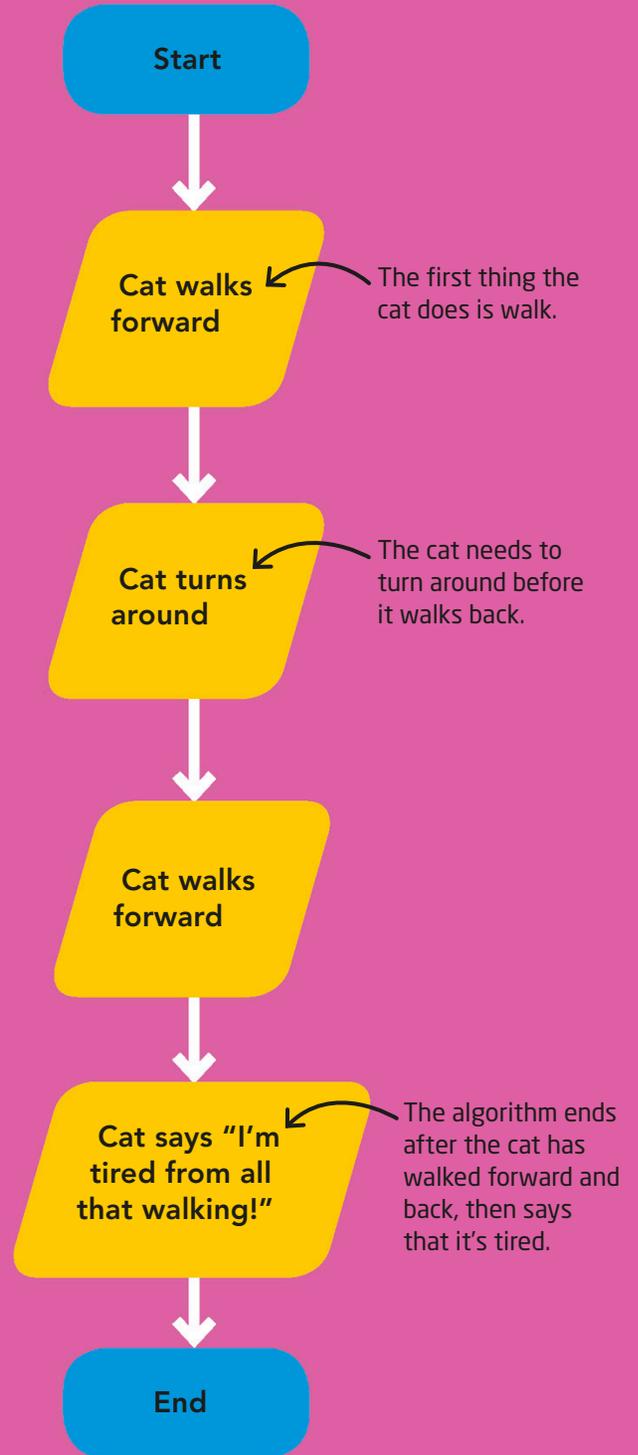
## Wrong order

This algorithm uses the right instructions but not in the right order. Here, the cat says it's tired before it has gone anywhere!



## Right order

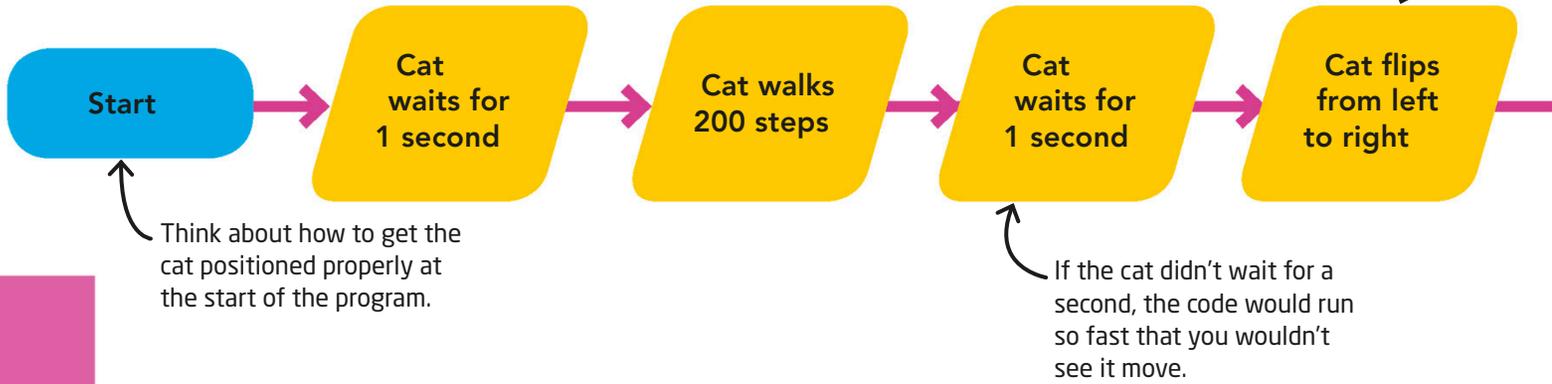
Now the steps are in the right order. First, the cat walks forward, then turns around, comes back, and says it's tired.



# Adding detail

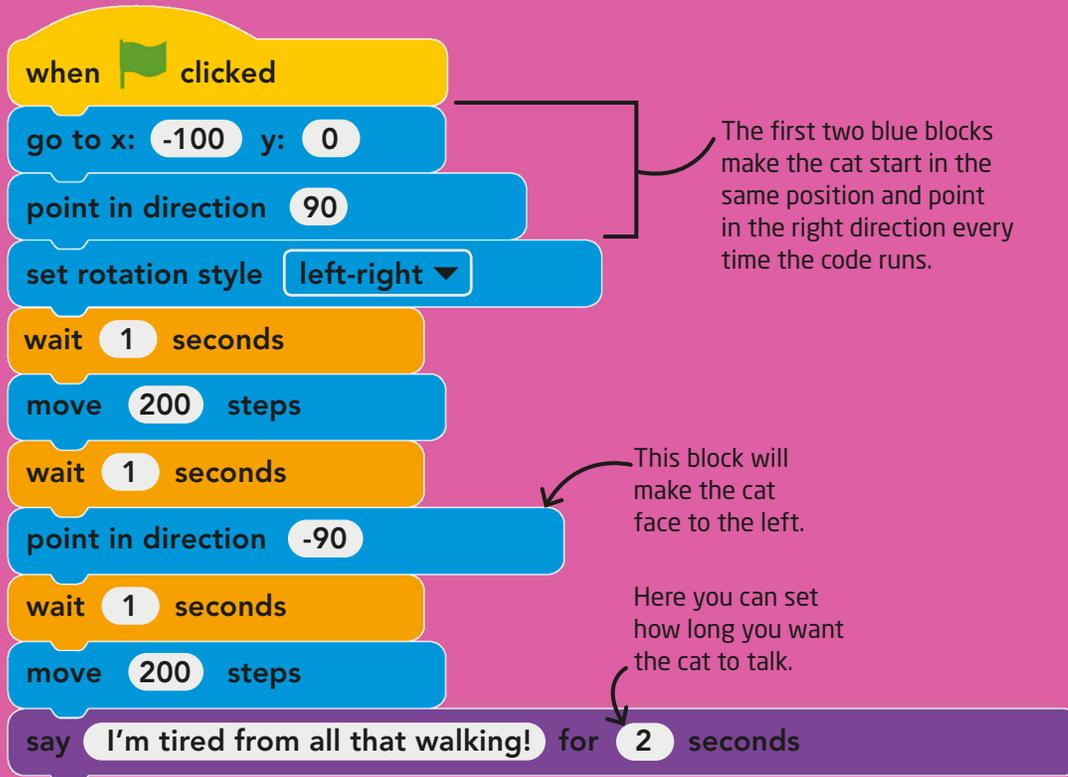
When an algorithm is too simple, it can miss important details. This can lead to a misunderstanding when it's time to code. In order to avoid issues later, it's helpful to add as much detail to your algorithm as you can think of so the computer does exactly what you expect when it reads your code.

To turn around, the cat needs to flip from left to right. If it simply turned around it would be upside down.



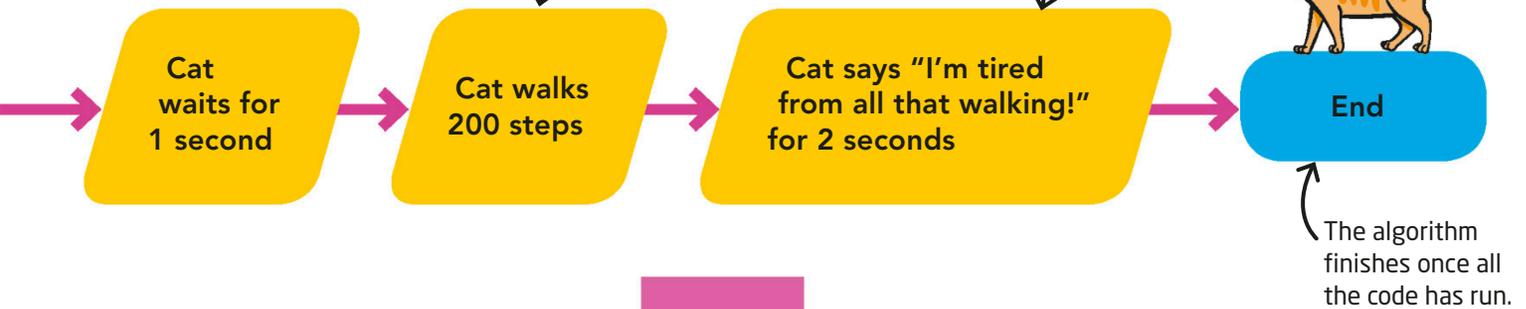
# The program

Once you have planned out your algorithm, you need to find the right blocks to make it happen.



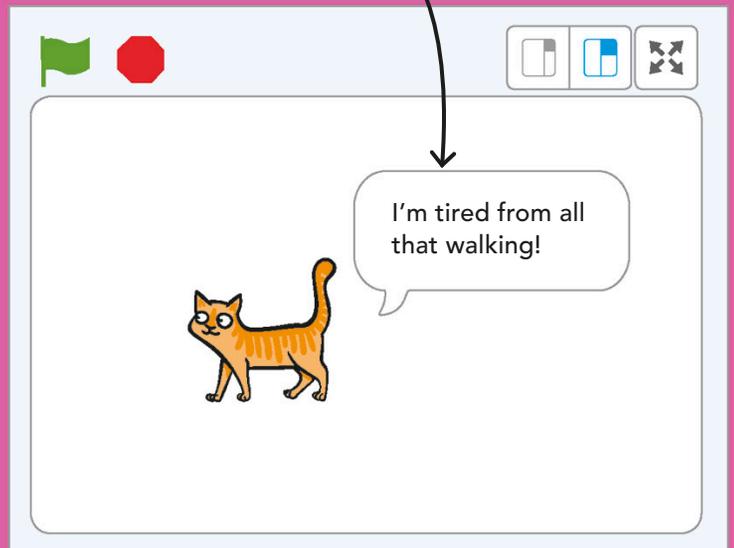
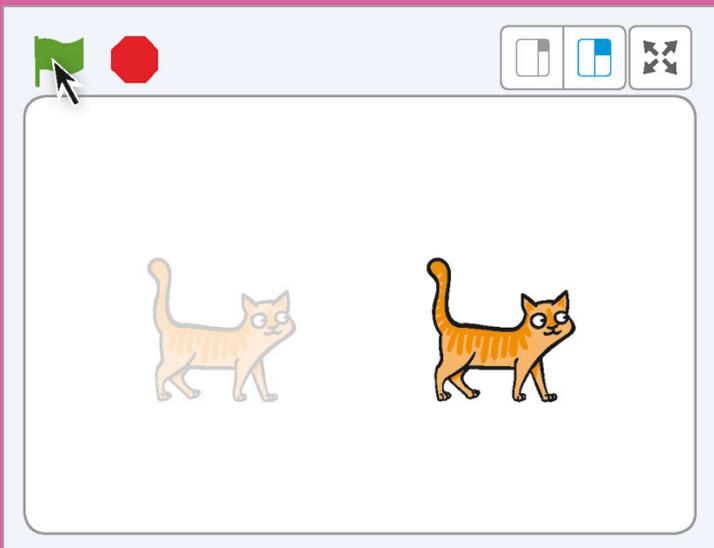
Every time the cat moves think about exactly how far you want it to go. Here it moves 200 steps.

Finally, the cat says it's tired. You can choose how long you want the speech bubble to appear for.



The algorithm finishes once all the code has run.

The speech bubble will appear for 2 seconds and then disappear.



**1** The cat starts by facing to the right before it begins to walk, so it will move to the right.

**2** The cat pauses and then turns around and walks back to the left before speaking.

## Scratch

**Date created:** 2003  
**Creator:** Massachusetts Institute of Technology (MIT)  
**Country:** USA  
**Text or blocks:** Blocks



Scratch is a visual programming language. Code is written by dragging blocks from a special toolbox. This is great for new coders, since commands are premade and easy to use, but advanced users might prefer a text language where they have more freedom.



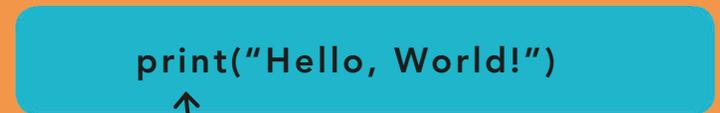
Type your phrase into the "say" block and Scratch will have your character say it!

## Python

**Date created:** 1991  
**Creator:** Guido van Rossum  
**Country:** The Netherlands  
**Text or blocks:** Text



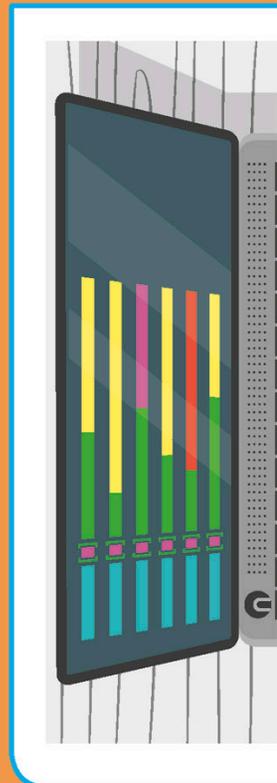
Python is a text-based language. It's a great tool for teaching people to code, since it stresses good habits. However, Python could not be used for programming 3-D games or other tasks that require a lot of computer memory.



In Python, you must tell the program to print your command, then it will show up on-screen.

# Programming languages

**Programming languages, or computer languages, are sets of code that computers can understand. Each language has its good points and bad points. Depending on what a programmer needs, they might find that a certain language works better than another for what they want to do.**



# JavaScript

**Date created:** 1995  
**Creator:** Brendan Eich  
**Country:** USA  
**Text or blocks:** Text



JavaScript is everywhere! It's very fast and used by lots of applications, especially web pages! However, it runs on the user's computer—not on an online server—so it can be less secure than other languages, and can look different, depending on the browser you use.

```
alert ("Hello, World !") ;
```

This command will get JavaScript to show your phrase in a pop-up box in your browser.

# Ruby

**Date created:** 1995  
**Creator:** Yukihiro Matsumoto  
**Country:** Japan  
**Text or blocks:** Text



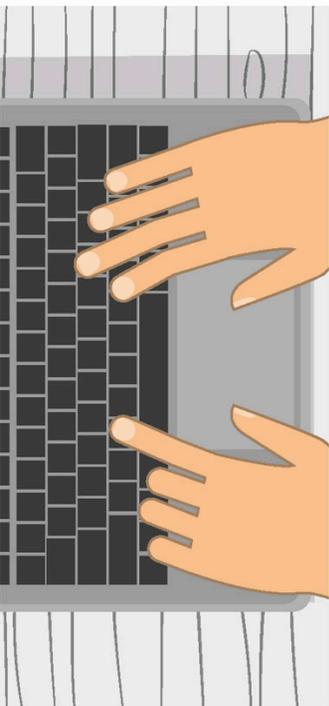
Ruby is a fairly simple language that allows a lot of freedom and flexibility. It is very popular and great for beginners, but because it doesn't require a strict structure, bugs can be introduced in Ruby that are well disguised and very hard to find!

```
puts "Hello, World!"
```

This command is just like "print" in Python. It tells Ruby to show your phrase on-screen.

# "Hello, World!"

It's a tradition among programmers to have the first program say the phrase "Hello, World!" when testing the new language. Some coders believe that they can tell how difficult a language will be based on how easily they can get the computer to say "Hello, World!" in that language.



# C++

**Date created:** 1969  
**Creator:** Bjarne Stroustrup  
**Country:** USA  
**Text or blocks:** Text



C++ is a complex language that is very popular with professionals because of its speed and reliability. However, it's not always the best language for new programmers, since it requires a lot of code to do even simple tasks.

```
#include <stdio.h>  
main(){printf("Hello, World!");}
```

# Coding programs

You have already learned that an algorithm is a list of steps that tells you to do something. Programming is “translating” that algorithm into code. A clear algorithm will help you prepare for writing your first program.

## 1 Plan

The first step to making your program is to figure out what you want to do. In this program, we want to make a pirate say “Ahoy!,” walk across the stage, then stop and say “Let’s walk, matey,” before walking off the screen.

This tells us where our program starts. If it’s easier, you can stack your instructions from top to bottom instead of left to right.

Start



## 3

## Putting it in Scratch

Once you have created your algorithm, all you have to do is work out which block makes each step happen and add it to your code!

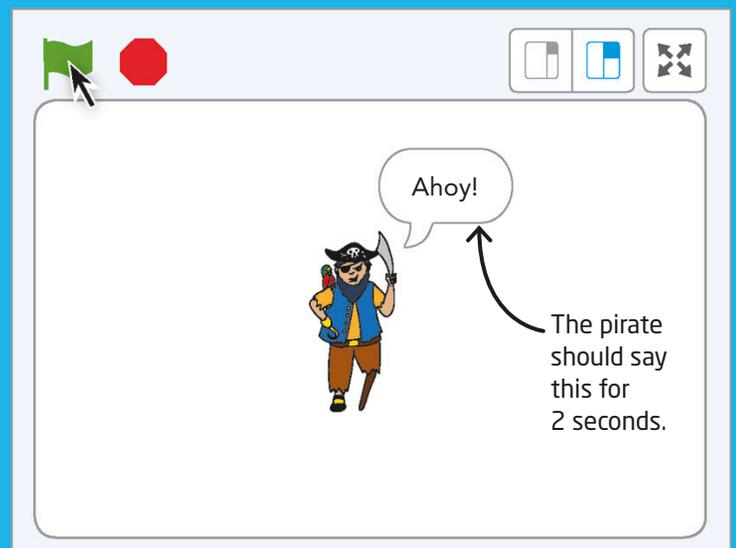
when  clicked

say Ahoy! for 2 seconds

move 50 steps

say Let’s walk, matey. for 2 seconds

move 300 steps



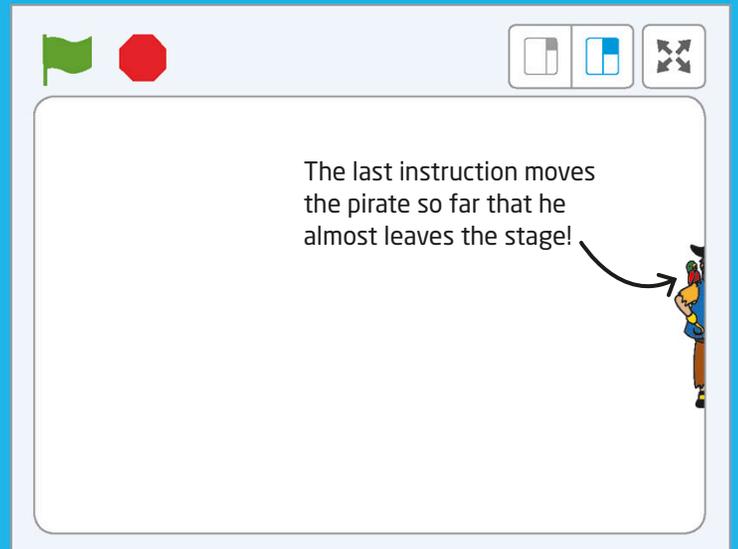
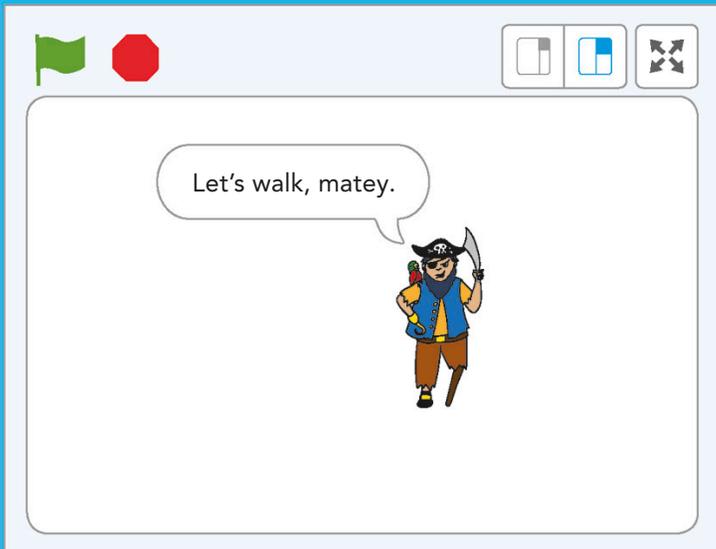
1 The pirate says “Ahoy!” for 2 seconds.



## 2 Figure out the steps

Next, you need to figure out what steps are needed to make your plan happen. One of the easiest ways is to draw this out using a flowchart. You should think about how long you want the pirate's words to show for and how far you want him to move.

Link each of your instructions to the action that happens just before and the action that should happen after.



**2** Next, the pirate walks 50 steps, then says "Let's walk, matey." for 2 seconds.

**3** Finally, the pirate walks 300 steps, to the other side of the stage.

# Debugging

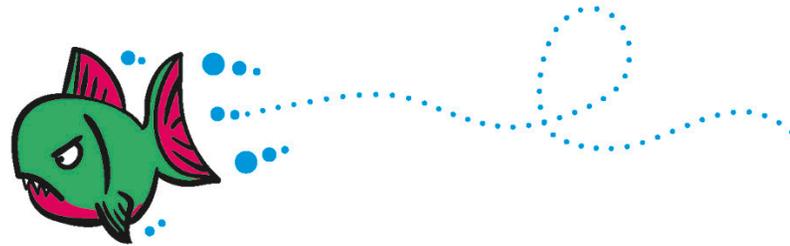
Sometimes we know exactly what we want an algorithm to do but our program just doesn't work. When that happens, it doesn't usually make sense to throw all of the code out and start over. Instead, you can look for errors, also called bugs, that you can fix.

## What the program should do

This program will first move the sprite to the other side of the stage. Then the sprite pauses before hiding and reappearing in a completely new position.

## The program

Try coding the blocks in step 1 and running it in Scratch. There are a few bugs in this program. Can you work through the steps below to make the program do what it is supposed to do? Look at the next step to help you.



- 1** The sprite spins around here, which we don't want it to do. One of the blocks is incorrect and needs to be changed.

when clicked

turn 15 degrees

go to random position ▾

hide

show

We don't want the sprite to turn. We want it to move forward, so this block needs to be changed.

- 2** The program moves so fast that you can't see the sprite move at the beginning. Wait blocks need to be added to slow the sprite down.

when clicked

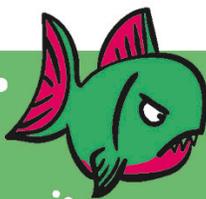
move 1000 steps

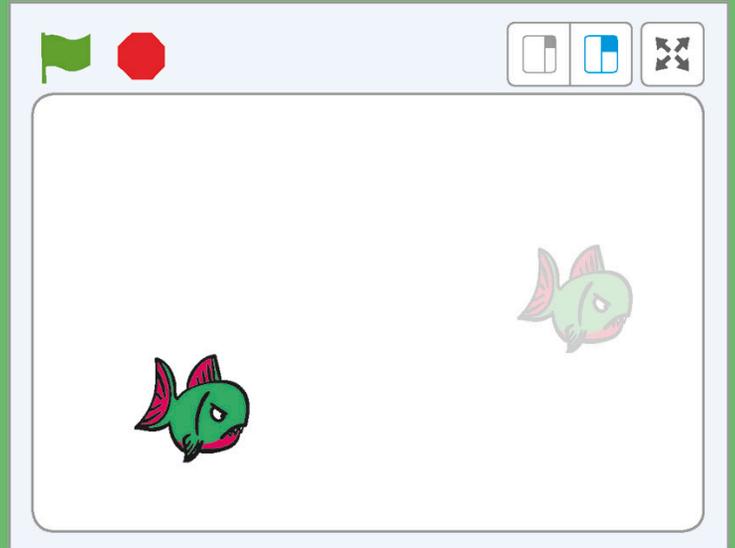
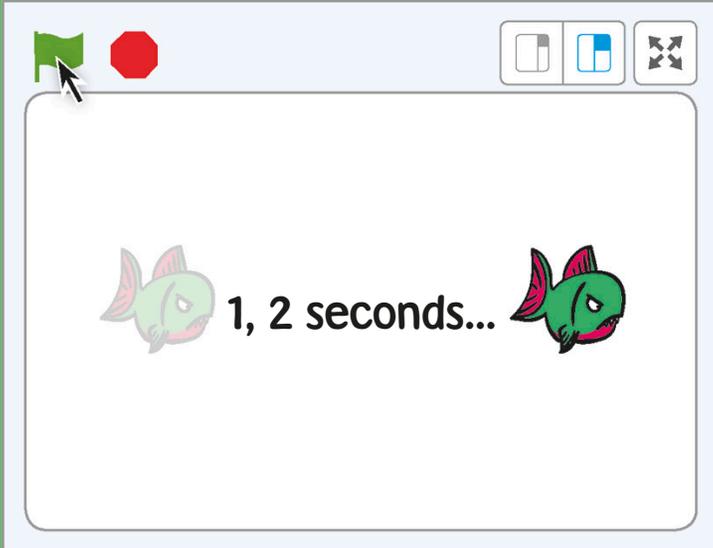
go to random position ▾

hide

show

You can add wait blocks after the sprite has moved.





**1** The program should make the sprite move across the stage.

**2** The program then hides the sprite for 2 seconds before it teleports and reappears.

**i**

### Useful tip

Ask yourself, "What is this program supposed to do?" and then check what the program is actually doing. Walk through the code to see where it stops working. After the first step? Or the next? Once you find the bug, write down a few options for how you might fix it, then test out the different options.

**3** The program now has all of the right blocks, but the sprite doesn't hide after moving forward because the blocks are in the wrong order. Can you rearrange them?

**4** The program almost works, but the sprite nearly disappears off the stage at the beginning. The move value is too high! Reducing it should make the program run perfectly.

```

when clicked
  move 1000 steps
  wait 2 seconds
  go to random position
  wait 2 seconds
  hide
  show
  
```

The sprite is hiding at the end, rather than after it has moved forward.

```

when clicked
  move 100 steps
  wait 2 seconds
  hide
  wait 2 seconds
  go to random position
  show
  
```

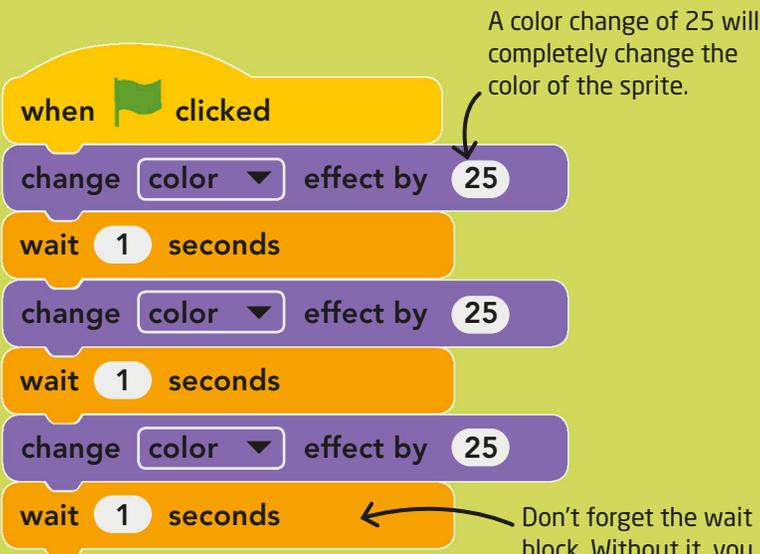
Reducing the number of steps the sprite takes will keep it on the stage.

# Why use loops?

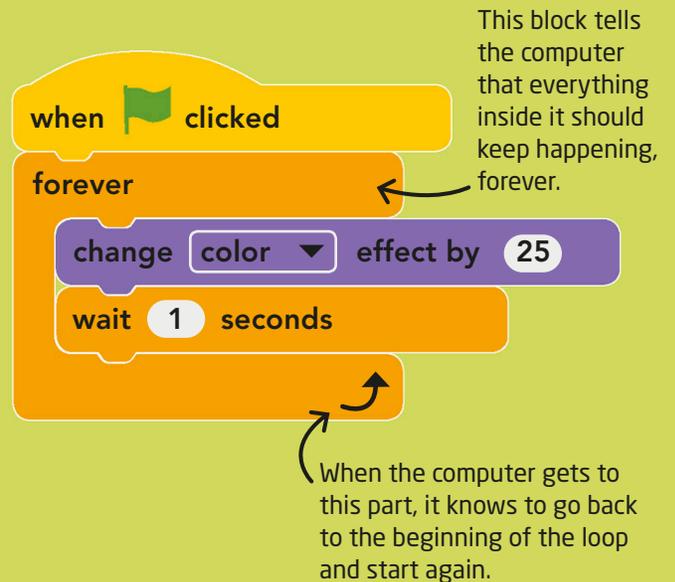
It can be very useful to make a program that does something over and over. Loops let you create sprites that keep changing color or never stop moving. A forever loop is great for this. The only way to stop this type of loop from running is to stop the whole program.



**1** Here, we want an octopus sprite to keep changing color every second. Without a loop, you have to add two new blocks for every color change.



**2** By placing the color change blocks inside a forever loop, the octopus will go on changing color forever, without you having to add any extra code.



# Loops

**Programs become much more powerful once you start adding loops. A loop block repeats everything inside it so you don't have to create the same code again and again. One simple loop can help your program do so much more.**

# Breaking loops

Not all loops go on forever. You can also use loops that stop after they repeat a certain number of times, or loops that will stop when you do something special. This is useful when you want something to keep changing until an event happens.

i

## Useful tip

There are 199 different color effects that every sprite can be in Scratch.

A change of 25 will completely change the color; a change of 1 will change it only slightly. Remember, changing the color effect will shift all of the colors of the sprite.

**1** A repeat loop with a changeable value lets you choose how many times you want the code inside the block to repeat. If you want this monster sprite to change color three times, you simply put 3 in the loop.

```
when clicked
repeat 3
  change color effect by 25
  wait 1 seconds
```

This loop looks a lot like the first one, but it will stop after the color has changed 3 times.



The colors of the sprites will change by the same amount each time, but the number of times the color changes depends on the loop you use.

**2** If you want a loop to keep repeating until an event happens, you can use a repeat until loop. Here, the monster sprite will keep changing color until the space bar is pressed.

```
when clicked
repeat until key space pressed?
  change color effect by 25
  wait 1 seconds
```

The loop will stop when this condition of the space bar being pressed is true.



## Now try...

What happens when you put a repeat loop inside another repeat loop? Play with it and see! Can you make a sprite keep jumping to new positions but have it change color a few times before it jumps again?

```
repeat 10
  repeat 4
    [ ]
  [ ]
```

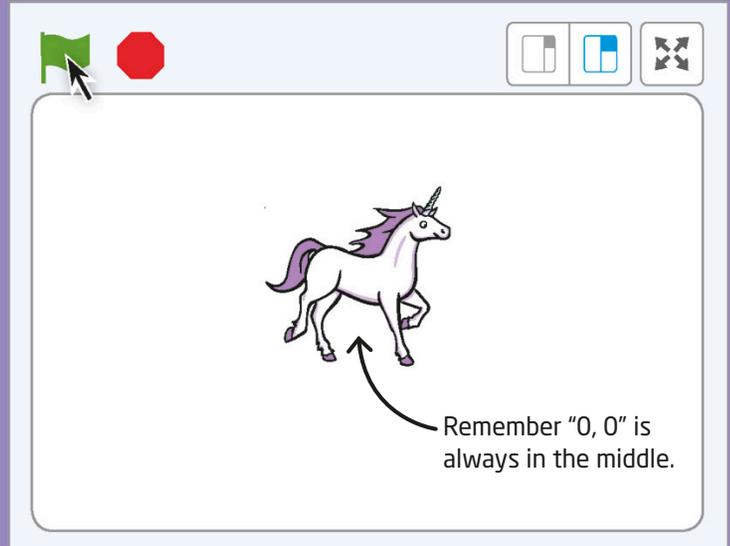
# The program

The program below turns this unicorn sprite into a pen! Build the code below and see what you can create. Can you draw a square?

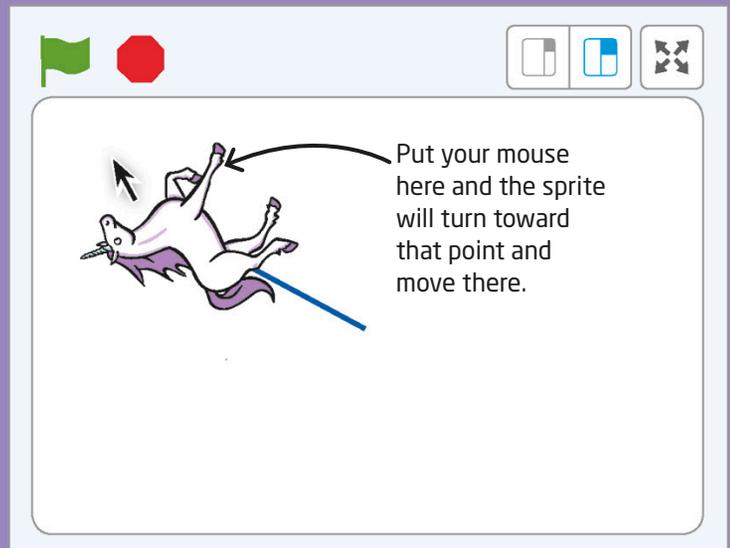
```
when green flag clicked
  set rotation style to all around
  erase all
  go to x: 0 y: 0
  pen down
  repeat 4
    wait 2 seconds
    point toward mouse-pointer
    go to mouse-pointer
  pen up
```

This block turns your sprite into a pen that can draw a line.

This block makes the sprite move to the cursor. You will need to select "mouse-pointer" from the drop-down menu.



**1** Your sprite will start in the middle of the stage. The code will create a line behind it as it moves.



**2** Your sprite should turn toward your cursor and draw a straight line in that direction.

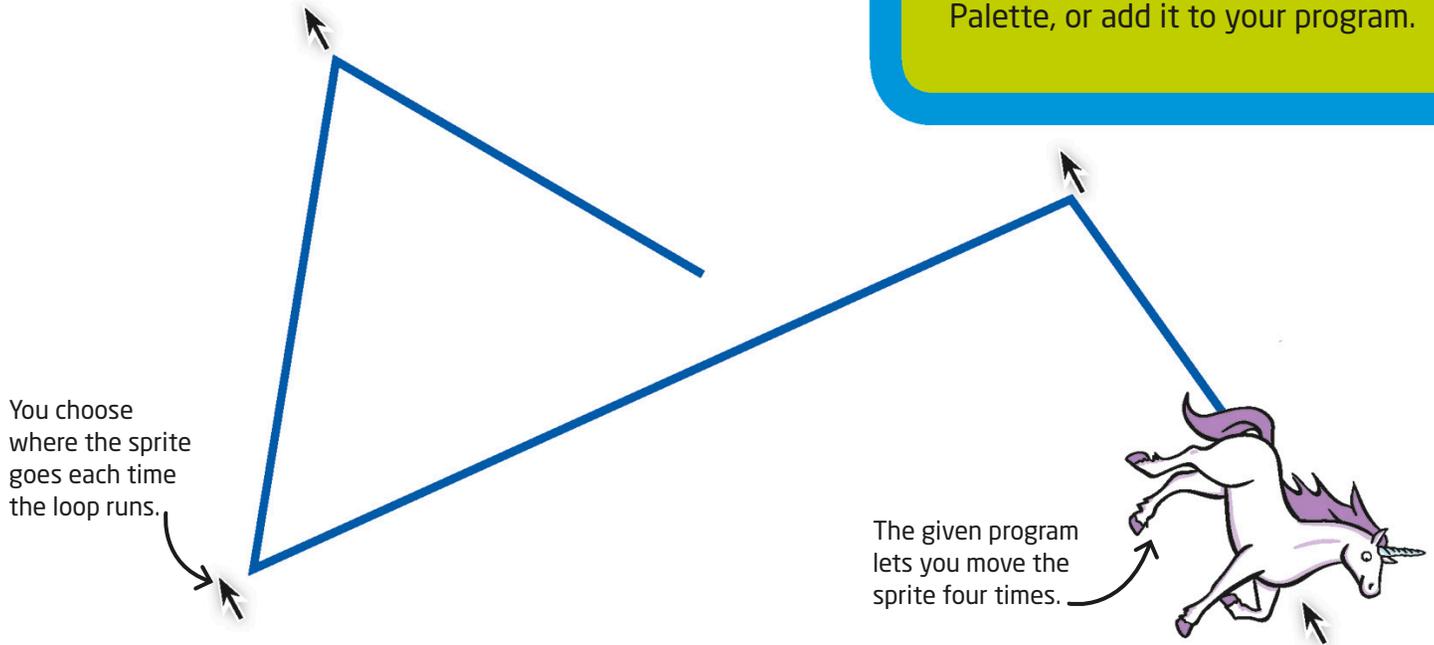
# Creativity

**Programming can be creative, artistic, and fun! All you have to do to make something special is keep trying different ideas until you figure out how to put it into code. Sometimes the most amazing projects are the ones that don't turn out as expected!**



## Useful tip

To remove all the lines drawn by a sprite, click on the "erase all" block in the Pen section of the Blocks Palette, or add it to your program.



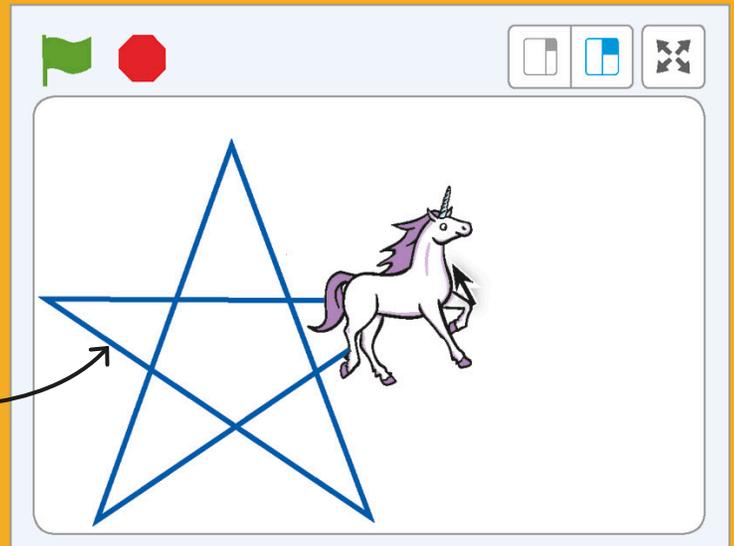
**3** Get creative and use your sprite to draw different shapes. How many shapes can you make with the program?



## Now try...

Can you use your program to draw a hexagon? Can you change it so that you can? Now what else can you draw?

If you can change the program to let you draw a hexagon, you can draw a star as well.



# Collaboration

**Collaboration means working together, and it's a powerful tool! If you get stuck, then working with others can help you come up with ideas that you might not have thought of by yourself.**

## The program

Here are three scripts that will all play a rhythm on a different drum at the same time. Can you collaborate with these programs by adding a fourth drum?

1

Copy each of these three scripts, then click the green flag to listen to what they sound like together.



Bongos



Snare drum

when clicked

repeat 8

- rest for 0.25 beats
- rest for 0.25 beats
- play drum (13) Bongo for 0.25 beats
- play drum (13) Bongo for 0.25 beats

These blocks play the drum for a set number of beats.

Scratch lets you choose from 18 different drums. This code uses bongos.

when clicked

repeat 8

- play drum (1) Snare Drum for 0.25 beats
- play drum (1) Snare Drum for 0.25 beats
- rest for 0.25 beats
- rest for 0.25 beats

No sound will play during the rests. These sections will be silent while the other drums play.

when  clicked

repeat 8

 play drum (12) Triangle ▼ for 0.25 beats

 rest for 0.25 beats

 rest for 0.25 beats

 play drum (12) Triangle ▼ for 0.25 beats

This block makes the rhythm repeat 8 times. This gives you time to listen to them together.

i

## Useful tip

When you first open Scratch, the instruments are set to play 60 beats per minute.

That's one beat every second. Every program here repeats four quarter beats 8 times. This means each will last for 8 seconds and that they should all start and finish together.

2

Choose another drum to go with the existing programs, and create a rhythm for it. Play your code a few times and make changes until you are happy with how it sounds with the other drums.

when  clicked

repeat 8

 play drum ▼ for 0.25 beats

 rest for 0.25 beats

 play drum ▼ for 0.25 beats

 rest for 0.25 beats

Use the drop-down menu to select a type of drum.

You could alternate beats and rests.



Triangle



## Now try...

Add more instruments to make your own orchestra! You can create a tune by changing the length of time that each plays for, or when they rest.

 set instrument to (1) Piano ▼

 play note 60 for 0.25 beats



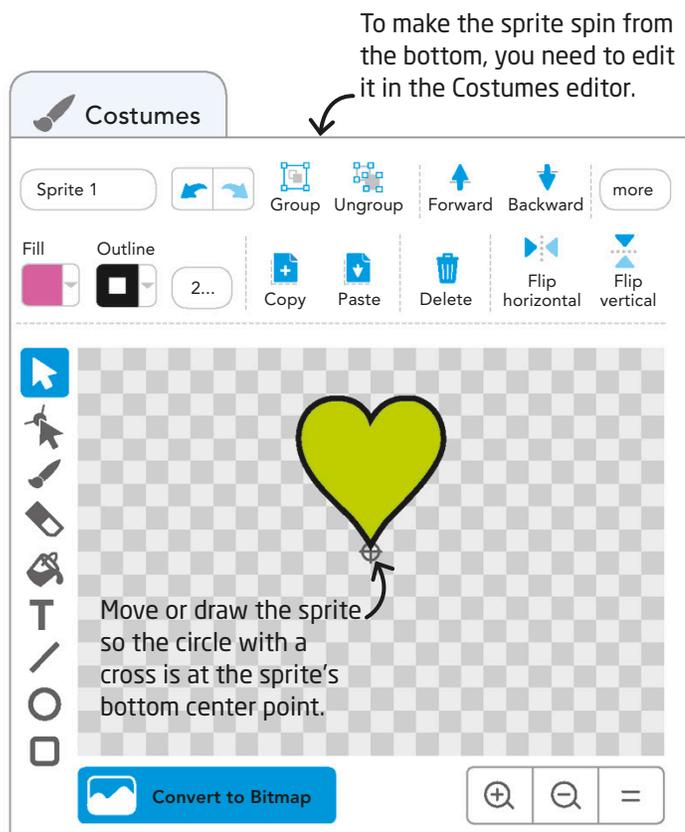
Scratch has 21 instruments to choose from on the "set instruments" block, including a piano.

# Persistence

**Programming can be confusing, and sometimes it's difficult. It's possible that your code won't always work perfectly the first time you run it. You might have to debug it several times before it does what you want it to, but that's okay. Just keep trying!**

## The program

This program can make different patterns using a sprite. However, each one is missing some code. Can you figure out how to make the sprite create the patterns shown?



1



Can you make the sprite spin around to make one complete circle? Look at how far it turns on each repeat to help you.



Replace the code inside Sprite 1 each time.

when  clicked

set size to 90 %

 erase all

go to x: 0 y: 0

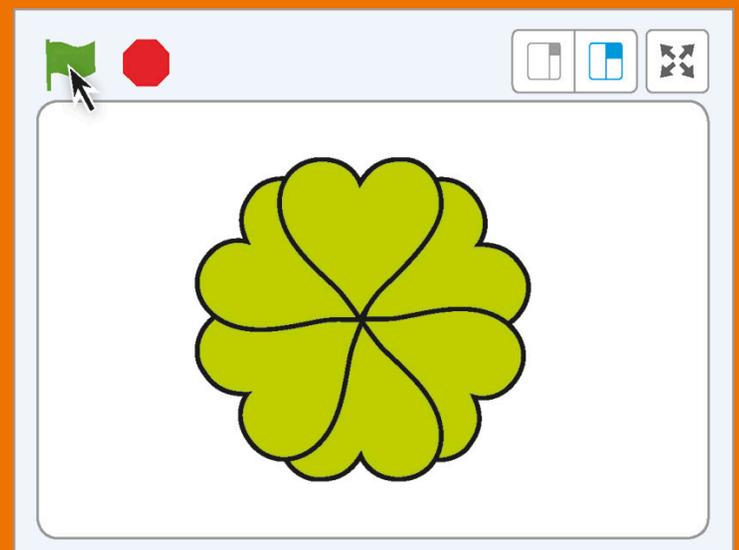
How many times does this loop need to repeat?

repeat ?

 stamp

The stamp tool makes a print of the sprite on the stage.

turn  60 degrees



This code will make the sprite spin. It also makes a stamp of the sprite on the stage before it moves again.

**i**

## Useful tip

Do you want your sprite to turn in a full circle?  
Make sure that the degrees it turns and the number of times the code repeats multiply to 360.



**2**

This code fits 12 stamps into a circle. Can you figure out how far the sprite should turn each time?

**3**

Look what happens when the sprite shrinks as it spins! Can you re-create this effect? Keep persisting until you can!

```

when clicked
  set size to 90 %
  erase all
  go to x: 0 y: 0
  repeat 12
    stamp
    turn ? degrees
  
```

Keep trying until you figure out what this number should be.

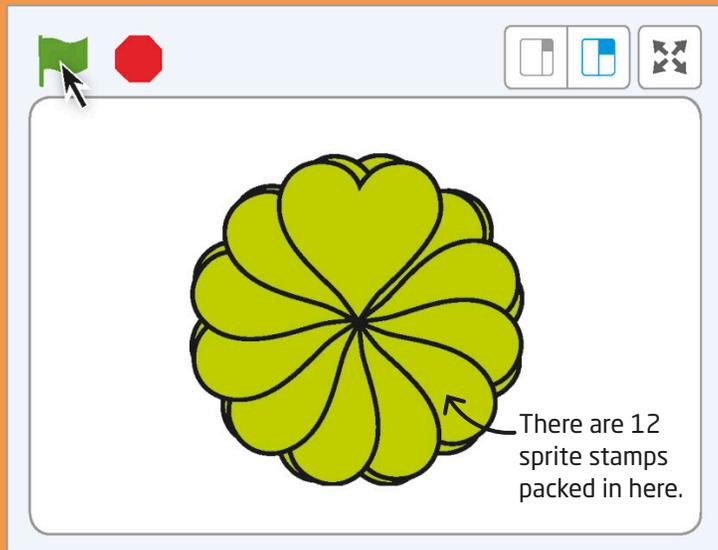


```

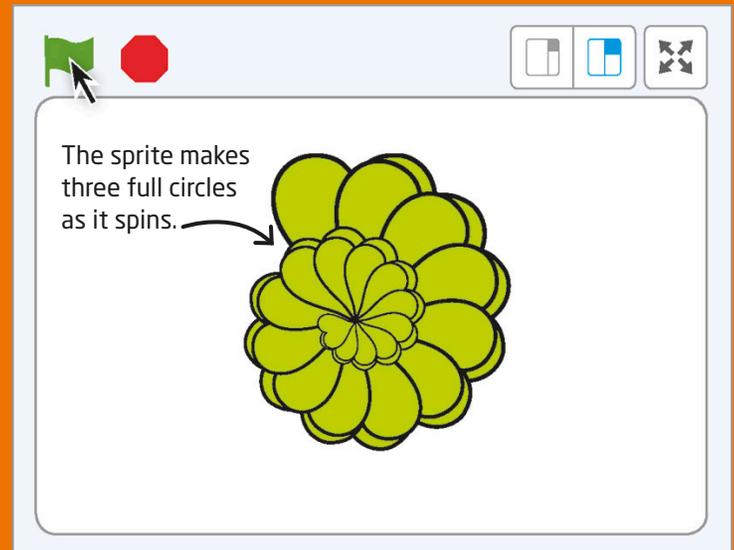
when clicked
  set size to 90 %
  erase all
  go to x: 0 y: 0
  repeat ?
    stamp
    turn ? degrees
    ?
  
```

If you want 12 sprite stamps in each circle, how many repeats do you need overall?

What do you think this block should be? The color will give you a clue.



This pattern has twice as many sprite stamps in the circle. That means the code needs to repeat double what it did before, but that the sprite should turn fewer degrees.



In this program, the sprite spins around three times and shrinks at the same time!

# Conditionals

The programs that we've written so far have been fun, but they're about to get a whole lot better! **Conditionals let the computer make decisions based on whether a condition is true or false, which lets you create programs that can change.**



## Types of conditional

These orange blocks are conditionals. You add a turquoise "condition" block to them so that the computer knows whether or not to run the code inside. If the condition is true, the computer will do one thing. If the condition is false, it will do something else, or nothing at all.

Condition blocks are turquoise.

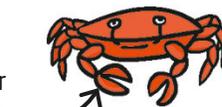
An "if then" conditional will only run the code inside it if the condition attached to it is true.

The "repeat until" conditional will repeat code inside it until the condition attached to it is true.

## What is a condition?

A condition is a statement that can either be true or false. For example, if you press the space bar on your keyboard, then the condition "key space pressed" is true. In Scratch, conditions are turquoise blocks with pointed ends.

A sprite can collide with another sprite or the edge of the stage.



The "key pressed" condition is true if certain keys on the keyboard are pressed.



If your sprite is touching a color of your choice, then the "touching color" condition is true.



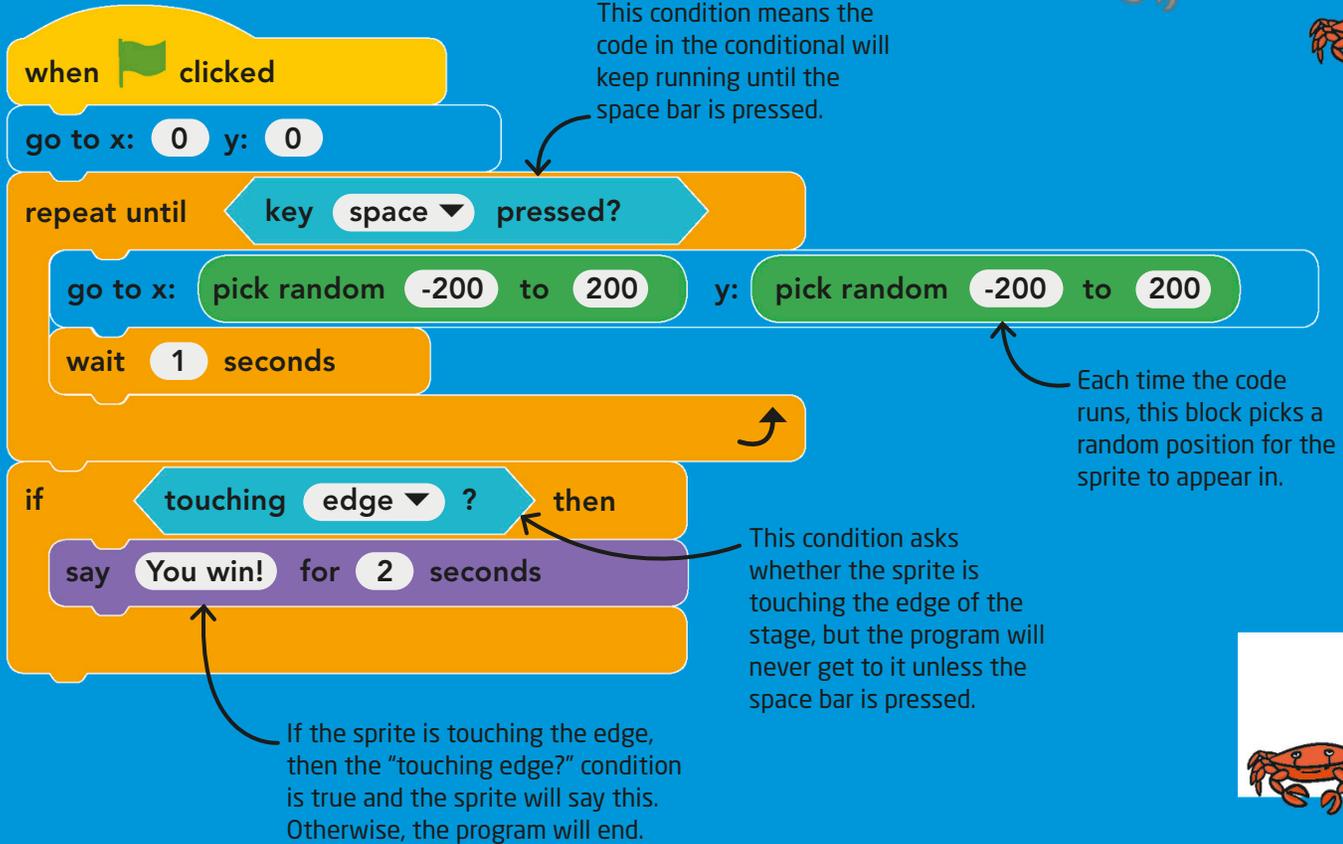
The "touching" condition is true if the sprite is touching the cursor, another sprite, or the edge of the screen.



If you click your mouse, the "mouse down" condition becomes true.

# The program

This program challenges you to press the space bar when you think the crab is touching the edge of the stage. Take a good look and see if you can identify the conditionals and the conditions in the code.



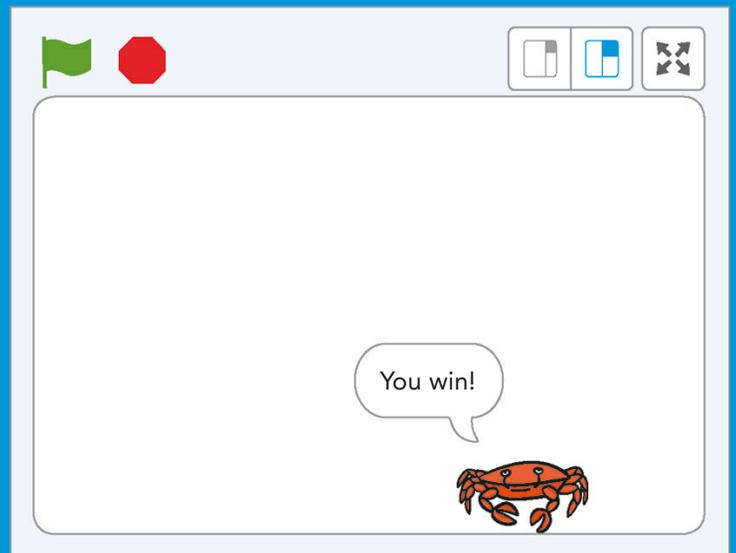
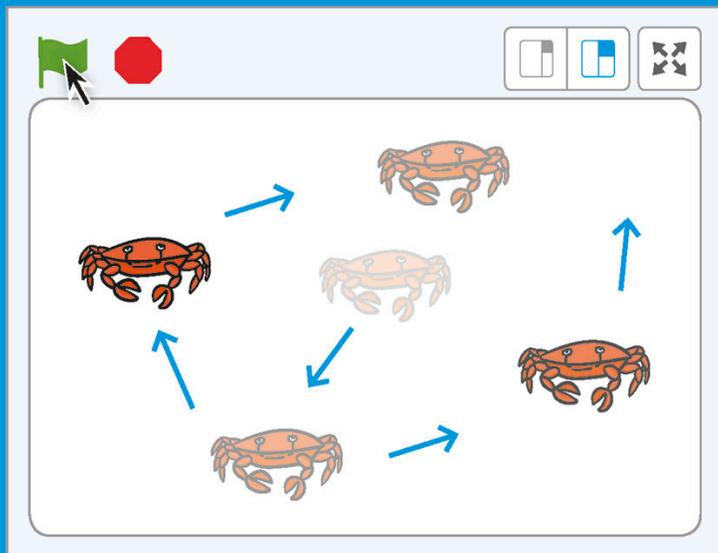
```
when green flag clicked
  go to x: 0 y: 0
  repeat until key space pressed?
    go to x: pick random -200 to 200 y: pick random -200 to 200
    wait 1 seconds
  if touching edge? then
    say You win! for 2 seconds
```

This condition means the code in the conditional will keep running until the space bar is pressed.

Each time the code runs, this block picks a random position for the sprite to appear in.

This condition asks whether the sprite is touching the edge of the stage, but the program will never get to it unless the space bar is pressed.

If the sprite is touching the edge, then the "touching edge?" condition is true and the sprite will say this. Otherwise, the program will end.



**1** The sprite will move randomly around the stage until you press the space bar.

**2** If you stop the loop while the sprite is touching the edge, you win!

# If/else



It's great to be able to run a set of code if a condition is true, but it's even better to be able to run a different set of code if it's not! That's why we have if/else blocks. An if/else block is a type of conditional that will let you tell the computer what to do whether your condition is true or false.

## The program

Here is some code that will make a sprite dance whenever you press the space bar, by flipping it from left to right. A "forever" loop makes the "if then else" block keep checking to see if the sprite should flip.



The "forever" loop around the "if then else" block makes the program keep checking whether the space bar is pressed.

If the "if then else" block finds the "key space pressed?" condition true, the sprite will face to the left.

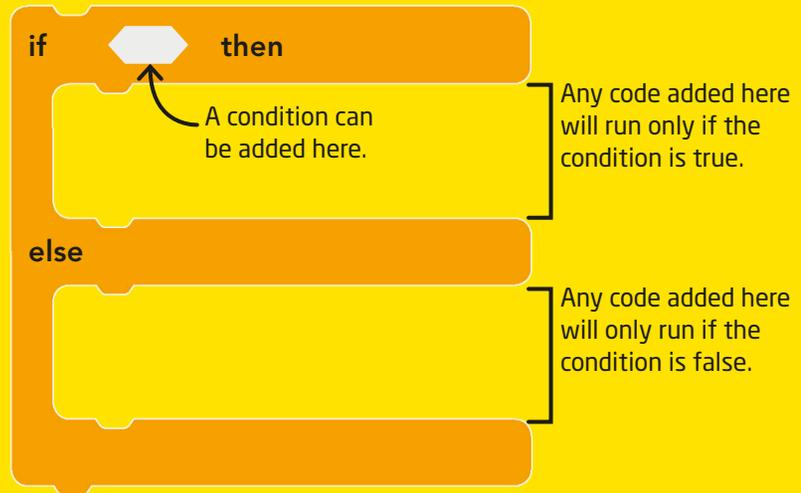
If the "if then else" block finds the "key space pressed?" condition false, the sprite will face to the right.

```
when clicked
  go to x: 0 y: 0
  point in direction 90
  set rotation style left-right
  forever
    if key space pressed? then
      point in direction -90
    else
      point in direction 90
```

The "if then else" block checks if the condition "key space pressed?" is true or false.

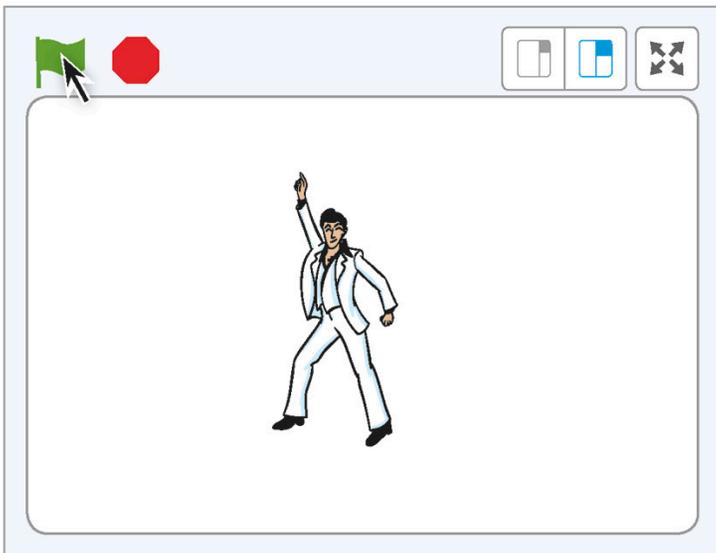
# The “if then else” block

The “if then else” block is a conditional, but unlike the “if then” or “repeat until” conditionals, it holds two sets of code. This means you can ask the computer to do different things depending on if your condition is true or false.

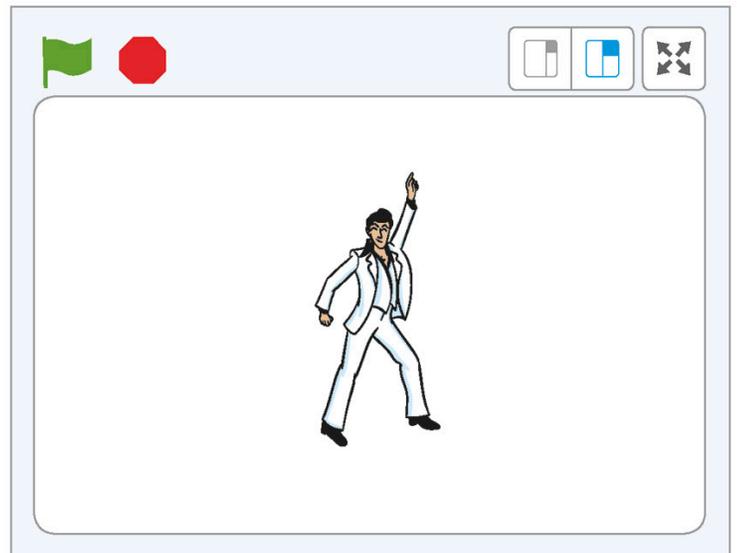


## Useful tip

Don't forget to add code to position your sprite properly at the beginning of each program. If you don't, you might have settings left over from previous code that makes the sprite do something that you didn't want.



**1** Your sprite will start by facing to the right, but if you press the space bar it will flip to the left.



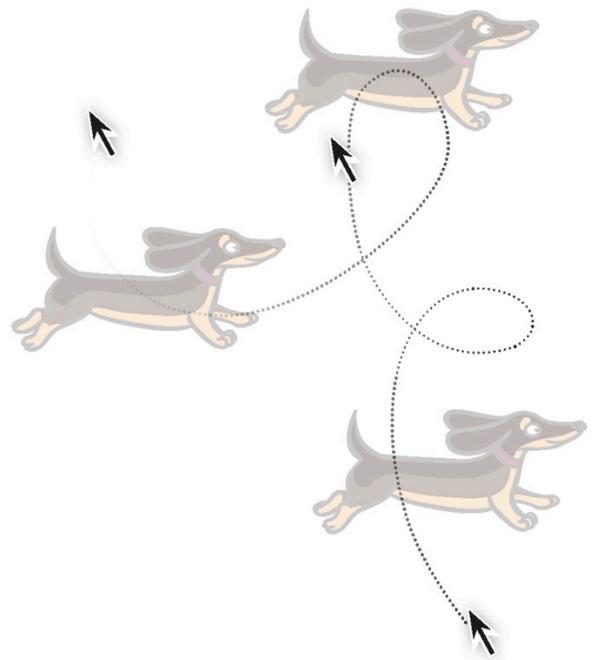
**2** If the space bar isn't pressed, the sprite will stay facing the right. If you keep pressing and releasing the space bar, the sprite will dance on the spot.

# Events

Up to this point, we've only started actions when the green flag is clicked. However, that is only one type of event used to trigger a piece of code. You can use different events to make a game more fun by starting actions while a program is already running.

## Types of event

Event blocks make certain sections of code run when something special happens. For many programs, the code runs when the green flag is clicked, but code can also be run after a set amount of time, when you click on a sprite, when you press a certain key, or when another event happens.



when  clicked

This block lets you start running the code connected to it by clicking the green flag on top of the stage.

when this sprite clicked

When you click on a certain sprite, this event block runs the code attached to it.

when timer  > 10

When a timer gets above 10, or another value of your choice, the code connected to this block will run.

when  space key pressed

The code connected to this block will run only when the space bar is pressed.

when backdrop switches to  backdrop1

This block will run the connected code when the backdrop of your program is coded to change to a different picture.

This event block starts the dog running around the screen.

```

when clicked
  forever
    wait 0.5 seconds
    go to x: pick random -100 to 100 y: pick random -100 to 100
  
```

The dog will appear in random positions around the stage.

This event block will make the dog bark when you press the space bar.

```

when space key pressed
  say Woof! for 2 seconds
  
```

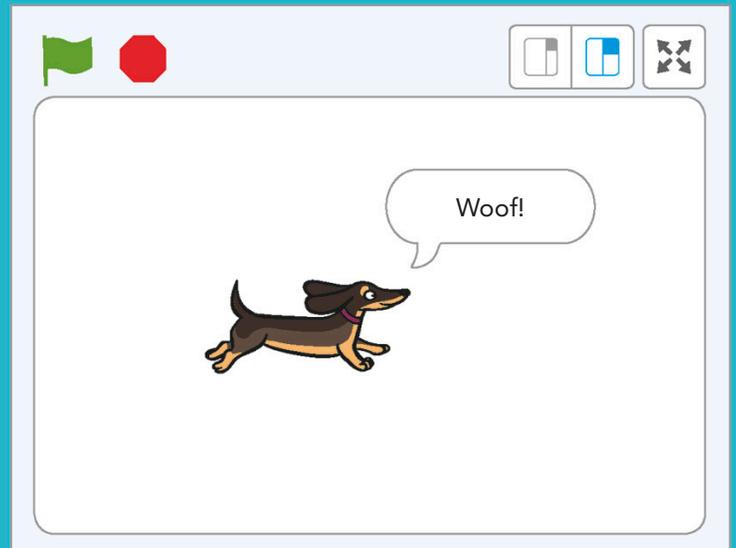
This event block makes the dog say "You got me!" when you click on it.

```

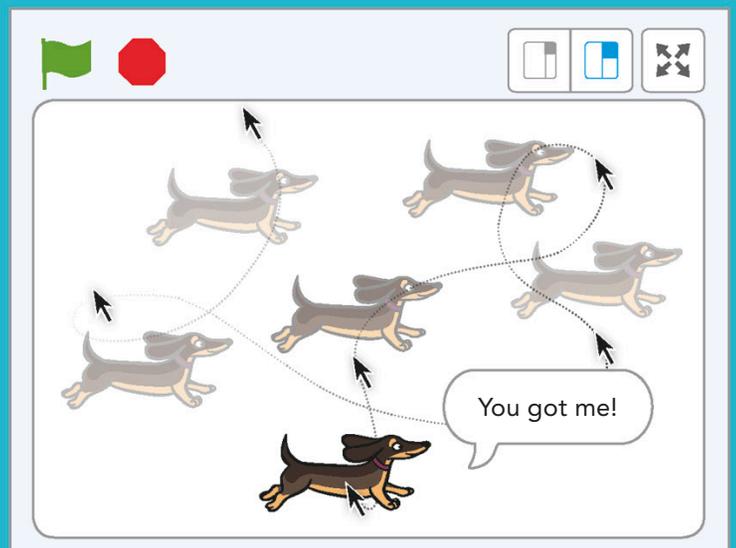
when this sprite clicked
  say You got me! for 2 seconds
  go to x: 0 y: 0
  stop all
  
```

## The program

You can use more than one event block in the same program to make different things happen. Here's the code for a game where you have to catch a running dog or make it bark. Can you figure out how to play?



**1** The sprite will run around until you press the space bar. This will make it bark.



**2** If you click on the sprite, it will say "You got me!" and the game will end.



## Now try...

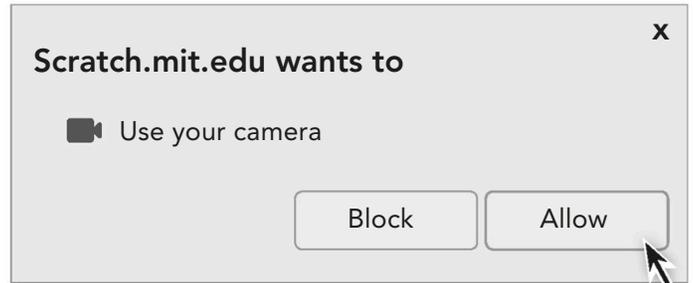
Once you figure out how the game works, change the speed that the sprite moves around to make it harder. Make the game extra special by adding code so the background changes when the up arrow is pressed!

# Input/ output

**When you click on a sprite using your mouse, or press a key on your keyboard, you are providing your computer with input. These inputs affect the outputs from your screen or speakers. You can even use input from a webcam to make your programs interactive!**

## Permissions

This program requires the use of a webcam. Scratch needs your permission to use input from your webcam. When you click on the Video Sensing option, a pop-up window will ask you to allow or block it. You will only be able to try this program if you click allow.



## The program

In this program, you try to catch Sprite 2 using Sprite 1, but you control the sprite by waving your arms around!

1

This script will make a sprite move around the screen until it touches the other sprite.



Make sure you've clicked on the Sprite 2 icon before creating this code.

```
when clicked
  set size to 80 %
  go to x: -200 y: -200
  repeat until touching Sprite 1
    turn pick random -2 to 6 degrees
    move 8 steps
```

This will change the size of your sprite. You can adjust it to make it bigger or smaller.

Once you have created a second sprite, there will be an option in the drop-down menu here to select Sprite 1.

This block will make your sprite move around the stage.



**2** The script here lets you control the second sprite with movement. The sprite will move in the direction of the motion on the webcam.



Make sure you've clicked on the Sprite 1 icon before creating this code.

```

when clicked
  go to x: 0 y: 0
  set size to 80 %
  turn video on
  set video transparency to 50
  repeat until touching Sprite 2 ?
    point in direction video direction on sprite
    move 5 steps
  say You got it! for 2 seconds
  turn video off
  
```

This block will let you see yourself on the stage, but slightly faded so you can still see the sprites, too.

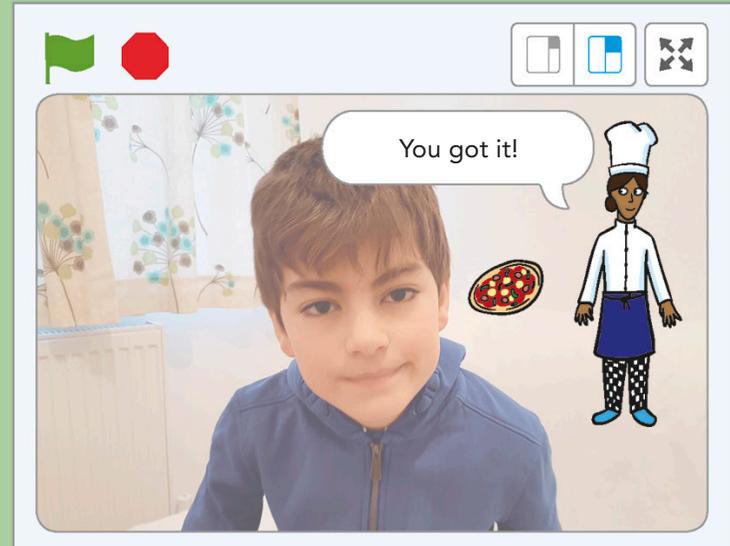
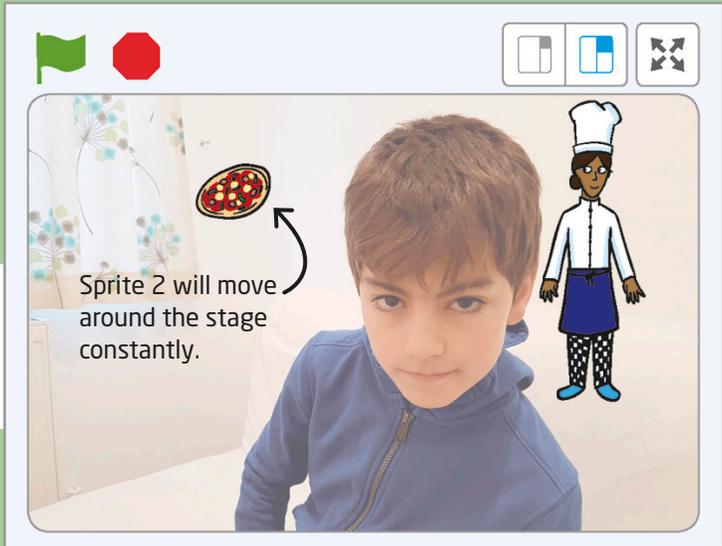
This block makes Sprite 2 turn toward any movement on the stage.

Don't forget to add code to turn the camera off once Sprite 1 catches Sprite 2.

**i**

### Useful tip

If you find you've written your code for the wrong sprite, don't worry—you don't have to write it all again. Drag the section of code you've already made onto the correct sprite icon underneath the stage and those blocks will be copied over to that sprite.



**1** Sprite 2 will keep moving around the stage. You move Sprite 1 by creating motion on the webcam.

**2** Try to make Sprite 1 catch Sprite 2. Once it has, the program will end.

# Collisions

**When a sprite runs into the edge of the stage, or another sprite, that's a collision! A collision happens whenever two objects touch. In some games, you want two objects to collide, but in others you want to avoid collisions!**

## Make a collision

Collisions are recognized in Scratch by "touching" condition blocks. If you want to check whether two things are colliding at a specific moment, or if you want to have something happen any time two things collide, put the "touching" block inside a conditional block.



This condition asks if the sprite is touching the edge of the stage.

## The program

In this game, a princess has to avoid a horde of dragons! Can you help her escape them? First, we need to make a flying dragon that copies, or "clones," itself when it goes off the edge of the stage. That way we don't have to keep making new sprites.

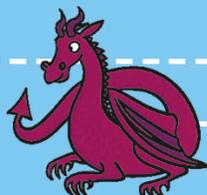
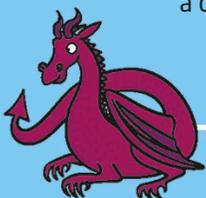
**1** This code makes a dragon move across the screen until it hits the edge of the stage. The dragon then deletes itself, but makes a new dragon start at the beginning.



Make sure you select Sprite 1 before you create this code. If you draw your own, it might be useful to label it "Dragon" so it will be easier to select later.

```
when clicked
hide
create clone of myself
```

This block will create a clone of Sprite 1.



```
when I start as a clone
show
go to x: 200 y: pick random -100 to 100
forever
  move -6 steps
  if touching edge? then
    create clone of myself
    delete this clone
```

The code attached to this control block will run for all the clones of the dragon.

These blocks will make each sprite start at a random height on the right of the stage.

This block deletes the clones that fly away so that they don't pile up at the edge of the stage.

2

This code lets you control the princess, but also makes her say "Ouch!" or "Oops!" if she collides with a dragon or with the edge of the stage.



Select Sprite 2 before creating this code.

when clicked

show

point in direction 90

go to x: -100 y: 0

set size to 80 %

forever

change y by -3

if touching Sprite 1 ? then

say Ouch! for 1 seconds

hide

stop all

if touching edge ? then

say Oops! for 1 seconds

hide

stop all

when space key pressed

change y by 40

This bit of code moves Sprite 2 toward the top of the screen. You need to keep pressing the space bar to stop her from falling.

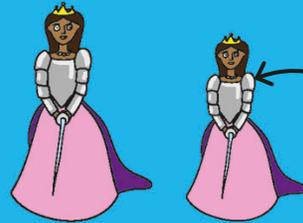
Sprite 2 starts on the left of the stage.

This line adds gravity to your game, making Sprite 2 fall a little all the time.

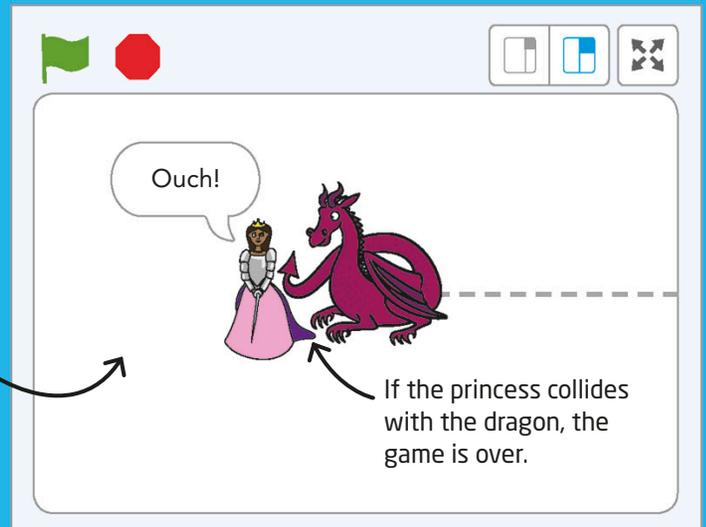
i

## Useful tip

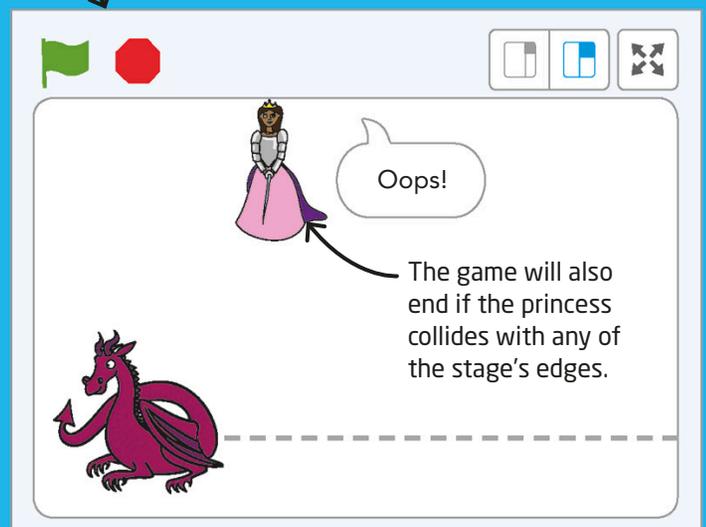
In order to select another sprite from the drop-down menu in the "touching" blocks, they must already be added to the Sprite List. Make sure you add all the sprites you want before you start writing your code.



The code sets Sprite 2's size to 80%. You can play around with that number to see what size is the most fun!



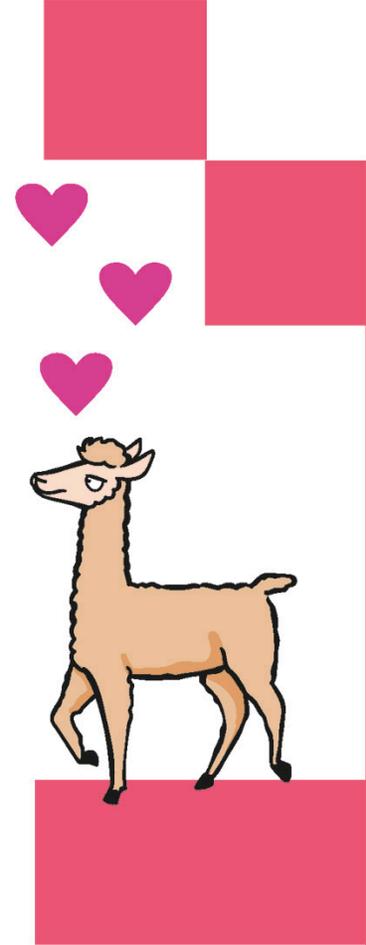
If the princess collides with the dragon, the game is over.



The game will also end if the princess collides with any of the stage's edges.

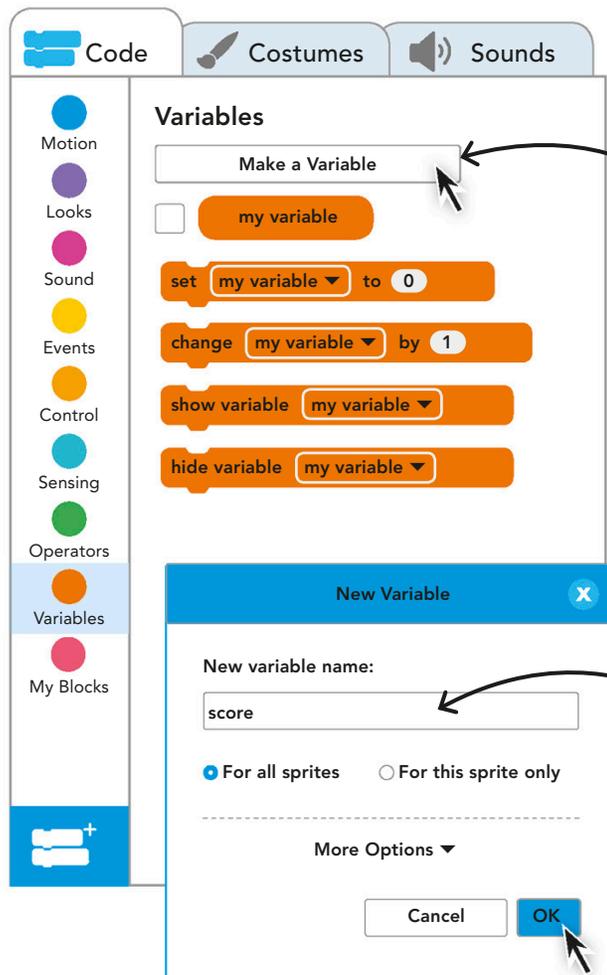
# Variables

Sometimes you need to keep track of things that change in a program or game. You can do this using variables. A variable is a placeholder that can be used for a value, even if the value changes while the program is running. Variables are really useful for keeping score in a game.



## Create a variable block

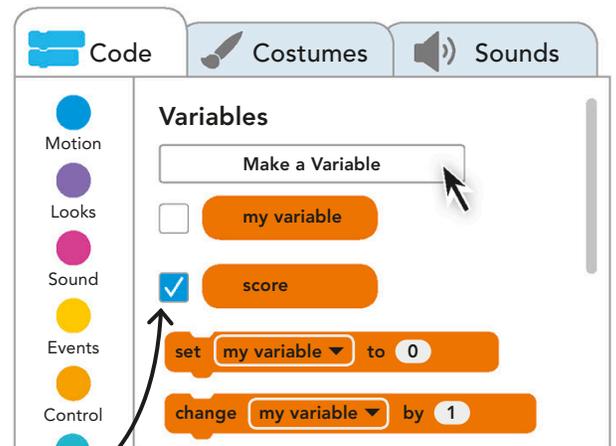
You can create your own variables in Scratch. Here's how to create a variable to keep track of the score in a game. You'll find what you need in the Variables section.



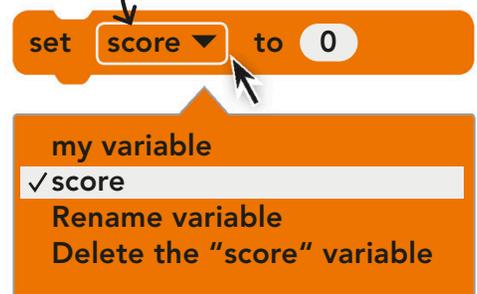
Go to the Variables section and click on the Make a Variable button.

Your new variable will now appear in the list.

A box will pop up and you will need to name your variable "score." Make sure "For all sprites" is selected.



You can set the value of your variable using the "set to" block. Select your variable from the drop-down menu.



# The program

In this game, we'll make hearts keep falling down. A variable will make the score go up if a llama catches them or down if the llama misses them.

**1** This code makes a heart sprite move across the stage. It will add 1 to the score if it touches the llama or -1 if the heart gets to the bottom of the stage.



```
when green flag clicked
  set score to 0
  show
  create clone of myself
  hide
```

When you start the program, the score will be set to 0.

**2** These blocks of code let you move the llama left and right.



```
when green flag clicked
  set size to 55 %
  go to x: 0 y: -100
  point in direction 90
```

```
when right arrow key pressed
  move 15 steps
```

This code will move Sprite 2 right when you click the right arrow.

```
when left arrow key pressed
  move -15 steps
```

This code will move Sprite 2 left when you click the left arrow.

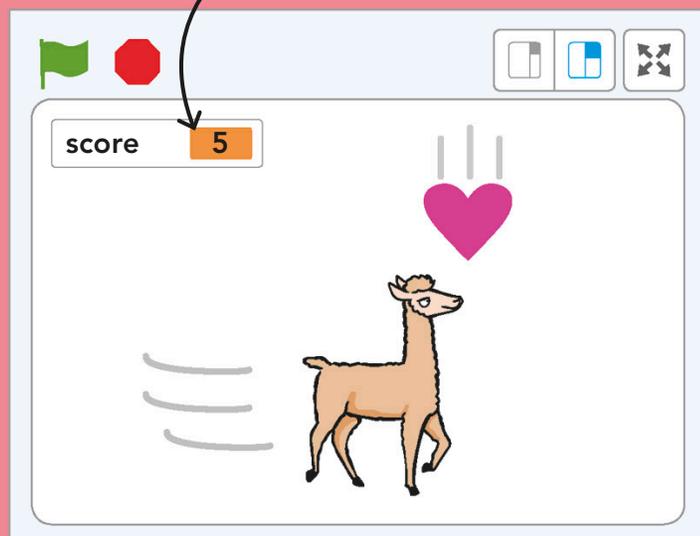
```
when I start as a clone
  set size to 30 %
  go to x: pick random -150 to 150 y: 150
  forever
    change y by -8
    if touching Sprite 2 ? then
      change score by 1
      create clone of myself
      delete this clone
    if touching edge ? then
      change score by -1
      create clone of myself
      delete this clone
```

Choose Sprite 2 from the drop-down menu.

This block will add a value of 1 to your variable every time Sprite 2 touches Sprite 1.

This block will minus a value of 1 from your variable every time Sprite 2 misses Sprite 1.

Your variable "score" will appear in the top left of the stage.

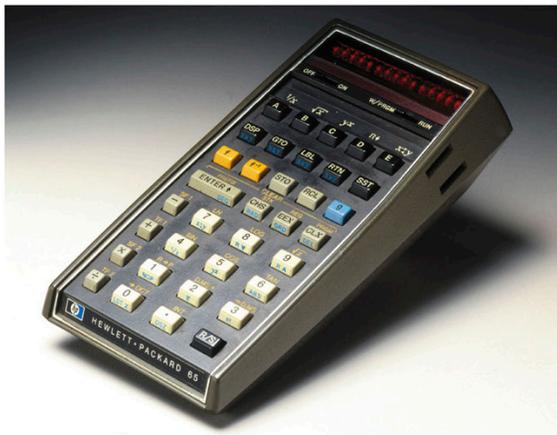


# Satoru Iwata



Video-game programmer • Born 1959  
• From Japan

.....  
**Satoru Iwata always loved playing video games. From an early age, he was fascinated with how games were created and developed. He went on to become president of Nintendo, a worldwide video game and electronics company based in Japan.**



## Early training

Iwata was still in school when he created his first video game! He made it on a programmable calculator. Iwata went on to study computer science at the Tokyo Institute of Technology. It was there that he learned the skills he needed to develop programming for games.

## Nintendo

Iwata helped to program many games for the video-game maker Nintendo. In 2002, he became the fourth president of Nintendo, and he helped launch several new consoles, such as the handheld Nintendo DS and the Nintendo Wii.



## Pokémon GO

Iwata was involved in the creation of Pokémon GO—a mobile game where you catch virtual reality creatures called Pokémon. Developed by Nintendo, Niantic, and The Pokémon Company, the game uses a phone camera to make Pokémon appear as if they are in the real world.



## Iwata Asks

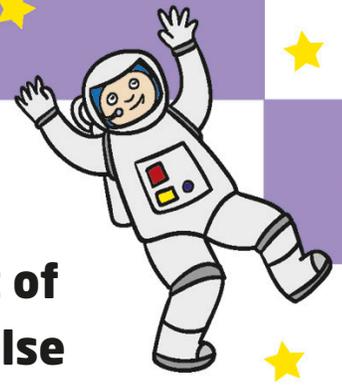
Iwata hosted video interviews with Nintendo programmers about Nintendo games, hardware, and the coders themselves. This series of videos, called “Iwata Asks,” taught fans about how games were created.



## Nintendo DS

One of the most popular Nintendo consoles was the handheld Nintendo DS. Iwata oversaw its release in 2004. The DS was unlike previous handheld devices in that it had a split screen and worked using a touchscreen and stylus.

# Functions



**What do you do when you want to run the same bit of code several times but you want to do something else in between? Then it's time for a function! Functions let you name a special section of code that you want to use later. Then, when you want that code in a program, you can just use your named block!**

## Make a function block

As with a variable, you have to create a function block before you can use it in a program. The code for a function has two parts: the definition block and the name block. You can make a function in the "My Blocks" section. Here, we'll create a function that makes a sprite draw a triangle.

To complete your function, add the code that you want below the "define" block. You can then use the block in your program.

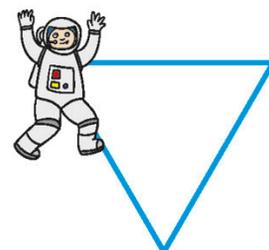
The screenshot shows the Scratch interface with the 'My Blocks' section selected. A 'Make a Block' dialog box is open, showing a 'Block name' field with the text 'draw a triangle'. Below the field are three options: 'Add an input number or text', 'Add an input boolean', and 'text'. There is also a checkbox for 'Run without screen refresh' and 'Cancel' and 'OK' buttons. An arrow points from the 'Make a Block' button in the 'My Blocks' section to the dialog box.

You can find the pen tools in Add Extension.

Give your function a name that describes it so that you can remember what it does when you want to use it later.

When you have named your block, click OK.

The diagram shows a Scratch script. It starts with a 'define' block containing a 'draw a triangle' block. Below this is a 'pen down' block, followed by a 'repeat' block with a count of 3. Inside the repeat block are 'move 70 steps' and 'turn 120 degrees' blocks. Below the repeat block is a 'pen up' block. Finally, there is a 'when green flag clicked' block followed by a 'draw a triangle' block. An arrow points from the 'define' block to the 'draw a triangle' block in the script.



# The program

Functions are useful when you need to repeat any section of code more than once, but they are really powerful when you use them several times in the same program. Here, we will use the triangle function over and over to make some beautiful designs.

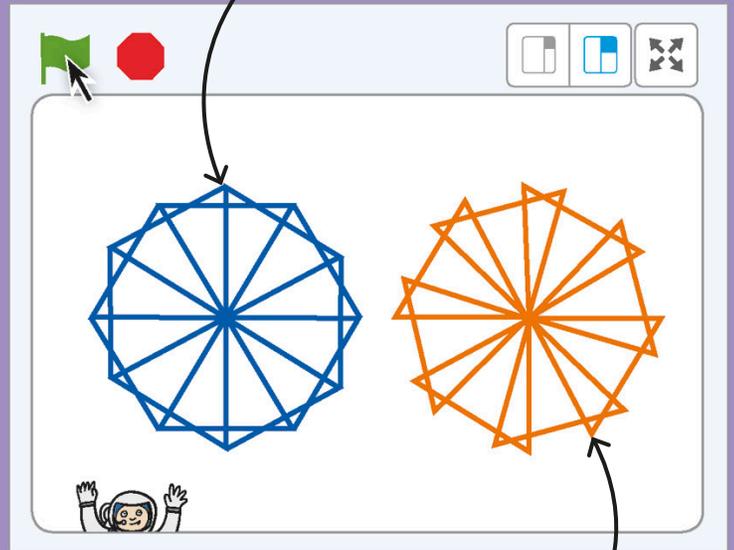
```
when clicked
  erase all
  go to x: -80 y: 0
  point in direction 90
  repeat 12
    set pen color to blue
    draw a triangle
    turn 30 degrees
  go to x: 80 y: 0
  repeat 8
    set pen color to orange
    draw a triangle
    turn 45 degrees
  go to x: -200 y: -200
```

Make sure to clear the stage before you start so that you have a blank canvas.

Add your function to draw a triangle shape.

There are 360 degrees in a circle. As the loop repeats 12 times, you want each triangle to be drawn a farther 30 degrees around, as there are 12 times 30 degrees in 360.

This block will move the sprite out of the way so that you can see your finished creation!



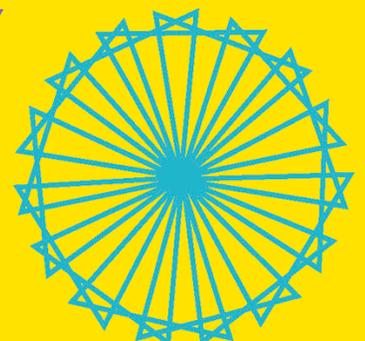
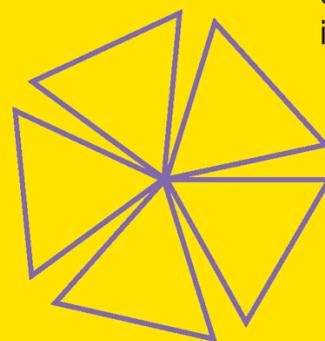
This is your triangle, drawn 12 times in a circle.

This is the same triangle, drawn 8 times in a circle.



## Now try...

What other drawings can you make with your triangle? What happens if you change the number of repeats and how many degrees the triangle turns in the program?

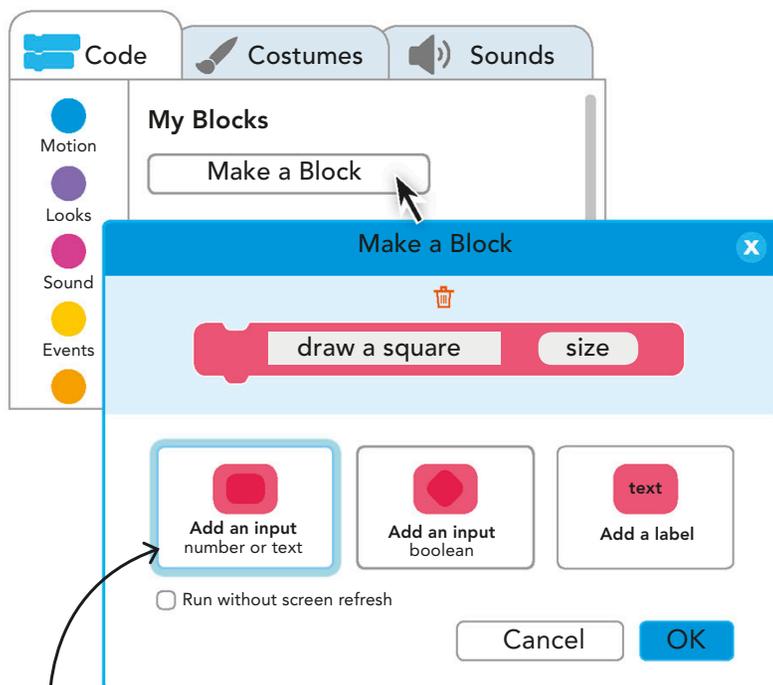


# Functions with parameters

What happens when you want to do something over and over, but not in exactly the same way every time? Then you need a function that you can change—a function with parameters. Parameters are a kind of variable that make your function work differently in different situations.

## Make a function with parameter block

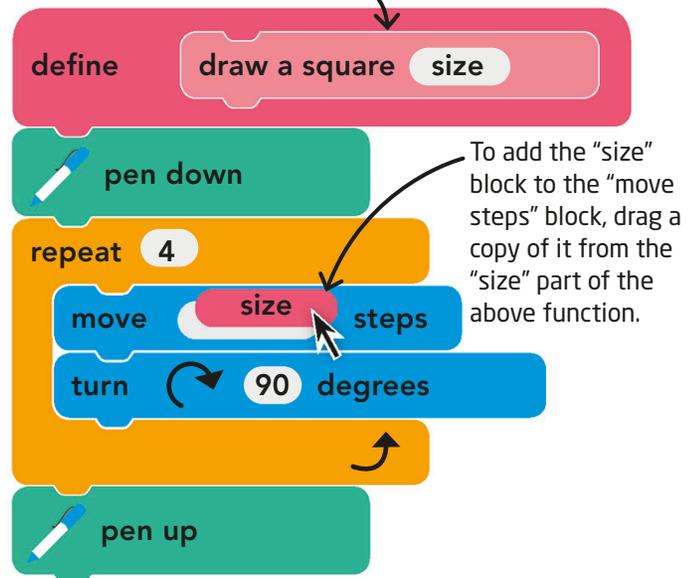
We are going to make a block called “draw a square.” Select Make a Block and name your function, then select “Add an input” and name the input “size.” This input will be our parameter and it will change the size of the square.



Click “Add an input” to add a parameter to your function.



Add the code below to the “define” block so it can draw a square.



To add the “size” block to the “move steps” block, drag a copy of it from the “size” part of the above function.



When you use your “draw a square” function, there is a space for you to fill in a value for the parameter “size.”

# The program

Now we are going to use our function with parameter block to make a pattern of different squares with variable sizes. Each time we want to make a new square, all we have to do is use our function and add the size of the square that we want to draw.

```
when green flag clicked
  erase all
  go to x: -30 y: 90
  point in direction 90
  repeat 10
    draw a square 20
    move 60 steps
    draw a square 55
    turn 36 degrees
  go to x: 0 y: 0
  repeat 9
    draw a square 30
    turn 40 degrees
  go to x: -200 y: -200
```

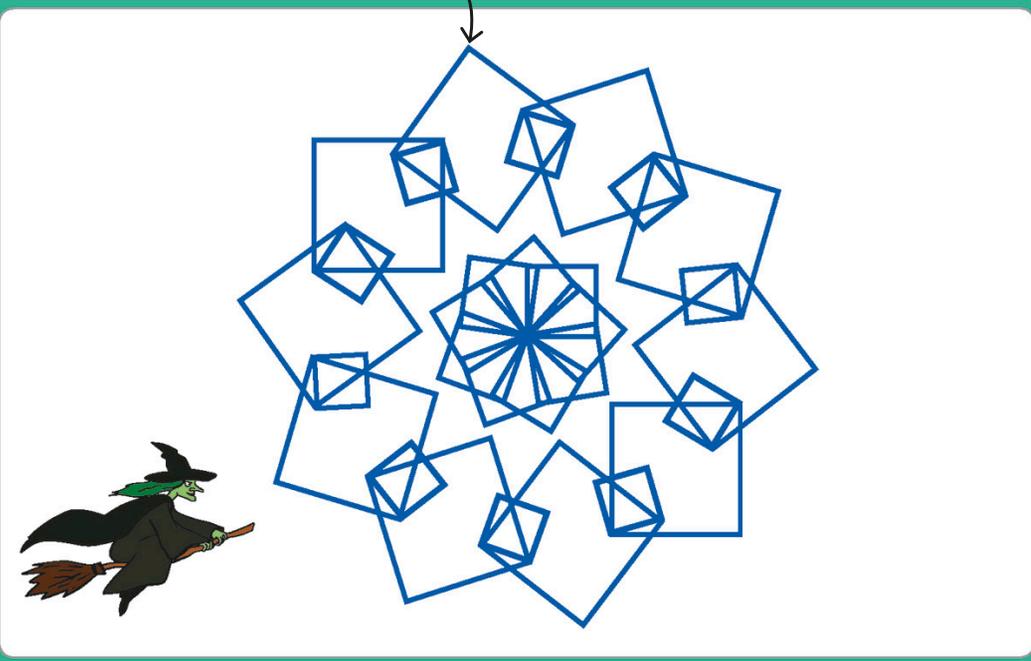
This function with parameter block draws a square with sides 20 pixels long.

This function with parameter block draws a square with sides 55 pixels long.

This moves the sprite to a new position to start drawing a second circle of squares.

The sprite turns 36 degrees for every repeat. Since there are 360 degrees in a circle, the loop needs to repeat 10 times.

This code draws three different-sized squares. Instead of making three different functions, though, you only need one function with a parameter.



## Now try...

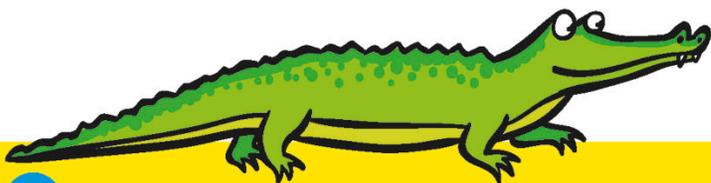
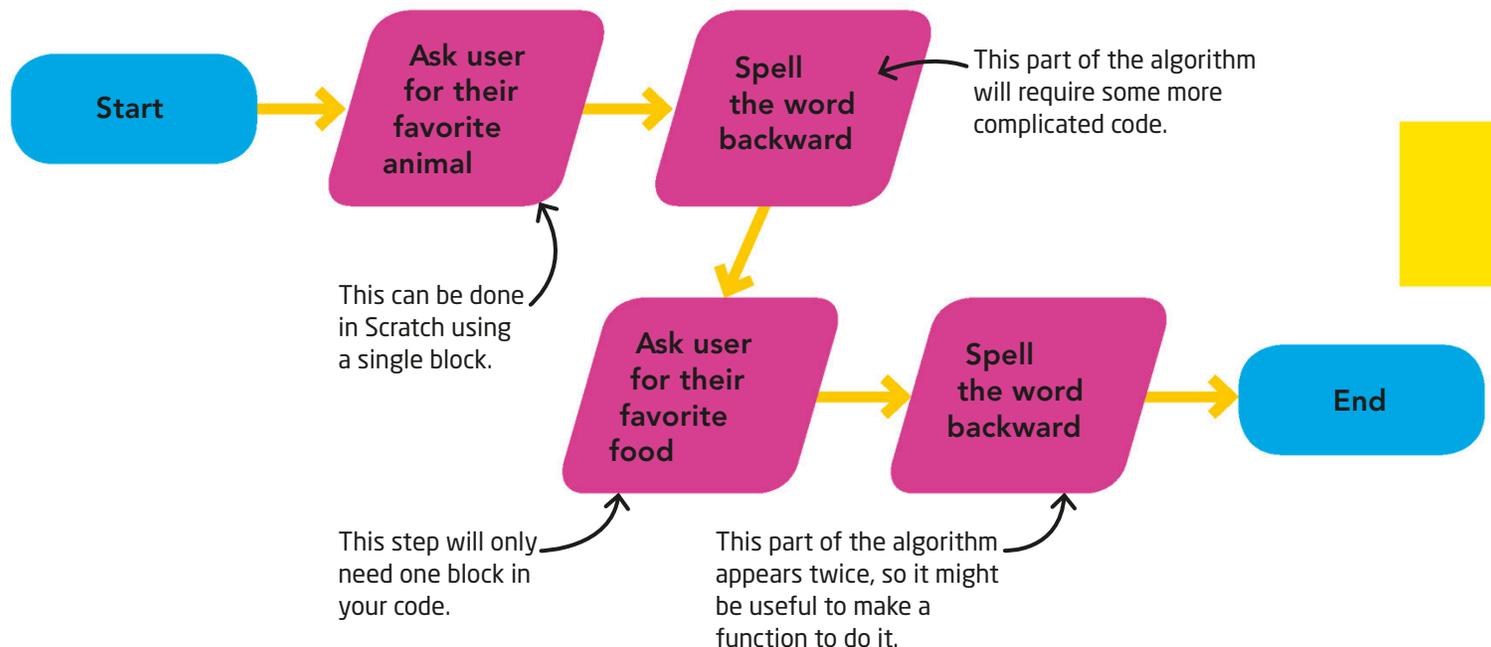
Try changing the value of the parameter "size" and see what happens to the pattern. How big a square can you make? How small a square can you see?

# Decomposition

**Even if you know what you want your program to do, it's not always clear what blocks you'll need or how you will get the computer to complete the actions you want. That's why you need decomposition. When you decompose a problem, you break it down into smaller pieces to see more easily how to program each part.**

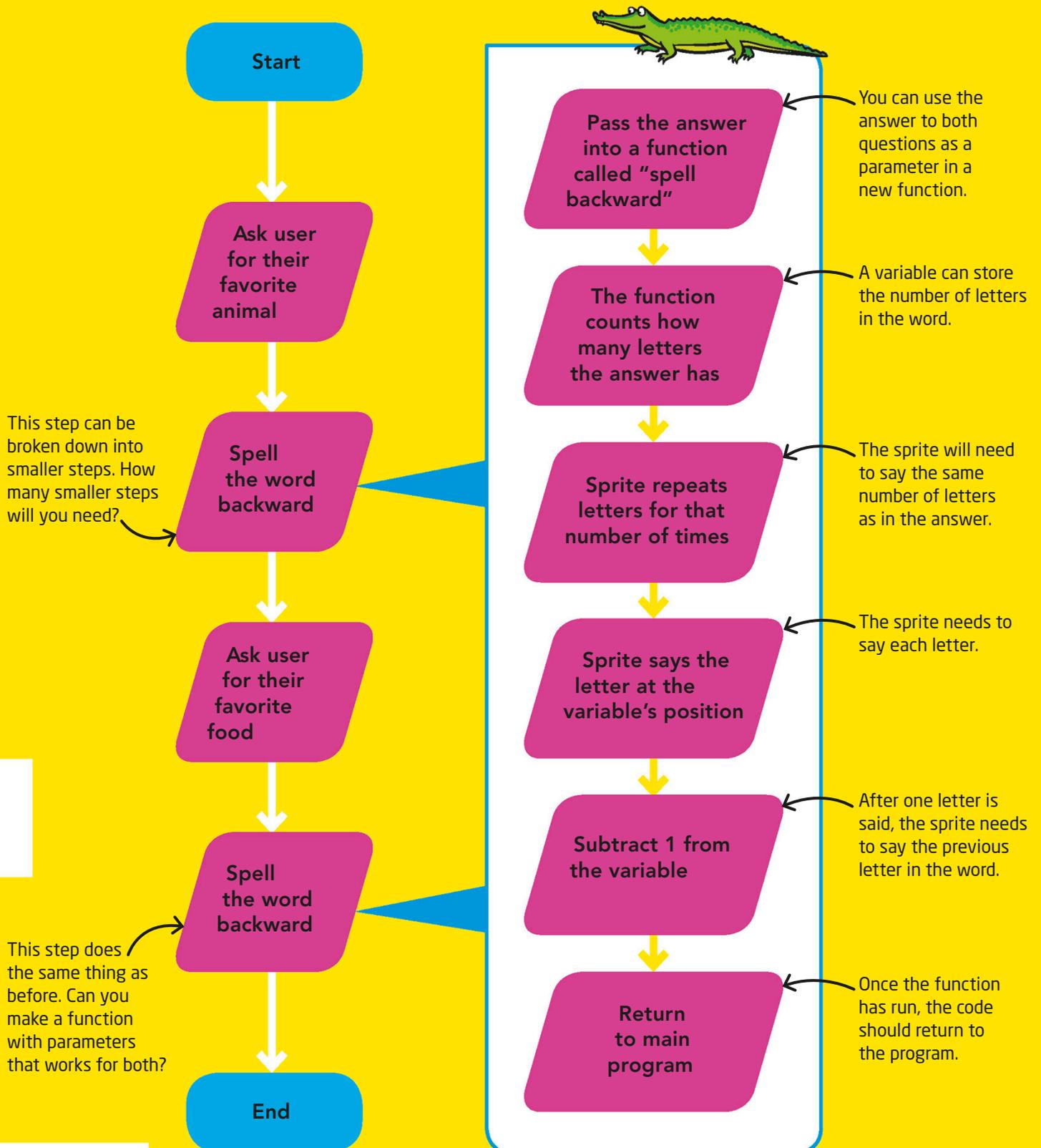
## The algorithm

Here's an algorithm for a program that takes words and spells them backward. It needs to be broken down further before it can be coded. Can you identify which steps can be done with a single block and which parts might need to be decomposed?



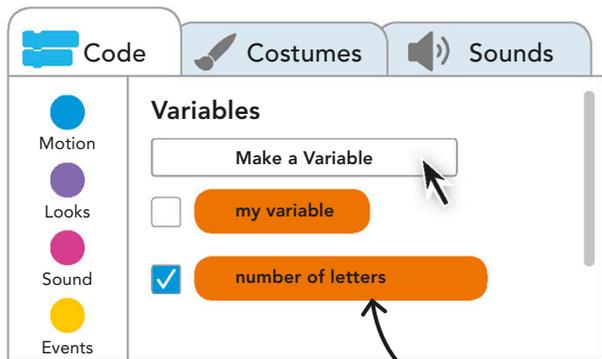
# Decomposing your algorithm

There isn't a single block in Scratch that spells a word backward, so this step would benefit from decomposition. Think about this step and what smaller steps within it need to happen. Also, since the step appears twice, you could make a function with parameters to save time later!

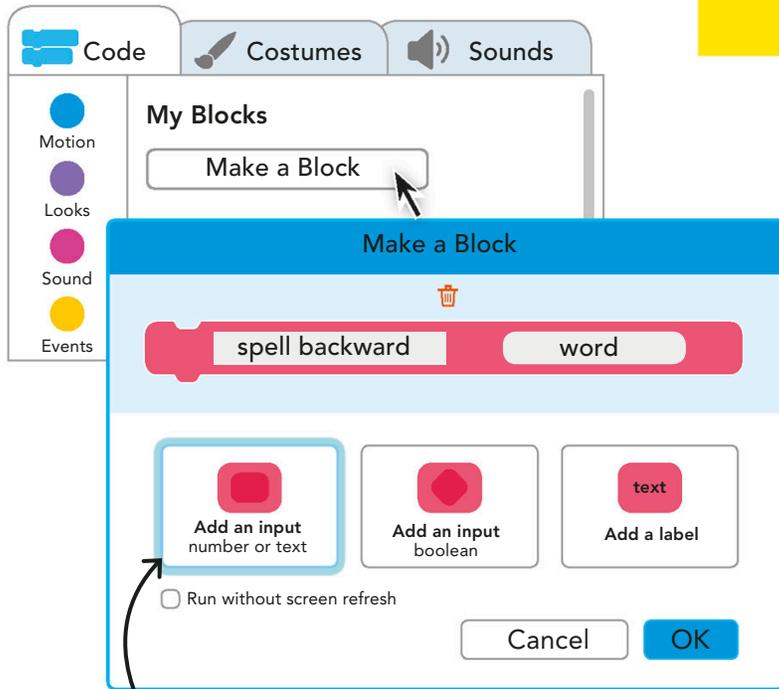
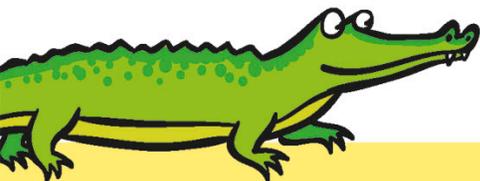


# Making new blocks

The decomposed steps need both a variable and a new function. You can create those in the Blocks Palette under Variables and My Blocks. Make sure to name everything in a way that reminds you what your blocks are used for.



This variable will keep track of the letters in each answer.



Don't forget to add a parameter to your function so the user can add a word into the code.

# Defining your function

Now you need to tell your function what to do when it's time to spell a word backward. Try to match the decomposed steps to each block of code.

In order to place the "word" block into the code below, drag it across from the "define" block.

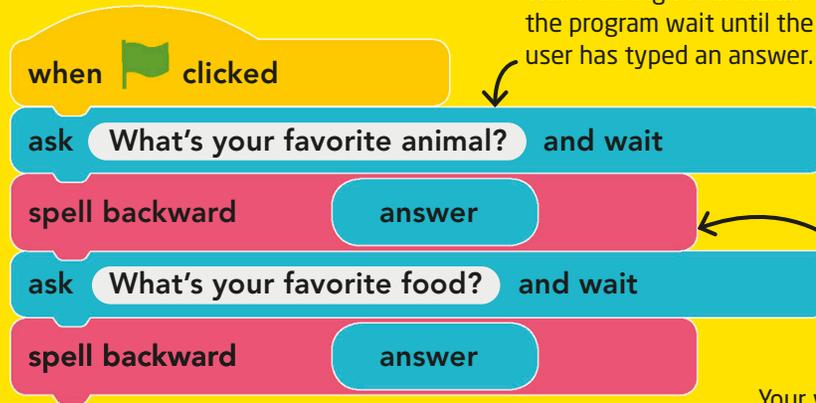
This Variable block takes the parameter "word" and counts the number of letters in it.

Every time the code says a letter, it takes 1 away from the variable, so on the next repeat it says the letter before.

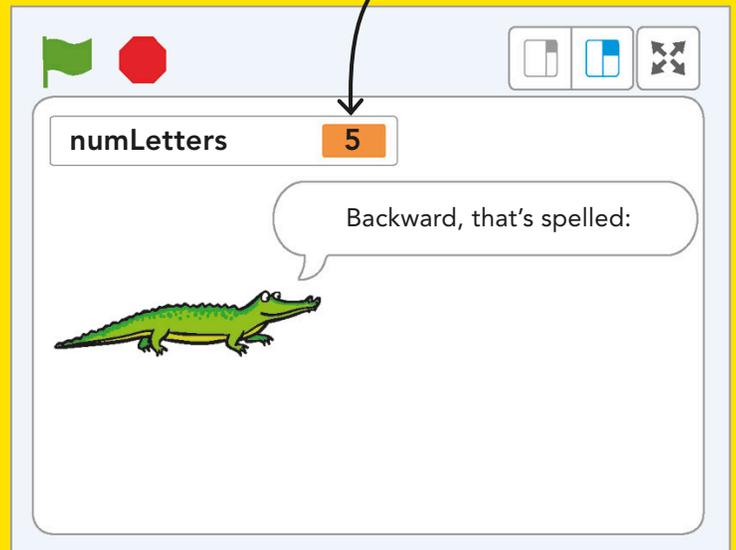
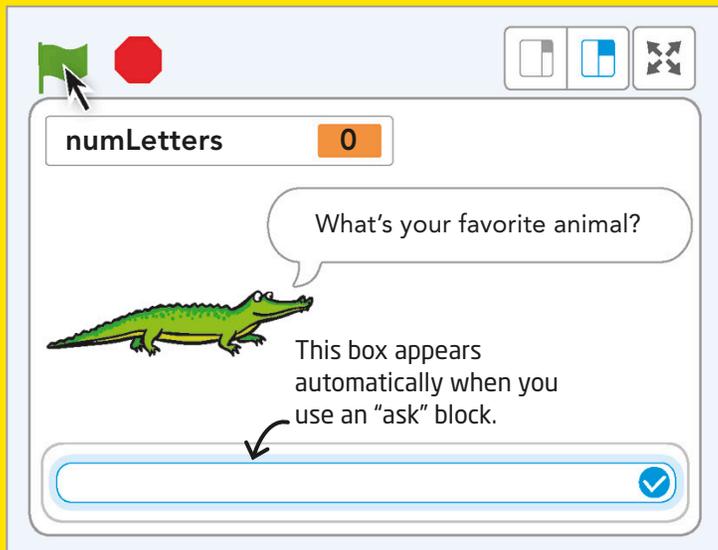
The "repeat" loop will make the program keep saying letters until the variable gets to 0. This happens when the whole word has been spelled out.

# The program

Now you can build the whole program. When it runs, the sprite will ask the user to enter answers that can then be spelled backward.

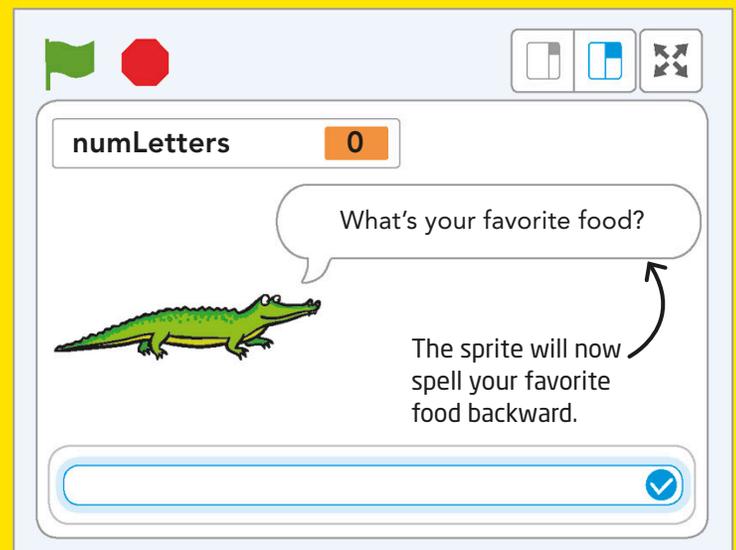
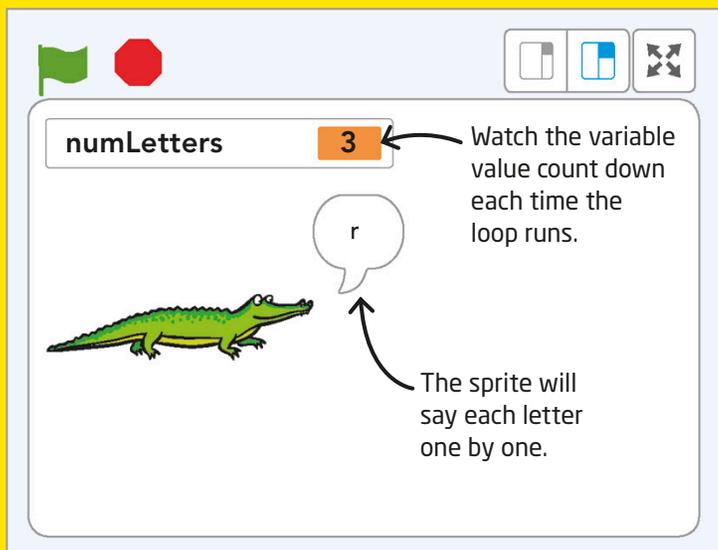


Your variable value will show here if the box beside the variable in the Blocks Palette is checked.



**1** First, the program will ask the user for their favorite animal and a box will appear. Type your answer in and click on the check mark.

**2** The program counts the number of letters in your answer. If you picked "horse," which has five letters, you will see "5" appear on the stage.



**3** The sprite says each letter of the word from last to first. It stops when the variable gets to 0.

**4** Once the function has run, the code returns to the main program and asks you the next question.

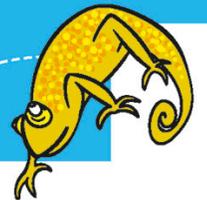
## The program

These scripts make a sprite change costume, color, and size. However, the program is much longer than it needs to be. Take a look at it and see if you can find any repeating patterns that you could replace with a function.

```
when space key pressed
  go to x: 0 y: 0
  point in direction 90
  switch costume to costume1
  set size to 100 %
  clear graphic effects
  wait 2 seconds
```

```
when this sprite clicked
  go to x: 0 y: 0
  point in direction 90
  switch costume to costume1
  set size to 100 %
  clear graphic effects
  stop all
```

```
when green flag clicked
  go to x: 0 y: 0
  point in direction 90
  switch costume to costume1
  set size to 100 %
  clear graphic effects
  wait 2 seconds
  forever
    go to random position
    if touching edge then
      change size by -20
      turn 15 degrees
      change color effect by 25
    else
      change size by 20
      turn 37 degrees
    next costume
  wait 0.5 seconds
```



# Pattern matching

**Sometimes pieces of code that work for one thing will also work for other similar programs. Looking for patterns in scripts can help you find code that can be reused or made into a function that you can use whenever you need it.**

# Make a function

There are three places in the scripts where the sprite is sent back to the center of the stage, turned the right way, and reset to its original costume, size, and color. Can you see where? They can all be replaced by a single function.



Code Costumes Sounds

My Blocks

Make a Block

reset

Make a new block that will hold the reused code.

Block name

Add an input number or text Add an input boolean Add a label

Cancel OK

Name the block something that will remind you what it does.

Press OK when you're done.

Define the "reset" function by adding all the code that repeats in all three scripts.

define reset

go to x: 0 y: 0

point in direction 90

switch costume to costume1

set size to 100 %

clear graphic effects

All these blocks are repeated in the same order in the scripts.

reset

All three scripts can now start with the new function.



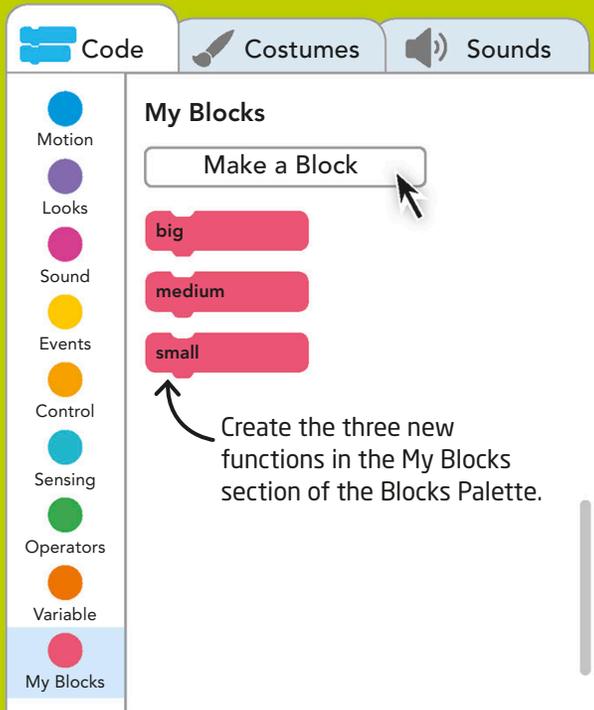
## Now try...

What if you don't want to position your sprite in the center each time? Can you add a parameter to your "reset" function so that you can start your sprite in a different location each time you use your function?

define reset location

# Three functions

Before you create the program, make these three functions in Scratch. Each one sets the sprite to be a different size and color.



This function sets the sprite to a color effect of 150 and a size of 150%.

```
define big
  set color effect to 150
  set size to 150 %
```



This function sets the sprite to a color effect of 75 and a size of 75%.

```
define medium
  set color effect to 75
  set size to 75 %
```



This function sets the sprite to a color effect of 50 and a size of 50%.

```
define small
  set color effect to 50
  set size to 50 %
```



The sprite starts as one color and size, which the functions change.

# Abstraction

When you look at something that has too much detail, you can lose the big idea underneath. In this program, we'll give you three different functions. Your job is to take away the unnecessary details that could be added as parameters later. Making code simpler like this is called abstraction.

# The program

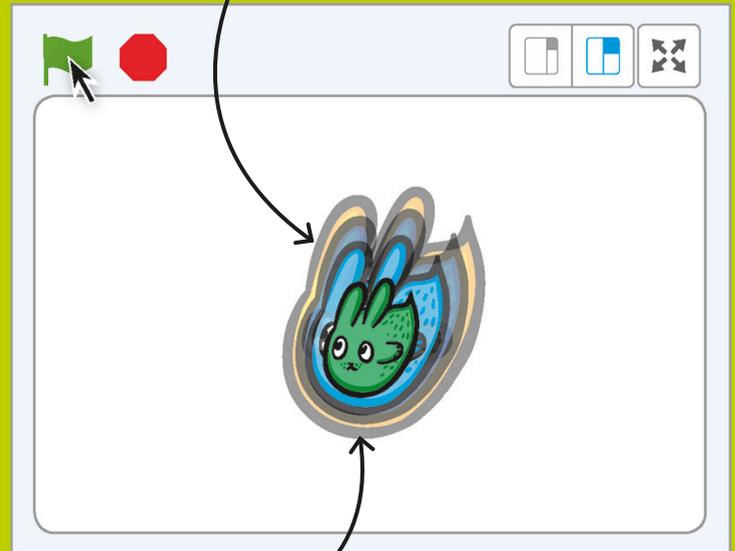
The program makes the sprite big, then small, then medium-sized, and changes its color each time.

## 1

The functions here change the size and color of the sprite, with pauses in between each change so you can see them happen.

```
when clicked
  big
  wait 1 seconds
  small
  wait 1 seconds
  medium
```

The "wait" blocks make the code slow enough for you to see the color and size changes.



First the sprite grows bigger, then it shrinks to be small.

At the end the sprite grows to be medium-sized.

## 2

You don't really need three separate functions to make the program work—and functions take time to make. Instead, you can make one function with parameters!

```
define abstracted function change
  set color effect to change
  set size to change %
```

Remember you can drag the "change" parameter here directly from the "define" block above.

```
when clicked
  abstracted function 150
  wait 1 seconds
  abstracted function 50
  wait 1 seconds
  abstracted function 75
```

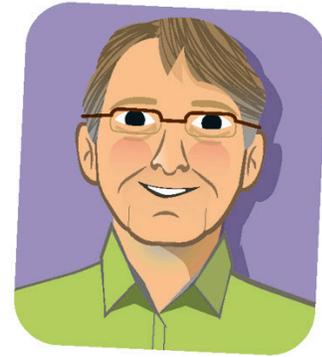
Now you can use the same function to add in the size and color change effect values you want.

# Bill Gates

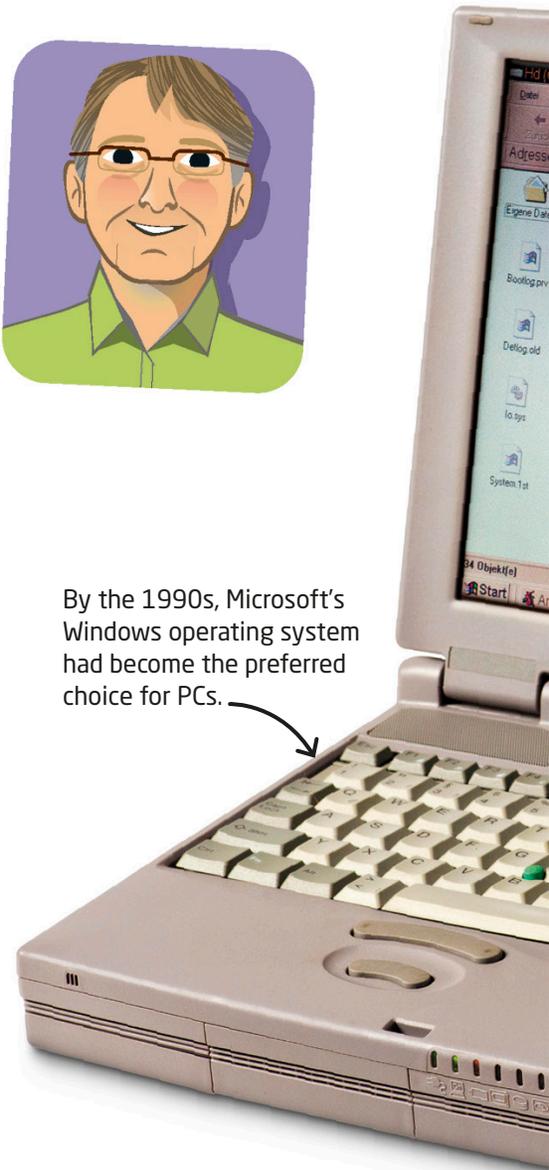
Programmer and businessman

• Born 1955 • From the USA

**Bill Gates is the cofounder of the world-famous computer company Microsoft. Gates learned to code at an early age and went on to create hugely successful software. Today, he and his wife are well-known for the charity work they do.**



By the 1990s, Microsoft's Windows operating system had become the preferred choice for PCs.



## Early training

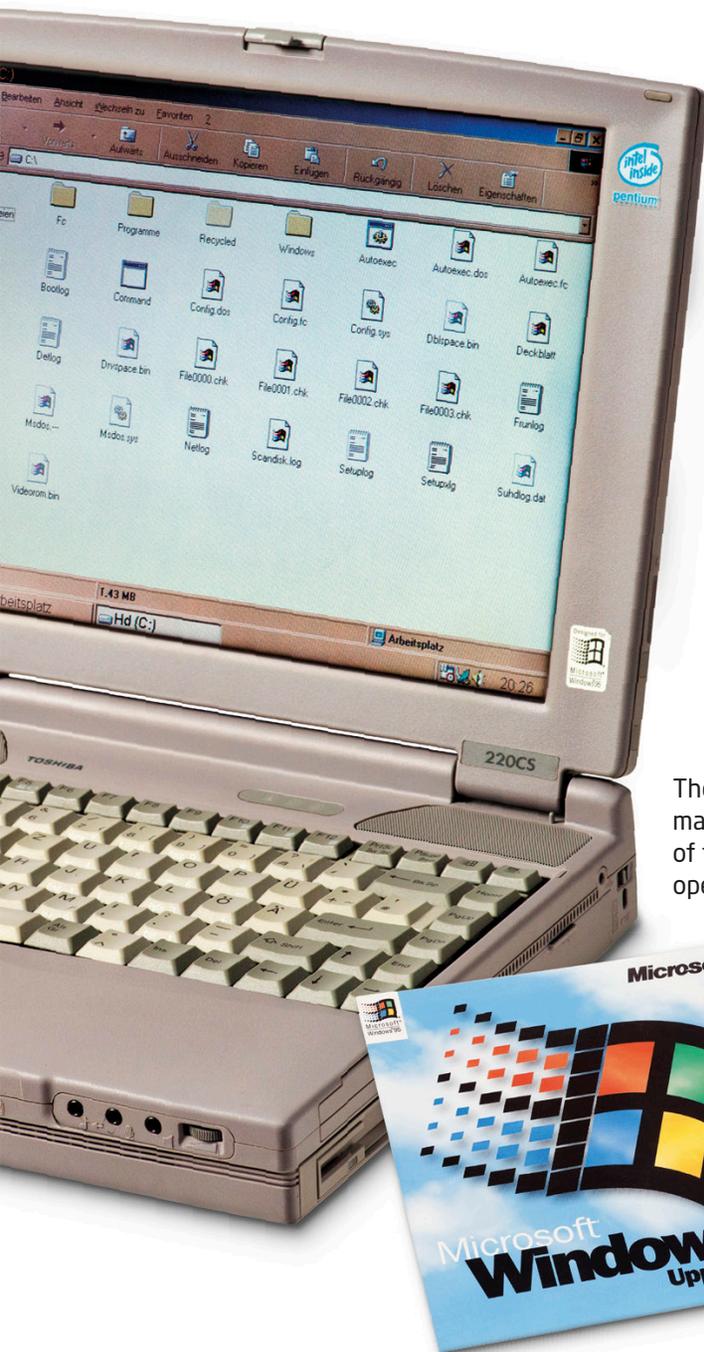
It was not common for schools to have computers when Gates was young. He was lucky enough to have access to one and wrote a computer program to play tic-tac-toe on it. He used an early version of BASIC, a programming language that was popular at the time.

## BASIC for Altair 8800

One of the most popular personal computers (PCs) in the 1970s was the Altair 8800. Gates and his childhood friend Paul Allen created a program called a compiler that allowed the Altair to be programmed with BASIC.



Altair 8800 computer



## Micro-Soft

Bill Gates and Paul Allen found great success with Altair BASIC. They continued to develop computer software under the name Micro-Soft, which later became Microsoft. They also created operating systems, which are the programs that make computers work. The operating system Microsoft Windows is now used around the world.



There have been many versions of the Windows operating system.



## Harvard University

After high school, Gates attended Harvard University in Massachusetts, where he studied both mathematics and computer science. He chose to drop out of Harvard, however, so he could concentrate on making and selling software.

## Charity work

In 2000, Bill Gates and his wife, Melinda, set up a charity called the Bill & Melinda Gates Foundation. Its goals include improving education and health, particularly in poorer communities. Bill and Melinda received the Presidential Medal of Freedom for their work. This is one of the top awards given to US citizens who have made an important impact on society.



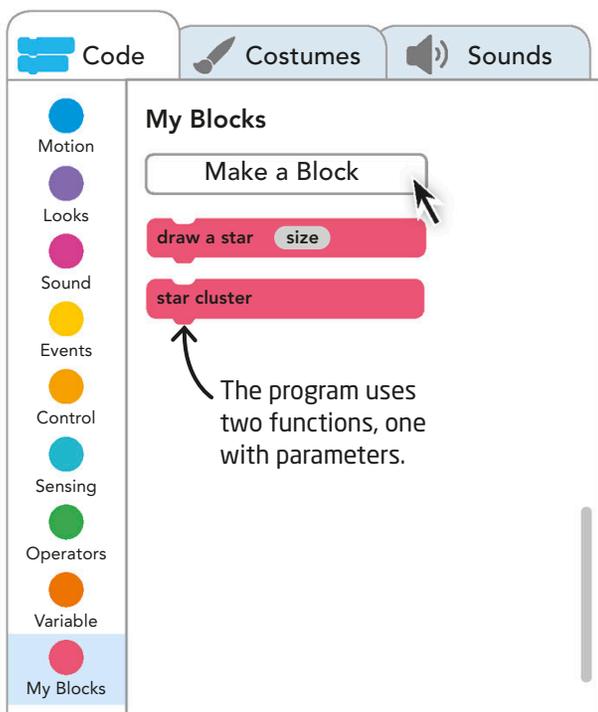
Bill and Melinda Gates were awarded the Presidential Medal of Freedom by US president Barack Obama in 2016.

# Remixing

**When you remix a project, you take something that's already been created and change it or add to it so that it works better for you. Remixing can be a form of collaboration or it can be a way to add variety to a project that you have made yourself.**

## The program

Here is a program that lets you move sprites around and create patterns using a webcam. Can you use the skills you've learned in this book to remix the program and make it even better?



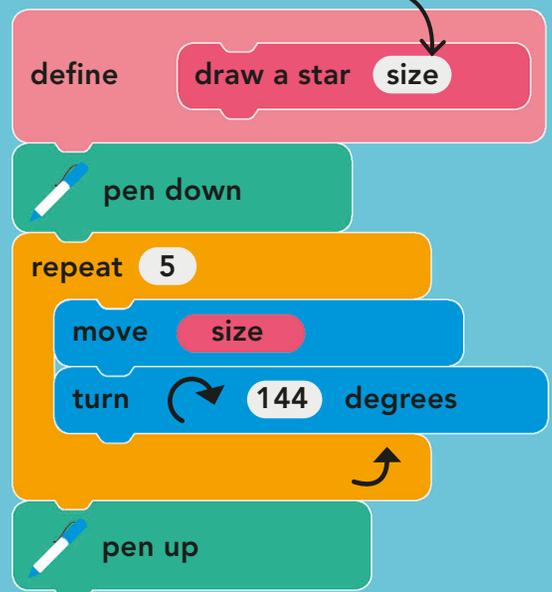
1

The program draws a cluster of three stars when one sprite is touched. Two functions are needed to create this effect.



Make sure you've clicked on Sprite 1 before creating this code.

The first function draws a star shape. It has a parameter so you can draw stars of different sizes.

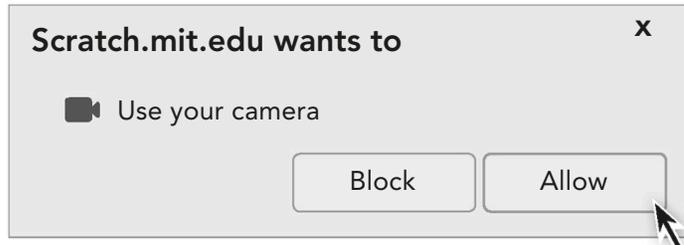


This function uses the first to draw three stars next to each other, all of different sizes. Try changing the values to remix the pattern.



## Permissions

This program requires the use of a webcam. Scratch needs your permission to use input from your webcam. When you click on the Video Sensing option, a pop-up window will ask you to allow or block it. You will only be able to try this program if you click allow.



when  clicked

 turn video **on**

 set video transparency to **50**

 erase all

← This clears the stage when the program starts.

 pen up

go to x: **-100** y: **0**

set size to **40** %

forever

if  video **motion** on **sprite** > **20** then

 pen up

go to **random position**

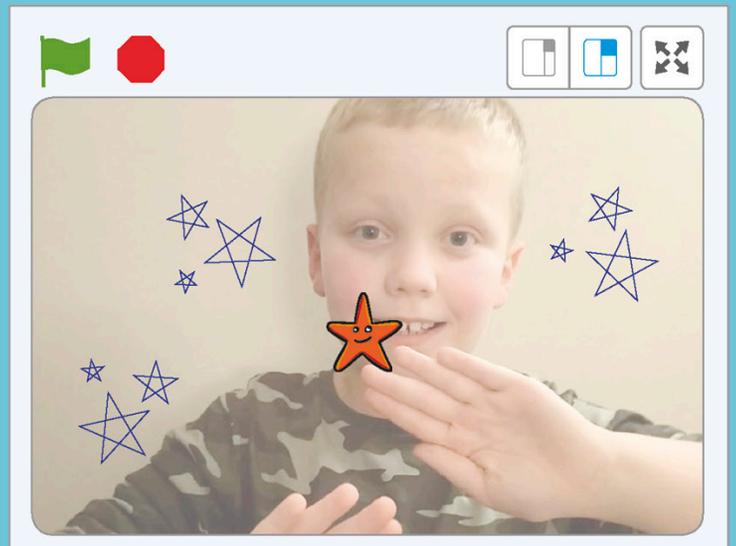
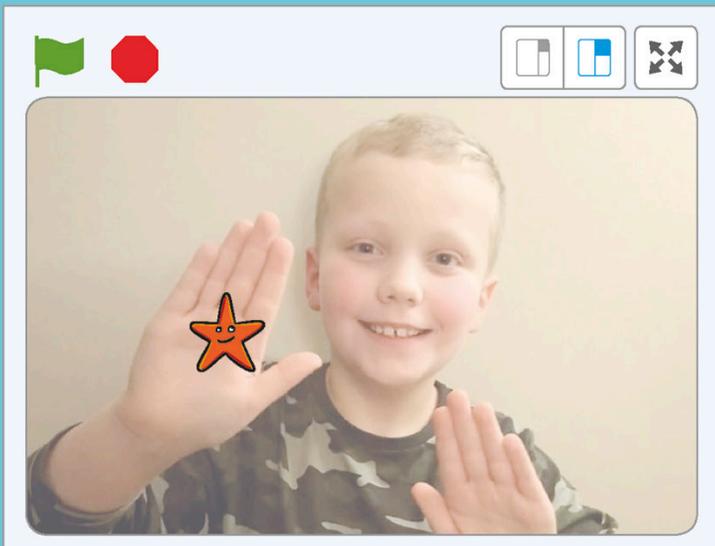
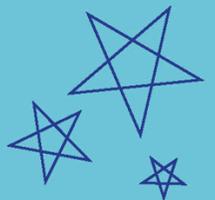
star cluster

go to x: **pick random -200 to 200** y: **0**

point in direction **90**

← If the sprite senses motion on the webcam, it will jump to a random position and draw a star cluster.

← A value of 0 for y means the sprite will always return to the center line of the stage.



**1** The sprite appears in the middle of the screen and only moves when you touch it.

**2** This sprite jumps around the stage and leaves a star cluster pattern in every place it goes.

2

The second sprite in the program makes a stamp of itself in a different size each time you hit it. You could remix it to make more or fewer stamps, or to change its color every time.



Make sure you've clicked on Sprite 2 before creating this code.

```

when green flag clicked
  go to x: 100 y: 0
  set size to 100 %
  forever loop
    if video motion on sprite > 20 then
      pen up
      go to random position
      next costume
      set size to pick random 10 to 200 %
      set ghost effect to 50
      stamp
      set ghost effect to 0
      set size to 100 %
      go to x: pick random -200 to 200 y: 0
  
```

Change the size of the sprite if you want to.

The sprite will only make a stamp if it senses enough motion on the webcam.

Make sure to pick a sprite with more than one costume.

The "ghost" effect will make the sprite a little see-through before it stamps.

This will leave a copy of the sprite's image wherever you use it.

After making a stamp, the sprite will return to the center line of the screen.



**i Useful tip**

Whenever you create a program that makes a sprite change costume, make sure you've picked a sprite that has more than one costume already. Alternatively, you can make extra costumes for the sprite yourself.



3

The final sprite deletes everything on the screen when you collide with it. This one will clear the screen when it gets too messy.



Make sure you've clicked on Sprite 3 before creating this code.

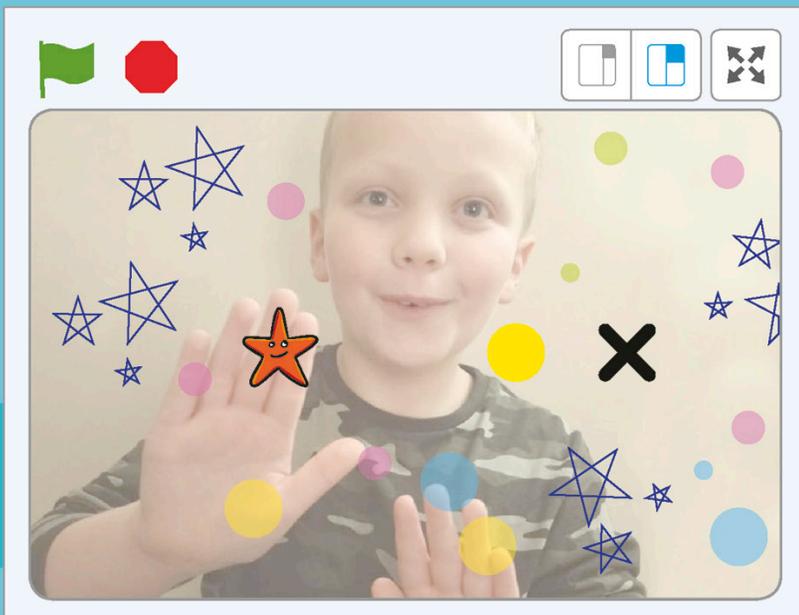


```

when green flag clicked
  go to x: 0 y: 0
  set size to 70 %
  forever loop
    if video motion on sprite > 20 then
      pen up
      go to random position
      erase all
      go to x: pick random -200 to 200 y: 0
      point in direction 90
  
```

A "forever" block means the following code will run anytime you collide with the sprite, not just the first time.

This sprite will delete all the star clusters and stamps on the screen when it is touched.



3 Move your hands over the first two sprites to make them draw patterns, or touch the third sprite to clear the stage.



### Now try...

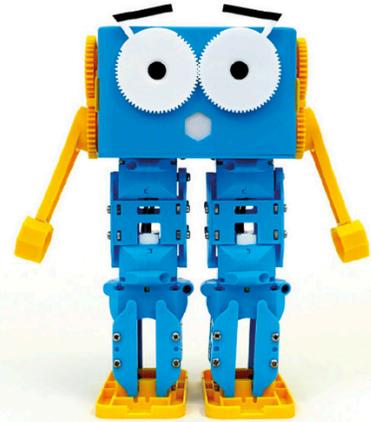
Don't forget to remix the code and add extra sprites and effects to make the game more fun!

# Minicomputers

**Minicomputers have the same basic parts as computers many times their size, but these tiny devices are small enough to fit in the palm of someone's hand. Despite their small size, they have all of the features that you need to create amazing things—such as a robot!**

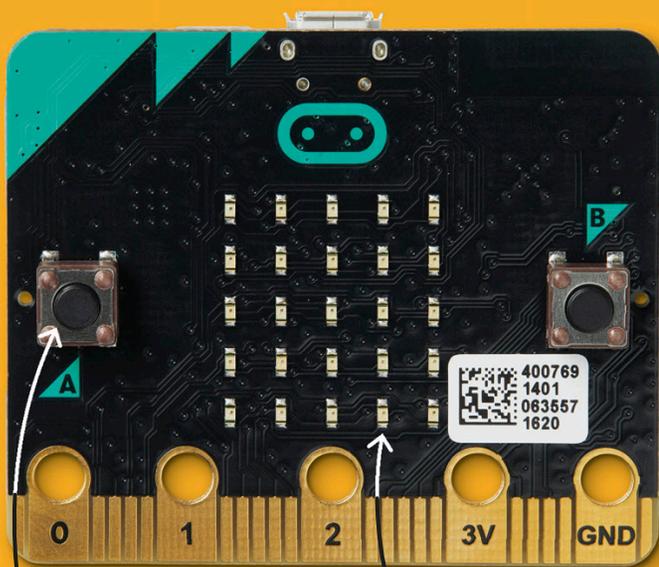
## DIY robot

Marty is a robot that comes in a kit to be made at home. It can be controlled by a Raspberry Pi using the programming languages Scratch, Python, or JavaScript. Marty can be programmed to walk and dance.



## micro:bit

The micro:bit has built-in LED lights and buttons. Once it is programmed, you can play games on it without any extra attachments.



Buttons on the micro:bit allow you to give it input while a program is running.

25 LEDs can be programmed to display letters, numbers, or pictures.



These chips might seem tiny but they're very powerful.

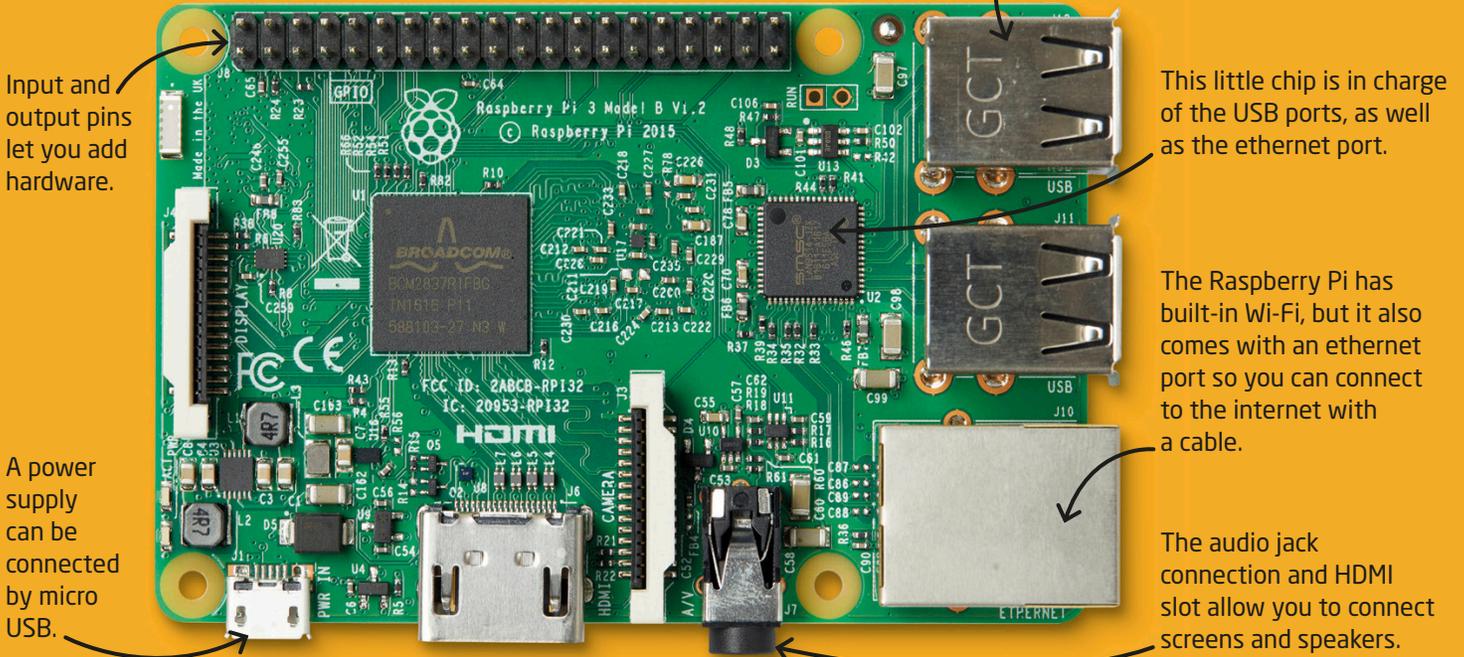
Battery pack connectors let you play the games you make anywhere!

These copper connections let you attach and program other devices, such as a speaker.

# Raspberry Pi

A Raspberry Pi can be used to program anything from a touch-screen tablet to a humanoid robot, depending on which pieces of hardware are attached to it.

Two USB ports are used to connect devices, the same way you would connect devices to your home computer.



# Arduino

An Arduino, like a micro:bit, is programmed using another computer. They can only store a single program at a time.

There are 14 digital pins that let you connect input and output devices.



## How to connect micro:bit

In order to use Scratch to program a micro:bit, you need to do a couple of things before you start. This section will tell you what you need to know.

### Requirements:

 Windows 10 version 1709+ or mac OS 10.13+  Bluetooth 4.0  Scratch Link

**1** **Install Scratch Link and micro:bit HEX**  
Ask an adult for permission to download and install Scratch Link and micro:bit HEX. Both applications can be found at: <https://scratch.mit.edu/microbit>  
Follow the instructions provided.

**2** **Connect micro:bit to Scratch**  
Make sure the micro:bit is still connected to your computer via the USB cable in order to begin programming it.

**3** **Add the micro:bit extension**  
When you open Scratch, add the micro:bit extension to the Blocks Palette.



# micro:bit

Scratch has special blocks that let you write code for other devices, such as the micro:bit. The micro:bit is a minicomputer that has buttons and lights built into it. You can use it to create fun games!

## The program

This program will make your micro:bit into a controller for a game in Scratch. You will be able to use the buttons to make the sprite jump. The micro:bit will even display your score!

**1** First, we'll code our main sprite. These scripts will reset the game when you start it, define how you win or lose, and let you control the main sprite.



Make sure you've clicked on Sprite 1 before creating this code.

You need to create a variable called "score" before you can add this code.

```
define reset
  go to x: -100 y: 0
  point in direction 90
  set score to 0
  display text score
  set size to 55 %
```

```
define endGameWin
  say Yay! for 1 seconds
  stop all
```

```
define endGameLose
  reset
  stop all
```

You will need to make and define three different functions to make this game.

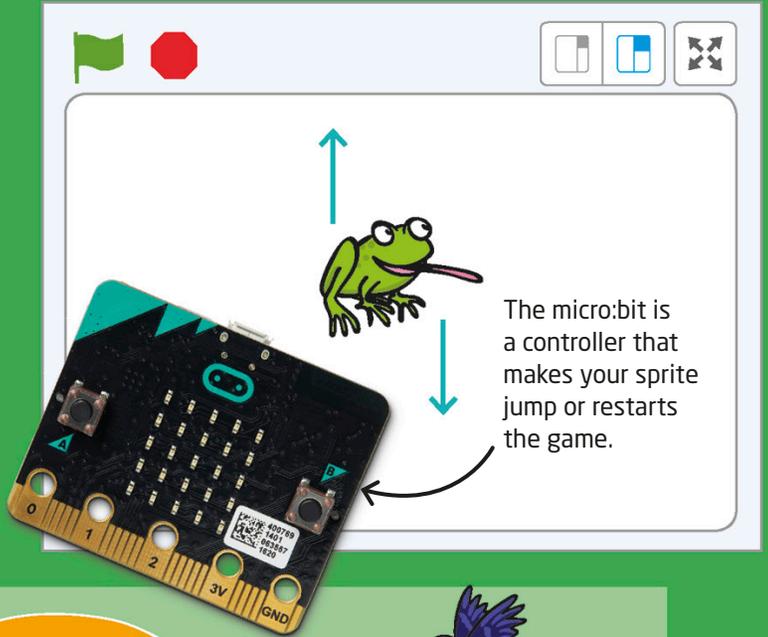
```

when A button pressed
  reset
  forever
    change y by -3
    if touching edge ? then
      endGameLose
    if score > 4 then
      endGameWin
  
```

When the A button is pressed, we want the game to reset and begin again.

```

when B button pressed
  change y by 50
  
```



2

Next, we need to set up a "bad" sprite that our main character is trying to avoid.



Make sure you've clicked on Sprite 2 before creating this code.

```

when A button pressed
  go to x: 200 y: 200
  set size to 50 %
  hide
  create clone of myself
  
```

We will need a lot of copies of Sprite 2. It's easier to make clones than lots of sprites.

```

when I start as a clone
  show
  go to x: 150 y: pick random -150 to 150
  forever
    change x by -10
    if touching Sprite1 ? then
      change score by -1
      create clone of myself
      delete this clone
    if touching edge ? then
      create clone of myself
      delete this clone
  
```

We want each clone to keep going until it collides with Sprite 1 or the edge of the stage.

If the two sprites collide, you will lose a point.

A new clone will appear when Sprite 2 hits the edge of the stage.

# 3

Finally, we need to write the code for the sprite that you want your main sprite to try to catch to increase your score.



Make sure you've clicked on Sprite 3 before creating this code.

```

when A button pressed
  go to x: -150 y: 150
  create clone of myself
  hide

```

The original sprite should hide after it creates a clone.

```

when I start as a clone
  show
  go to x: 150 y: pick random -150 to 150
  forever
    change x by -10
    if touching Sprite1 ? then
      hide
      change score by 1
      display text score
      create clone of myself
      delete this clone
    if touching edge ? then
      hide
      create clone of myself
      delete this clone

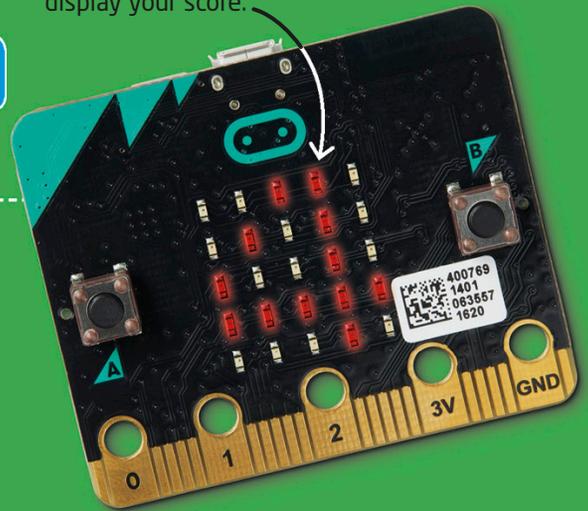
```

There will be a lot of copies of Sprite 3 in this game. Since they all do the same thing, they can be clones rather than new sprites.

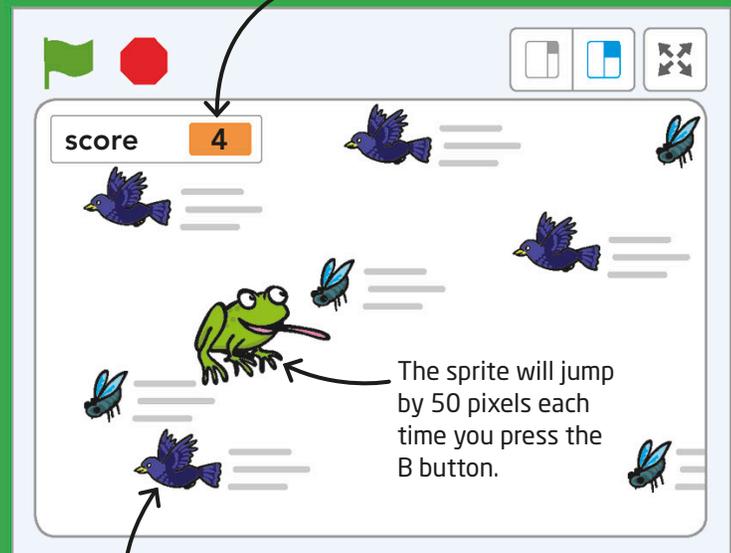
When Sprite 1 catches the clone, you will get a point.

Whenever a clone touches the edge of the stage, it should disappear and create a new clone.

The micro:bit LEDs will display your score.



Your "score" variable shown here should match what's displayed on the micro:bit.

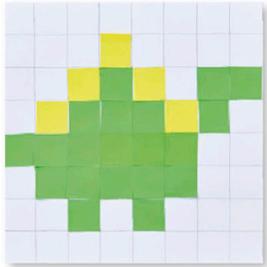


The sprite will jump by 50 pixels each time you press the B button.

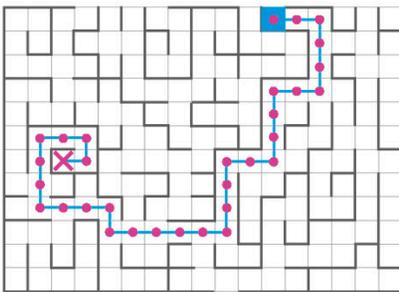
The clones will keep flying across the screen until the game is over.

# Answers

**17 Paper pixels**  
Here is what your finished pixel image should look like. It's a dinosaur!



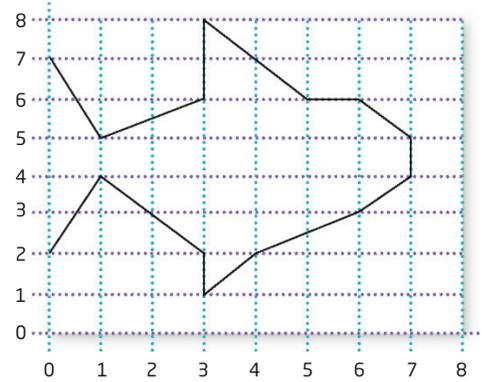
**56 Parameter path**  
This is how to complete the maze. The finished program should look like the blocks below:



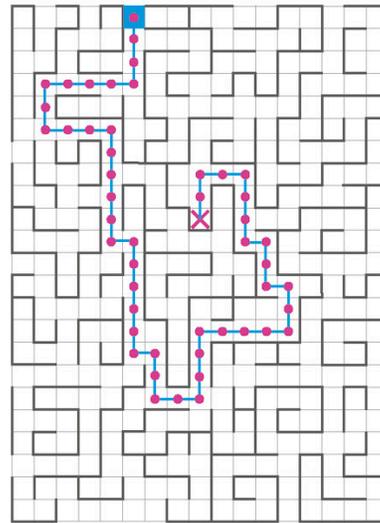
```

moveRight(2)
moveDown(3)
Repeat 2 times
  moveLeft(2)
  moveDown(3)
moveLeft(5)
moveUp(1)
moveLeft(3)
moveUp(3)
moveRight(2)
moveDown(1)
moveLeft(1)
  
```

**21 Debugging drawings**  
The correct instructions for Box 4 should read: Go diagonally up to 6,6 then across to 5,6 and then diagonally to 3,8. Go to 3,6 and then diagonally down to 1,5. Finish at 0,7.



**57 Parameter path**  
This is how to complete the maze. The finished program should look like the blocks below:



```

moveDown(3)
moveLeft(4)
moveDown(2)
moveRight(3)
Repeat 2 times
  moveDown(5)
  moveRight(1)
moveDown(2)
moveRight(2)
moveUp(3)
moveRight(4)
Repeat 2 times
  moveUp(2)
  moveLeft(1)
moveUp(3)
moveLeft(2)
moveDown(2)
  
```

**63 Pattern matching creepy-crawlies**  
These are the things each set of creepy-crawlies has in common:

### Arachnids

Which of these things do they have in common?

- Eight legs
- Wings
- A head and body
- Scaly skin
- A hard outer skeleton

### Insects

Which of these things do they have in common?

- Two antennae
- A fuzzy tail
- Wings
- Six legs
- A long neck



**Earwig:** Insect  
**Ant:** Insect

**Centipede:** Neither! It is actually an animal called a myriapod.

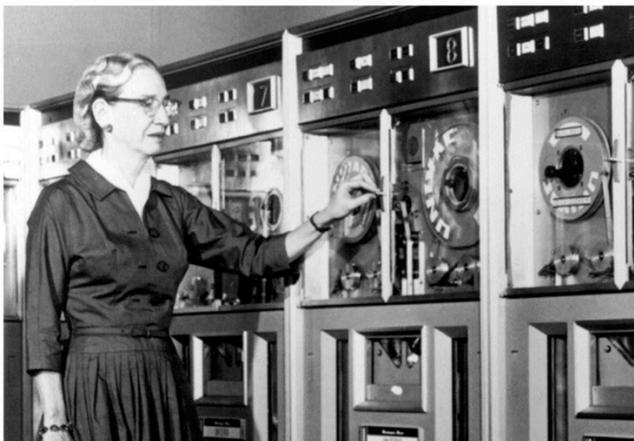
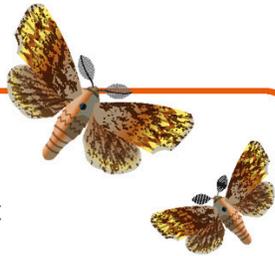


# Did you know?

**There is so much more to computer science than just programming. Computer science has a relatively short history but a lot has happened in that time!**

## Debugging

In 1946, after noticing that a program was producing bad results, the team working on the ENIAC computer found a moth stuck inside it. Admiral Grace Murray Hopper taped the moth into her notebook, commenting that it was the first "actual case" of a bug being found in code.



## Malware

Sometimes people write bad code to try to steal information or stop your machine from working. These programs are known as malware.



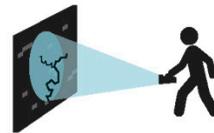
**Trojan horse** This is a bad program disguised as a good one. Once you install it, it can help people steal your data.



**Virus** A computer virus is a lot like a human virus, copying itself and infecting other programs without permission.



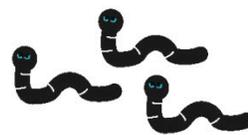
**Backdoor programs** These programs allow someone to access your machine without a password.



**Vulnerability scanners** Some people are able to run scanners on systems to find the insecure places where they can get in.



**Sniffers** As your information passes through the internet, sniffers can inspect each item looking for important data.



**Worms** A computer worm is a small piece of destructive code that can spread from computer to computer.



**Keylogging** Criminals can install keyloggers on other people's computers to record the keys they press, in order to steal data.

## Fun fact

One of the first computer viruses was written in 1982 as a joke by 15-year-old American Rich Skrenta. He made a virus called Elk Cloner, which made a poem appear on the screen of infected Apple II computers.

## Early computers



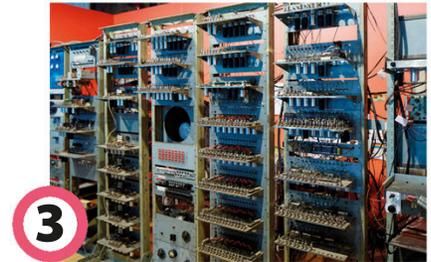
1

**Pascaline mechanical calculator**  
Created by Frenchman Blaise Pascal in 1642, this machine could add and subtract.



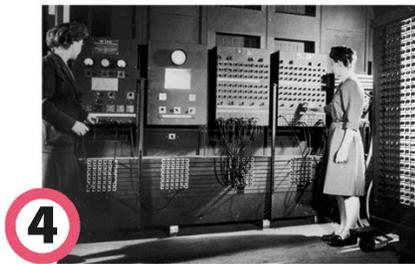
2

**Konrad Zuse's Z3** Presented in Germany in 1941, some think this is the first example of a reprogrammable computer.



3

**Manchester Baby** Considered small for its day, this English machine was built in 1948 to test random access memory (RAM).



4

**Electronic Numerical Integrator and Computer** Finished in 1945, the ENIAC performed complex calculations, but it could take days to program.



5

**IBM 360** First sold in 1965, this series of machines could all run the same software, so they could be easily upgraded.



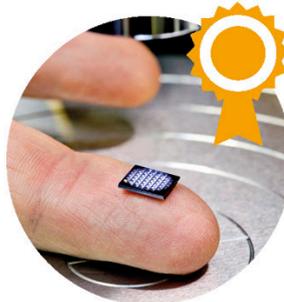
6

**TRS-80** By 1977, the TRS-80 had become a popular personal computer. It had a keyboard and could run games.

## What a difference!

### Colossal computer

In the 1950s, IBM built the SAGE system—a series of connected computers each weighing in at 250 tons (225 metric tons).

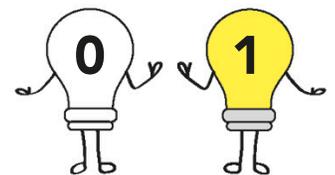


### Miniature machine

In 2018, IBM produced a computer that is smaller than a grain of salt, but more powerful than the desktop computers of the 1990s. Two are fitted to the motherboard shown here.

## Binary

Almost all modern computers use the binary system to send and store data. Information is converted into 1s and 0s, which the computer can change into electronic signals.



## Data measurements

File sizes are usually measured in terms of bytes. A byte is a unit about the size of what it takes to store a single letter, number, or symbol. Large amounts of data have their own names.

1 Bit = Single Binary Digit (1 or 0)  
1 Byte = 8 Bits  
1 Kilobyte (KB) = 1,024 Bytes  
1 Megabyte (MB) = 1,024 KB  
1 Gigabyte (GB) = 1,024 MB  
1 Terabyte (TB) = 1,024 GB  
1 Petabyte (PB) = 1,024 TB  
1 Exabyte (EB) = 1,024 PB

# Glossary

**abstraction** Making something more simple by removing details

**algorithm** List of steps that tells you how to do something

**artificial intelligence (AI)** Ability of a computer to do tasks that usually only a human can do, such as think or learn

**block** Puzzlelike piece of code that can be dragged into a program

**block-based programming** Graphical computer language that lets users connect blocks to build code

**bug** Mistake in a program or algorithm

**click** Press of the mouse button one time

**code** Programmed instructions that tell a computer what to do

**coder** Someone who writes code

**coding** Writing code

**collaboration** Working together

**collision** When two objects touch

**computational thinking** Solving problems the way a computer would solve them

**computer** Machine that takes in information and processes it. It has an option to store this information or send something back out

**computer language** Special kind of language that a computer can understand

**computer science** Study of the use of computers for solving problems

**condition** Statement that must be true in order for something to happen

**conditional** Code that checks whether something is true or false before it proceeds

**creativity** Ability to produce different and new ideas

**data** Pieces of information

**debugging** Finding and fixing bugs

**decomposition** Taking a problem and breaking it down into pieces that are easier to understand

**define (a function)** Writing code that tells a computer what a function should do

**download** File copied to your computer from the internet

**double-click** Clicking the mouse button twice, quickly

**drag** Holding the mouse button down as you move it across the screen

**drop** Releasing the mouse button after dragging something

**event** Coded trigger that causes other code to start running

**fiber-optic cable** Cable that sends data using light

**forever loop** Control block in Scratch that repeats code over and over until the program ends

**function** Named section of code that can be reused

**games console** Computer designed to run games, played using controllers

**green flag** Flag symbol above the Scratch stage that is often used to start programs

**hardware** Any part of a computer that you can touch

**hacker** Person who writes code designed to find safety flaws in computers

**hat block** Any of the blocks that you can use to start a new script in Scratch

**if statement** Set of code that only runs if a condition is true

**if/else statement** Set of code where one section runs if a condition is true and a second section runs if the condition is false

**input** Information sent to the computer or program, such as mouse-clicks, key presses, or movements picked up by a camera



**instruction** Line of code or command

**internet** Set of interconnected computers that allow people to communicate across the world

**loop** Code that repeats over and over again

**malware** Code designed to steal information or damage a computer

**minicomputer** Computer that is tiny but has power similar to a full-size machine

**online** Using the internet

**output** Information put out by the computer or program, such as words, images, or sounds

**parameter** Extra piece of information that some functions need to work

**pattern** Something that's shared between two or more things

**pattern matching** Recognizing and finding patterns

**PC** Shortened name for a personal computer

**persistence** Determination to try something over and over until you succeed

**pixel** Tiny single-colored square or dot that is part of a bigger image. The Scratch stage is measured in pixels

**program** Complete section of code that performs a task

**programmer** Someone who writes programs

**programming** Writing programs

**programming language** Language that a programmer uses to write code

**remixing** Creating a new version of a project that already exists

**repeat** Do the same thing again

**resilience** Determination to keep going even when something is hard

**run** Start a program

**robot** Machine that independently takes actions based on information that it collects

**script** Name used for a set of code

**software** Programs that operate on a computer or machine

**sprite** Computer image that can be controlled with code

**stage** Part of the screen where sprites appear in Scratch

**statement** Complete piece of code that makes a computer do something

**username** Made-up name that refers to a specific user



**value** Number, word, or other piece of information, including answers given in Scratch in response to "ask" blocks

**variable** Placeholder that can be used to refer to information whose value isn't known at the time of programming

**website** Page of information that can be found online

**Wi-Fi** Way of sending information from one place to another without wires

**World Wide Web** Network of computers that talk to each other using an agreed-upon language

**USB cable** Wire that connects different pieces of hardware that have a USB (Universal Serial Bus) connector

**x position** Position of a sprite on a horizontal axis

**y position** Position of a sprite on a vertical axis

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when  clicked

say **Ahoy!** for **2** seconds

move **50** steps

say **Let's walk, matey.**

move **300** steps

Let's walk, matey.



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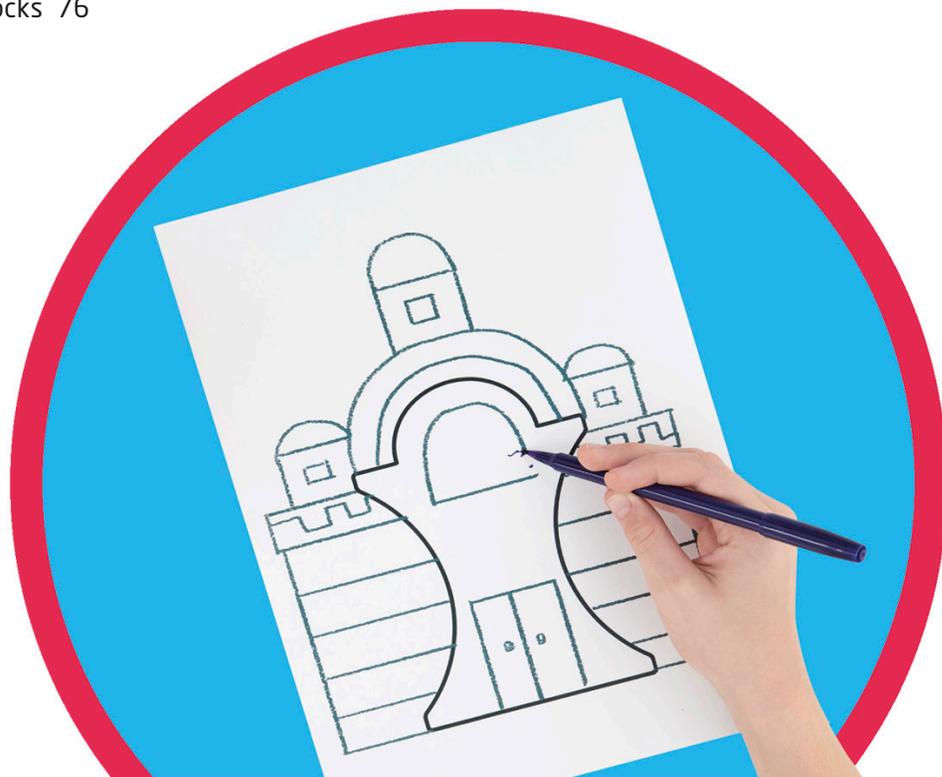
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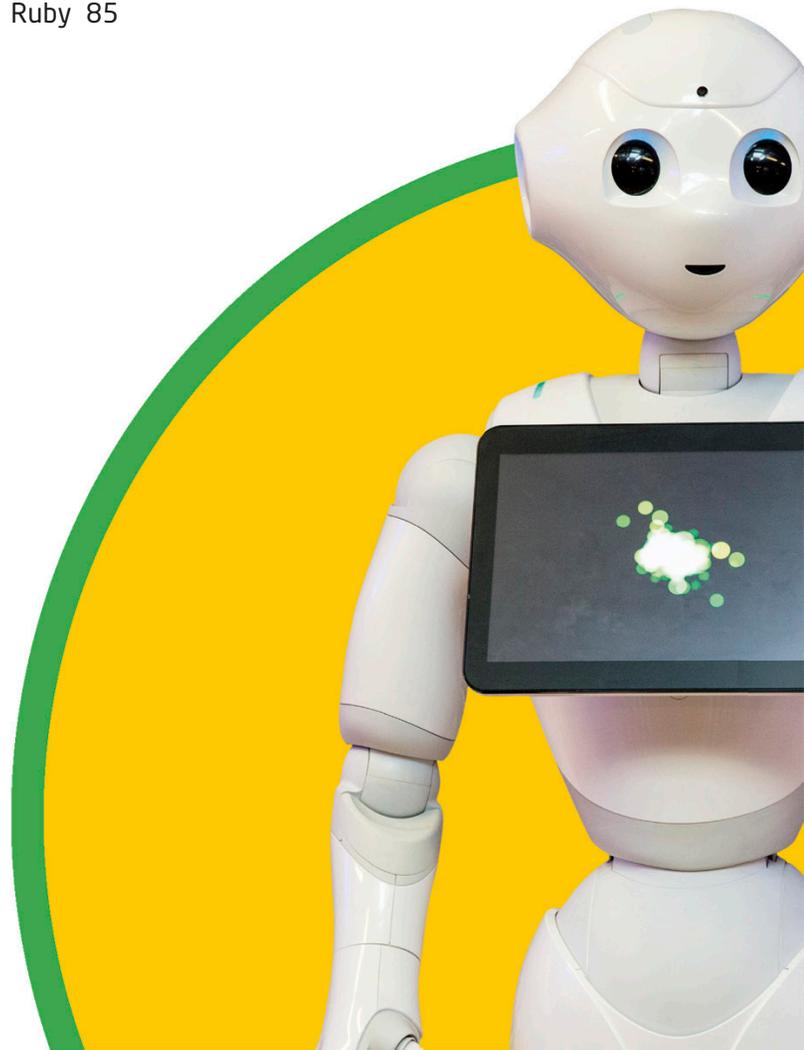
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