



Scratch

Programming Platform and Community

[Scratch](#) is a web-based or downloadable program that allows users to learn and use block-based programming to create interactive stories, animations, games, music, art, and much more. The imagination is the limit with this tool.

In the Classroom (Grades 3–12)

- Students can create animations in Scratch to show their understanding of different concepts or vocabulary.
- Students can create stories within Scratch and bring their writing to life.
- Students can create games in Scratch to show their understanding of concepts in all content areas. For example, students can create a "choose your own adventure" game within a historical setting that contains historical information.
- Students can create models within Scratch. For example, they can create a model of a landslide or some other phenomenon.
- Within Scratch, students can illustrate how a math problem is solved.
- Students can create music within Scratch and/or record different sounds to be integrated into any of their Scratch projects.
- Students can build on other Scratch community members' projects, going deeper into content.
- Students have the ability to connect to peripherals, such as a Makey Makey (invention kit), to branch into physical computing.

Site Features

- Parent permission is advised before posting student work created with this tool.
- A registration/login (with email) is required.
- A teacher account is available with Scratch.
- Products can be shared via URL.
- It is free.

Getting Started

1. Go to <https://scratch.mit.edu/>, watch the intro video at <https://vimeo.com/65583694>, and create a free account.
2. Watch the Scratch Teacher Accounts video at <https://scratch.mit.edu/educators/faq> and create a teacher account.
3. Try the Getting Started interactive tutorial at <https://scratch.mit.edu/ideas>.

Helpful URLs

- <https://scratch.mit.edu/ideas> (for teacher support)
- [Exploring a Scratch Example Student Workbook](#)