

Imagine a World – Guide



To start a new project, go to **SCRATCH** and click **Create**.



If you have a **SCRATCH** account, sign in so your project saves.

Use the following link to access the activity

<https://scratch.mit.edu/projects/editor/?tutorial=imagine>

Warm-up Activity: Imagine a world...

To spark ideas, watch the Imagine a World video together here

<https://scratch.mit.edu/projects/editor/?tutorial=imagine>

Support pupils creative ideas by allowing them to 'imagine a world' and allow them to write down/say/draw ideas of an imaginary world.

For example, "My name is Maya and I imagine a world where everyone can fly,"

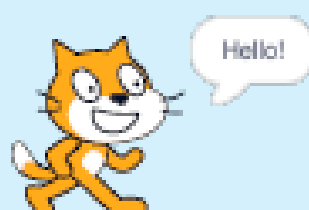
Demonstrate the First Steps



Demonstrate the first few steps of the tutorial so participants can see how to get started.

In Scratch, click **Create**.

Drag out a say block, and click it to make the cat say hello!



Have participants choose their own sprite.



Now make it say something.

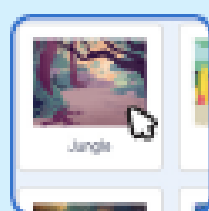


Start with an Event block.

This tells your code when to run.

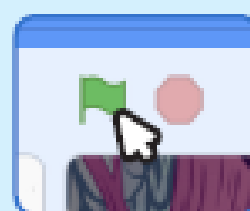
Type what you want your sprite to say.

Next, choose a backdrop.



Click the green flag to start.

Click the green flag to run your code.



Create



Support participants as they create projects based on their ideas.

Start with Prompts

Ask participants questions to get started

What does your ideal world look like?

What could you do to help make our world a little better?

Who or what inhabits your world?

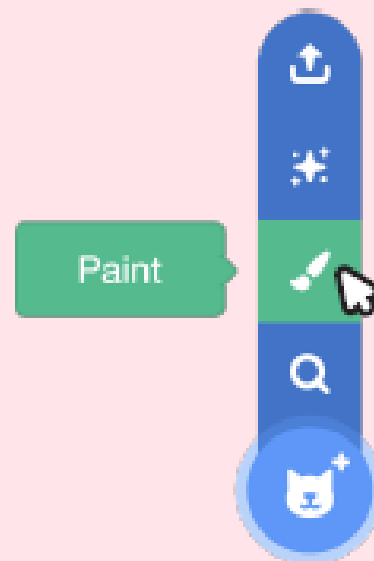
Is it full of people, animals, or creatures?



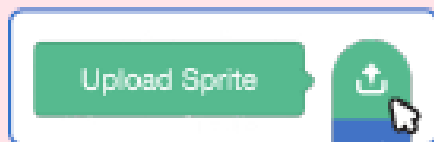
Some participants may want to explore using the activity cards:
scratch.mit.edu/ideas

More Things to Try

- It's your world. To draw your own images, click the Add a Sprite button, then choose Paint.

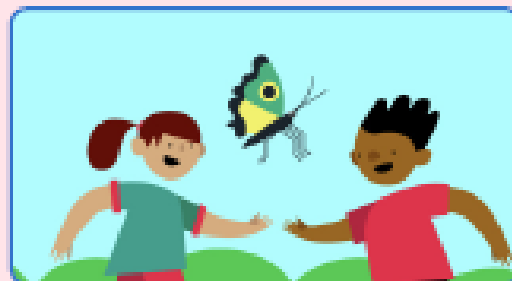


- You can also upload a photo



Support collaboration

- When someone gets stuck, connect them to another participant who can help.
- See a cool idea? Ask the creator to share with others.



Encourage experimenting

Help participants feel comfortable experimenting with blocks. Encourage them to try different combinations and edit inputs.

What happens when you add a repeat loop?

What happens if you type a larger or smaller number?

Once complete, participants should save their work as the activity title and share with family members.