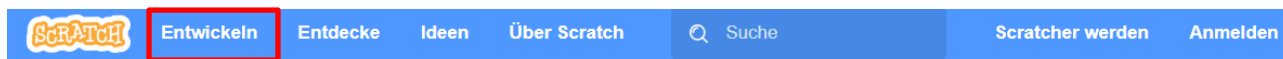


Instrucziun per scolaras e scolars

Scratch 1



Cun quist'instrucziun imprendast tū a cugnuoscher la surfatscha da programmer cha tū druvarost per fer tieu invid digitel. Scratch es üna lingua da programmer culla quela cha tū poust creer istorgias interactivas, animaziuns, gös, musica e bger'otra roba.

Clapper üna survista – la surfatscha da programmer

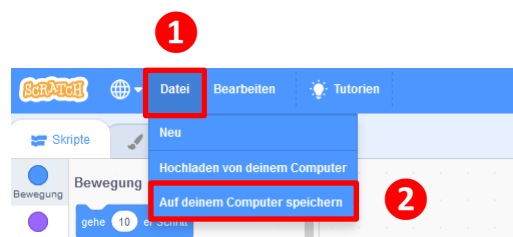
Avrir la surfatscha da programmer

1. Evra la pagina d'internet www.scratch.mit.edu
Cò poust tū svilupper egens programs da scratch. Tieu invid digitel vain fat cò.
2. Tū cliccast uossa sül pom «Entwickeln» e vainst rinvio/rinvieda sülla surfatscha da programmer.
Uossa est tū rivo/riveda tar la partenza e poust cumazer a programmer.

Arcuner il program

1. Clicca sün «Datei» per avrir il menü.
2. Clicca «Auf deinem Computer speichern» per arcuner il program al lö giavüscho sün tieu computer.

In quista maniera poust tū eir telecharger programs (Hochladen von deinem Computer).

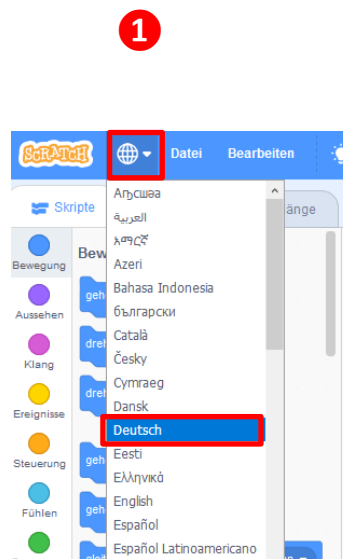


Müder la lingua

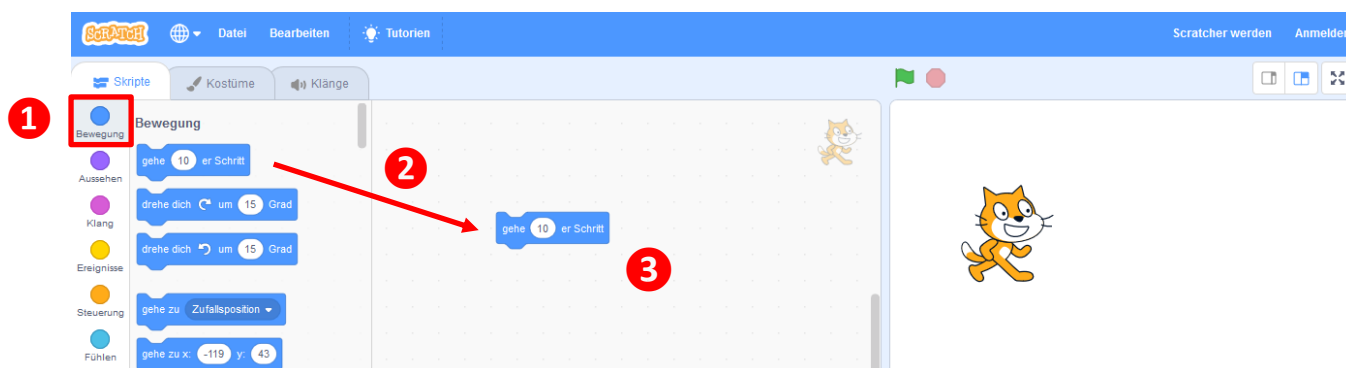
1. Clicca sül globus e tscherna «Deutsch» scu lingua.

Uossa sest tū...

- ... avrir la surfatscha da programmer Scratch.
- ... arcuner programs sün tieu computer.
- ... müder la lingua in todas-ch.



Agiundscher movimaints



Vezzast il giat sülla vart dretta da la part dal palc? Nus il vulains uossa muvanter. A varo eir movimaints sün tieu invid digitel. Que fo alura ün'apparentscha bger pü varieda.

Agiundscher cumands da movimaint

1. Tscherna aint il sector da las palettas da bloc culs cumands il sector «Bewegung».
2. Tira uossa culla mür il bloc da movimaint aint il sector da script.
3. Clicca sül bloc da movimaint ed observa che chi capita cul giat. Clicca püssas voutas in fila sül bloc. E guarda cò, il giat as movainta.

Andamaint da program

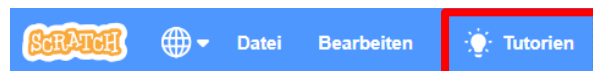
1. Per pudair lantscher ün program mincha vouta cul pom da partenza (binderina), stust il prüm trer vi il bloc da partenza dal sector «Ereignisse» tal sector da script.
2. Tscherna ulteriurs blocs e tira'ls fin a l'ur suotvart dal prüm bloc da movimaint.
3. l'ls champs alvs poust tü müder la distanza u la quantited dal movimaint.
4. Examinescha ils cumands aint il sector «Bewegung». Chi chatta il meglder andamaint da movimaint?

Uossa sest tü...

- ... muvanter figüras.
- ... cumbiner prüms programs cun püss blocs da programmer.



Tutorials – Instrucziuns

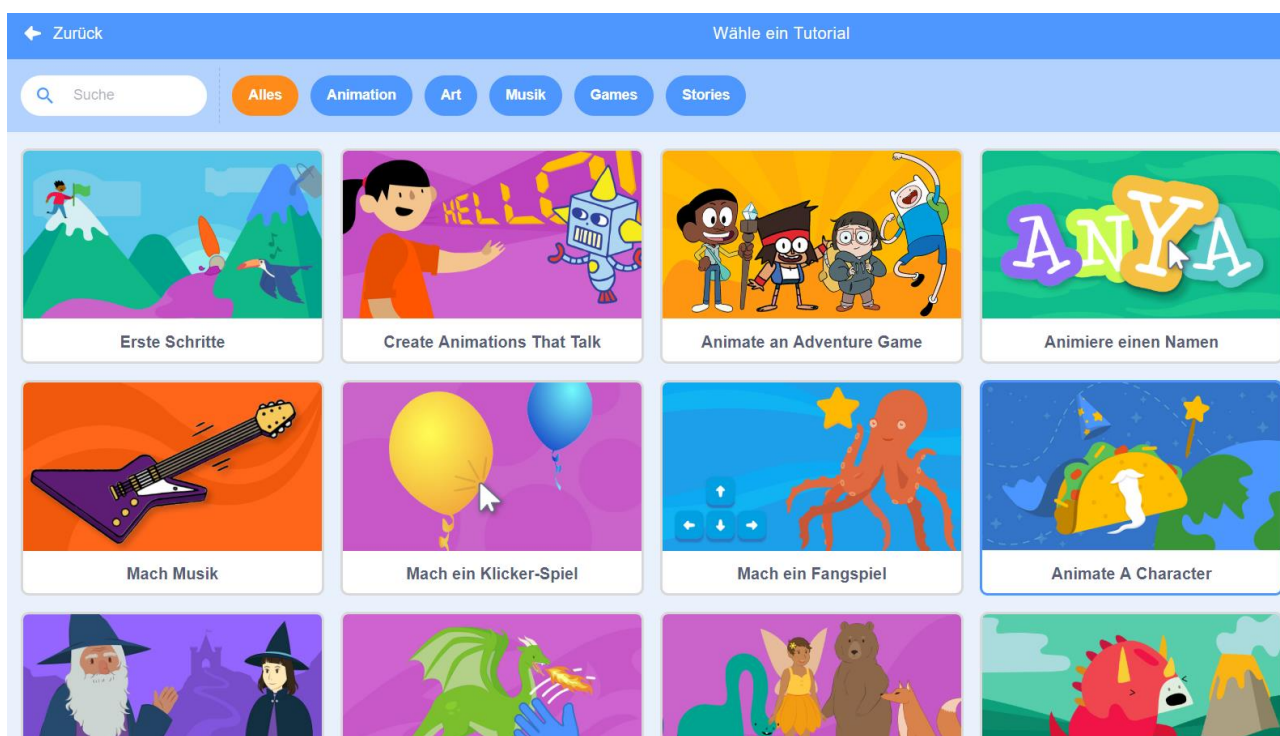


Tü hest uossa scrit ün prüm program. Il giat as muvainta. Ma forsa voust tü chatter per tieu invid digitel ün muvimaint fich speciel, nu sest però cu fer. Ils tutorials da Scratch at güdan.

Clamer tips ed agüd

Clicca survart aint il menü sün «Tutorien». Uossa cumpara üna nouva pagina da monitur cun bgeras instrucziuns chi sun divisas in differents sectuors.

- **Alles** – Cò sun tuot las instrucziuns.
- **Animationen** – Quista part declera bgeras funcziuns specielas a regard animaziuns.
- **Art** – Quista part declera bgeras funcziuns specielas a regard la furmaziun.
- **Musik** – Quista part declera bgeras funcziuns specielas a regard la musica.
- **Games** – Scha tü voust creer ün gö, chattast cò instrucziuns.
- **Stories** – Scha tü voust programmer interas istorgias, guarda quists filmins.



Uossa sest tü...

... chatter cun agüd dals tips respostas e soluziuns per tias dumandas.

... programmer prüms programs cun püss blocs da programmer.

Uossa cugnuoschast tü prümas pussibiliteds per agiundscher ün pô muvimaint in tieu invid digitel. Ma cu dess tieu invid digitel garder our? Che capita? Che figüras as vezza sün l'invid?

Metta't uossa a la planisaziun concreta da tieu invid digitel sül fögl plajabel.