SCRATCH

BASIC INFORMATION

1. A new programming language designed for young people (8+) created by the Lifelong Kindergarten Group at MIT Media Lab in 2007.

2. Allows users to mix different types of media (graphics, photos, music, sound) to create videos, games and music.

3. Based on the turntablism technique of "scratching," it refers to the easy reusability of the pieces - all of the interactive components, sounds and graphics can be imported into a new program.

4. There are almost about 300,000 projects with a total of 7,300,000 scripts and 2,300,000 sprites created by 45,600 contributors and 207,000 registered users.
Snap graphical blocks together into stacks

There are no syntax errors due to the block system, which also eliminates mismatches between data types

The interface is divided into several areas: the block palette, script info/area, the stage, and the sprite list

The palette is separated into 8 groups: movement, looks, sound, pen, control, sensing, numbers, and variables
The Scratch website says that the program offers a low floor (easy to get started), high ceiling (ability to create complex projects), and wide walls (support for a wide diversity of projects).

From the beginning, simplicity was the highest priority: developers said sometimes they even sacrificed functionality for understandability.

As a teaching tool, the remixing aspect encourages users to interact with existing projects; they can reverse engineer, recombine, improve as they see fit.
The website is a community-based project where users can upload/share their work, discuss on message-boards, create and download tutorials.

(If it weren't for the creative spelling mistakes you'd think these were adults)

The scratch player allows scratch programs to be run from almost any browser through the Java applet.
Using Scratch allows children to think creatively, reason systematically, and work collaboratively.

An emphasis on multimedia over programming scope, intuitive learning over necessary function.

It introduces the opportunity to learn concepts such as iteration, conditions, variables, data types, events and processes.