



## Interface Guide

- 1 **Save**  
Save the current project and exit to the Home page.
- 2 **Stage**  
This is where the action takes place in the project. To delete a character, press and hold it.
- 3 **Presentation Mode**  
Expand the stage to the full screen.
- 4 **Grid**  
Toggle on (and off) the x-y coordinate grid.
- 5 **Change Background**  
Select or create a background image for the stage.
- 6 **Add Text**  
Write titles and labels on the stage.
- 7 **Reset Characters**  
Reset all characters to their starting positions on the stage. (Drag characters to set up new starting positions.)
- 8 **Green Flag**  
Start all programming scripts that begin with a "Start on Green Flag" block by tapping here.
- 9 **Pages**  
Select among the pages in your project -- or tap the plus sign to add a new page. Each page has its own set of characters and a background. To delete a page, press and hold it. To reorder pages, drag them to new positions.
- 10 **Project Information**  
Change the title of the project and see when the project was created.
- 11 **Undo and Redo**  
If you make a mistake, tap Undo to go back in time, reversing the last action. Tap Redo to reverse the last Undo.
- 12 **Programming Script**  
Snap blocks together to make a programming script, telling the character what to do. Tap anywhere on a script to make it run. To delete a block or script, drag it outside the programming area. To copy a block or script from one character to another, drag it onto the character's thumbnail.





## Interface Guide

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### Programming Area

This is where you connect programming blocks to create scripts

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### Blocks Palette

This is the menu of programming blocks. Drag a block into the programming area, then tap on it to see what it does.

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### Block Categories

This is where you can select a category of programming blocks:

Triggering Blocks (Yellow), Motion (Blue), Looks (Purple), Sounds (Green), Control (Orange), End Blocks (Red).

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### Characters

Select among the characters in your project -- or tap the plus sign to add a new one. Once a character is selected, you can edit its scripts, tap its name to rename it, or tap the paintbrush to edit its image. To delete a character, press and hold it. To copy a character to another page, drag it to the page thumbnail.



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## Block Descriptions

### TRIGGERING BLOCKS

#### Start on Green Flag



Starts the script when the Green Flag is tapped.

#### Start on Tap



Starts the script when you tap on the character.

#### Start on Bump



Starts the script when the character is touched by another character.

#### Start on Message



Starts the script whenever a message of the specified color is sent.

#### Send Message



Sends a message of the specified color.

### MOTION BLOCKS

#### Move Right



Moves the character a specified number of grid squares to the right.

#### Move Left



Moves the character a specified number of grid squares to the left.

#### Move Up



Moves the character a specified number of grid squares up.

#### Move Down



Moves the character a specified number of grid squares down.

#### Turn Right



Rotates the character clockwise a specified amount. Turn 12 for a full rotation.

#### Turn Left



Rotates the character counterclockwise a specified amount. Turn 12 for a full rotation.



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## Block Descriptions

### Hop



Moves the character up a specified number of grid squares and then down again.

### Go Home



Resets the character's location to its starting position. (To set a new starting position, drag the character to the location.)

## LOOKS BLOCKS

### Say



Shows a specified message in a speech bubble above the character.

### Grow



Increases the character's size.

### Shrink



Decreases the character's size.

### Reset Size



Returns the character to its default size.

### Hide



Fades out the character until it is invisible.

### Show



Fades in the character until it is fully visible.

## SOUND BLOCKS

### Pop



Plays a "Pop" Sound

### Play Recorded Sound



Plays a sound recorded by the user.



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## Block Descriptions

### CONTROL BLOCKS

#### Wait



Pauses the script for a specified amount of time (in tenths of seconds).

#### Set Speed



Changes the rate at which certain blocks are run.

#### Stop



Stops all the characters' scripts.

#### Repeat



Runs the blocks inside a specified number of times.

### END BLOCKS

#### End



Indicates the end of the script (but does not affect the script in any way).

#### Go to Page



Changes to the specified page of the project.

#### Repeat Forever



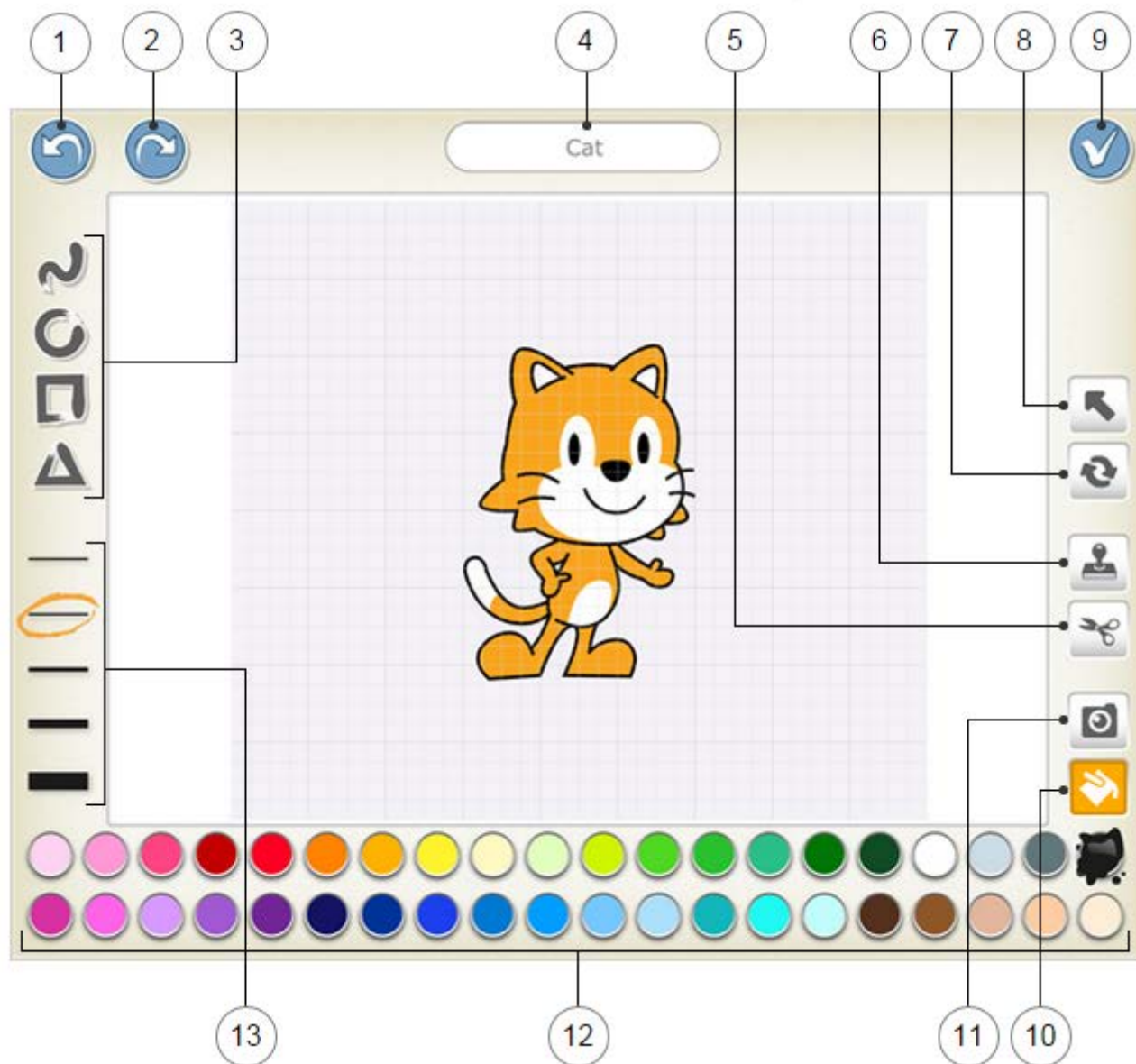
Runs the script over and over.



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## Paint Editor Guide







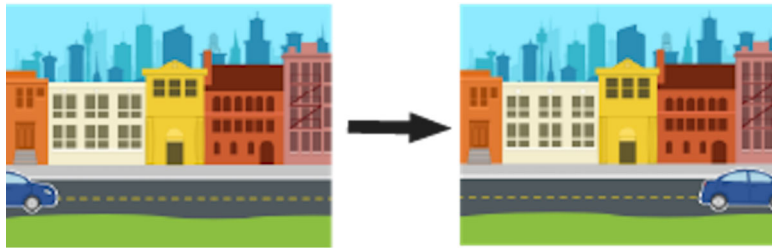
## Paint Editor Guide

- 1 **Undo**  
Reverses the most recent change.
- 2 **Redo**  
Reverses the most recent Undo.
- 3 **Shape**  
Choose a shape to draw: line, circle/ellipse, rectangle, or triangle.
- 4 **Character Name**  
Edit the name of the character.
- 5 **Cut**  
After selecting the Cut tool, you can tap a character or shape to remove it from the canvas.
- 6 **Duplicate**  
After selecting the Duplicate tool, you can tap a character or shape to create a copy of it.
- 7 **Rotate**  
After selecting the Rotate tool, you can rotate a character or shape around its center.
- 8 **Drag**  
After selecting the Drag tool, you can drag a character or shape on the canvas. If you tap on a shape, you can then edit the shape by dragging the dots that appear.
- 9 **Save**  
Save changes and leave the paint editor.
- 10 **Fill**  
After selecting the Fill tool, you can tap any section of a character or shape to fill it with the currently selected color.
- 11 **Camera**  
After selecting the Camera tool, you can tap any section of a character or shape, and then tap the camera button to fill the section with a new photo taken with the camera.
- 12 **Color**  
Select a new color to use for drawing and filling in shapes.
- 13 **Line Width**  
Change the width of the lines in the shapes you are drawing.





# Can I Make My Car Drive Across the City?



## 1. Choose Background



New  
Background



OK

## 2. Choose Character



New  
Character



OK

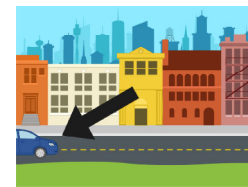


Delete the cat (press and hold)

## 3. Resize Character and Move to Start Place



Shrink



Drag the car to the bottom corner  
of the screen

## 4. Make Programs



Grid  
On/Off



Use the grid to calculate how  
many blocks the car should move



- How would you make the car go only halfway across the screen?
- What would happen if a wizard, a dragon, or an elephant appeared on the sidewalk?

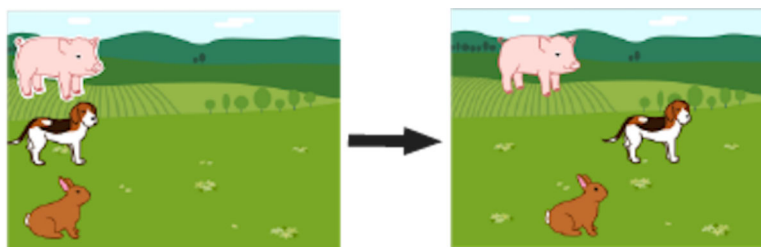


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# Can I Make my Characters Run a Race?



## 1. Choose Background



New  
Background

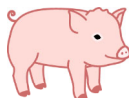


OK

## 2. Choose Characters



New  
Character



OK



New  
Character



OK



New  
Character

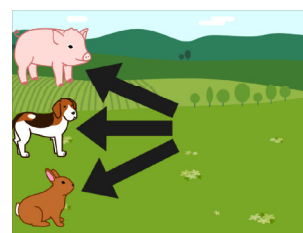


OK



Delete the cat (press and hold)

## 3. Move Characters to Start Places

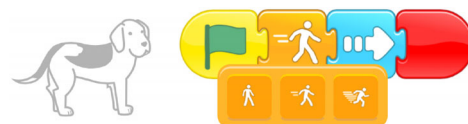


Position the characters by dragging them from the center of the screen

## 4. Make Programs



Slow



Fast



Medium



- What other programs can you make with a speed block?
- If you can't find the characters or background that you're looking for, paint your own!

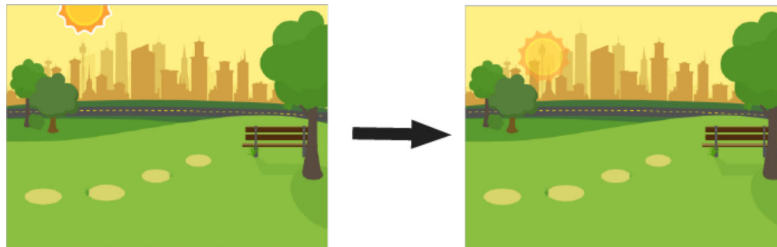


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# Can I Make the Sun Set?



## 1. Choose Background



New  
Background



OK

## 2. Choose Character



New  
Character

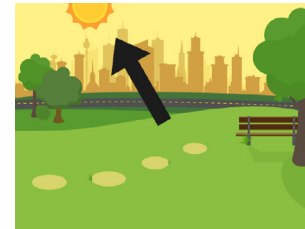


OK



Delete the cat (press and hold)

## 3. Move Character to Start Place



Position the sun by dragging it from the center of the screen

## 4. Make Program



- Can you add some animals to live in this park?
- Can you make the animals disappear when the sun sets?



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# Can I Make the Moon Rise after the Sun Sets?



## 1. Choose Project



Sunset

## 2. Add a New Page and add Moon Character to New Page



New Page



New Character



OK

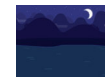


Delete the cat (press and hold)

## 3. Choose Background; Edit to Remove Background's Moon



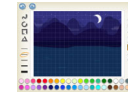
New Background



Edit



Cut

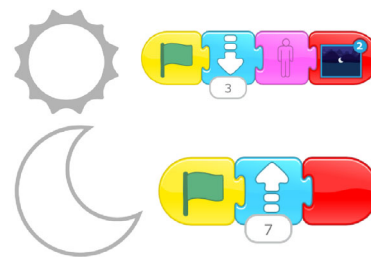


Select the "Cut" tool, and then tap the moon to delete it



OK

## 4. Change Program on Page 1; Make Program on Page 2



- Now that you know how to make new pages, can you make a project that has 3 pages, or 4 pages?
- What happens when you drag a character from one page to another?



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# Can I Make a Spooky Forest?



## 1. Choose Background



New  
Background



OK

## 2. Choose Characters



New  
Character



OK



New  
Character



OK



New  
Character



OK



Delete the cat (press and hold)

## 3. Write a Title and Change Color



Add Text

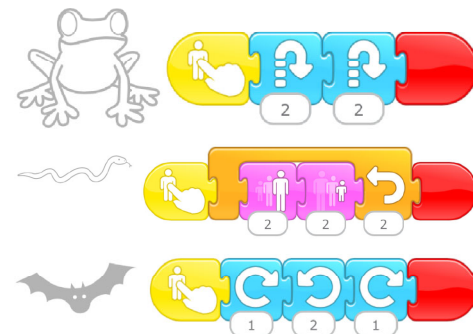
A Spooky Forest



Select  
Color



## 4. Make Programs



- Can you make the bat spin all the way around in a circle?
- Add your own characters to make your own spooky scene!

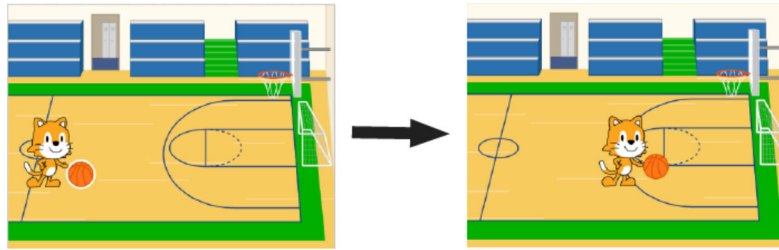


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# Can I Make My Character Dribble a Basketball?



## 1. Choose Background



New  
Background



OK

## 2. Choose Additional Character

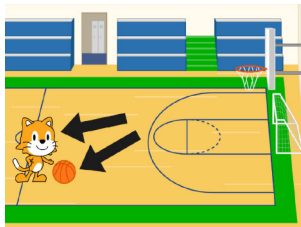


New  
Character



OK

## 3. Move Characters to Start Places



Position the characters by dragging them from the center of the screen

## 4. Make Programs



- Can you make the cat shoot the ball into the basket?
- What else can you make with two characters moving at the same time?



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# Can I Make My Characters Dance?



## 1. Choose Background



New  
Background



OK

## 2. Choose Characters



New Character



OK



New Character

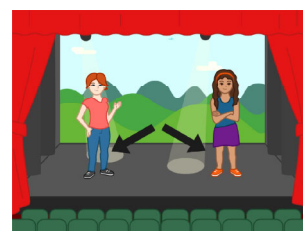


OK



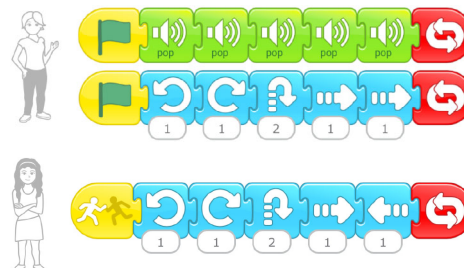
Delete the cat (press and hold)

## 3. Move Characters to Start Places



Position the characters by dragging them from the center of the screen

## 4. Make Programs



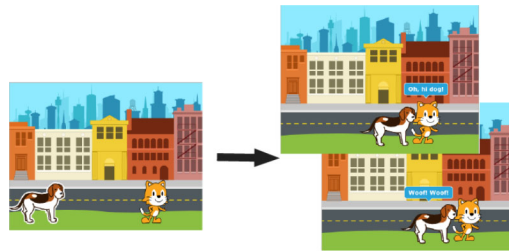
- Can you make other things happen when one character touches another? Try the disappear block!
- How can you use the speed block to change how the characters move?







# Can I Make My Characters Greet Each Other?



## 1. Choose Background



New  
Background



OK

## 2. Choose Additional Character

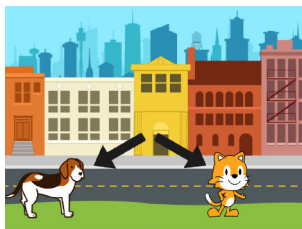


New  
Character



OK

## 3. Move Characters to Start Places



Position the characters by dragging them from the center of the screen

## 4. Make Programs



Oh, hi dog!



Woof! Woof!



- Why do you think the program repeats forever?
- What could you change to have the program not repeat forever?



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# Can I Make My Characters Talk?



## 1. Choose Background



New  
Background



OK

## 2. Choose Four Characters



New Character



OK

Then choose three  
more, like:



Delete the cat (press and hold)

## 3. Move Characters to Start Places



Position the characters by dragging them  
from the center of the screen

## 4. Make Programs



Welcome!



My name is Mr. Smith.



It is nice to meet you all!



Hi! My name is \_\_\_\_.



Hi! My name is \_\_\_\_.



Hi! My name is \_\_\_\_.



- Can you add movement to this scene?
- Now that you can send messages from one character to another, can you make a relay race?



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