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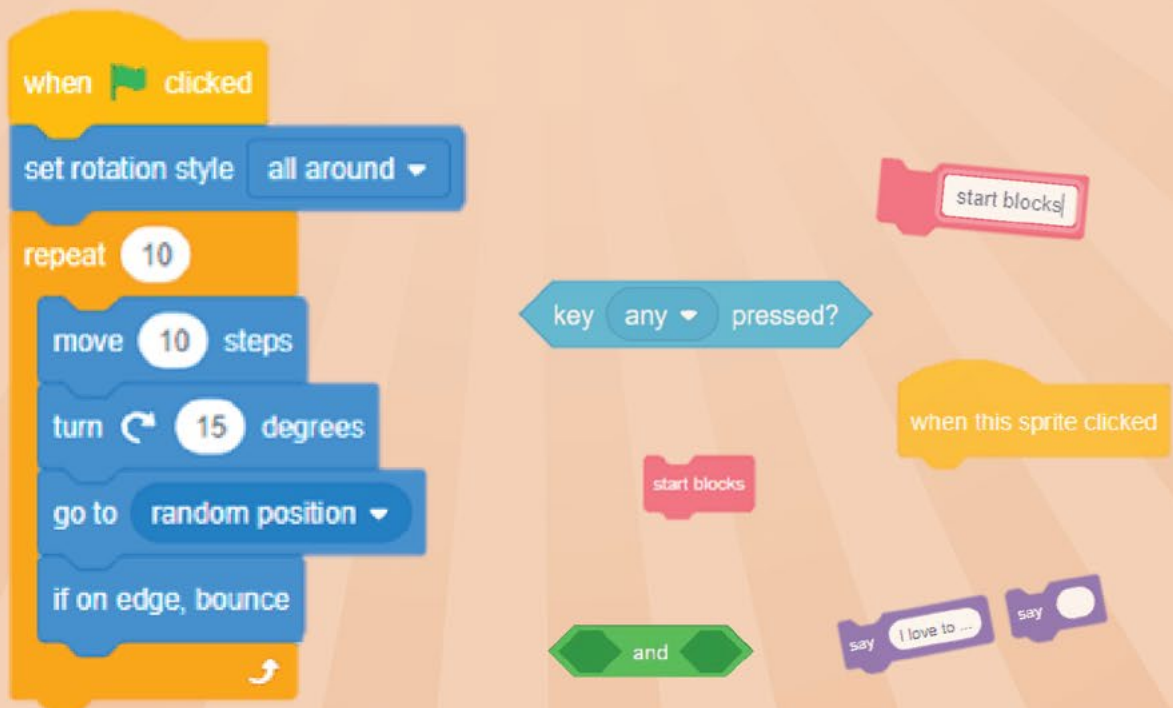
2ST
GRADE

3.0



SCRATCH PACK

CODING PROJECTS



Creative Coding Book for Kids



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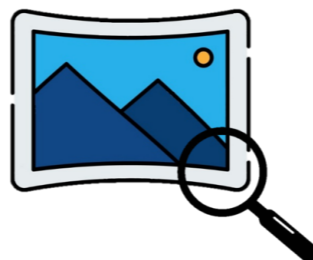
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NEW SCRATCH - GRADE 2

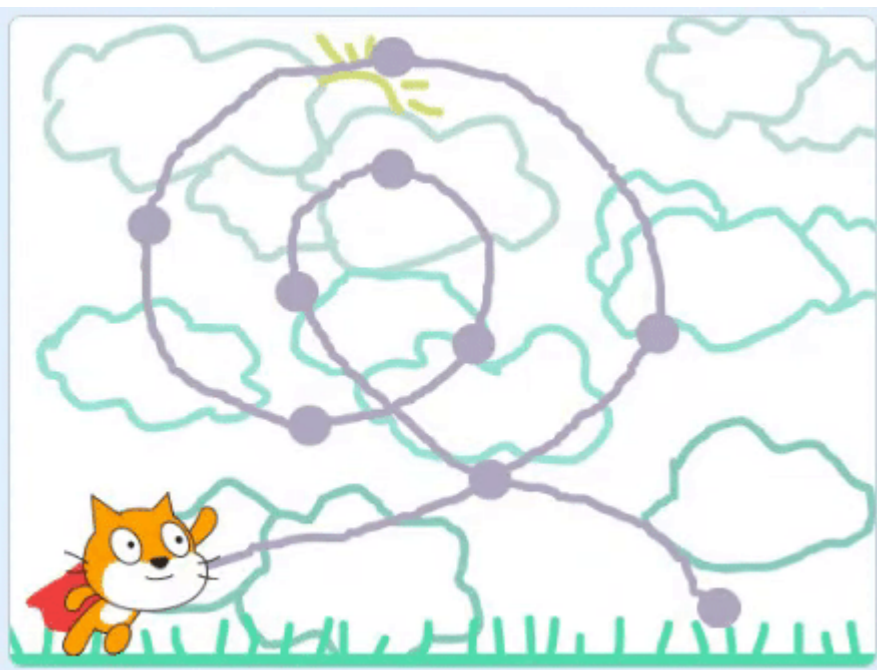
- Lesson **01** Introduction to Scratch
- Lesson **02** Super Cat
- Lesson **03** Cat and Mouse
- Lesson **04** Space Rockets
- Lesson **05** Space Dog
- Lesson **06** Space Shooters
- Lesson **07** Farm Animals
- Lesson **08** Concert Composer
- Lesson **09** Storyteller
- Lesson **10** The Magnet
- Lesson **11** Even or Odd
- Lesson **12** Family Tree
- Lesson **13** Working People
- Lesson **14** Water Cycle (Open Project)
- Lesson **15** Recycle Game (Open Project)

SUPER CAT



Check out the lesson's gallery to find additional characters and background options

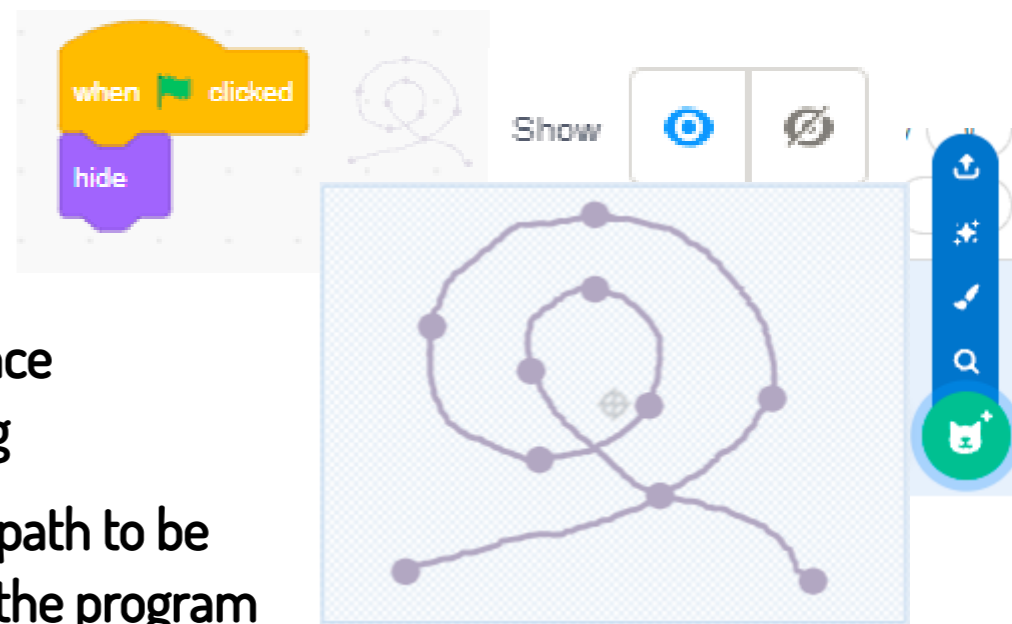
CHALLENGE YOURSELF!



Modify your program to fly the cat along a certain path (you decide the cats positions, not random)

Hint: You can create a new character and paint a path with dots that you can use as reference points for the cat to move along

You can choose if you want the path to be shown or hidden at the start of the program



go to x: 135 y: -128

glide 1 secs to x: 135 y: -128