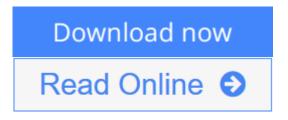# Scratch 2.0 Beginner's Guide, 2nd Edition

By Michael Badger

Scratch 2.0 Beginner's Guide, 2nd Edition By Michael Badger

Create digital stories, games, art, and animations through six unique projects

About This Book

- Discover how to use the new Scratch Version 2.0 to create games, animations, and digital stories
- Six hands-on projects that get you learning by doing with projects for all ages and experience levels
- Learn universal computer programming basics with no previous programming knowledge required

Who This Book Is For

The author approaches the content with the belief that we are all teachers and that you are reading this book not only because you want to learn, but because you want to share your knowledge with others. Motivated students can pick up this book and teach themselves how to program because the book takes a simple, strategic, and structured approach to learning Scratch.

Parents can grasp the fundamentals so that they can guide their children through introductory Scratch programming exercises. It's perfect for homeschool families. Teachers of all disciplines from computer science to English can quickly get up to speed with Scratch and adapt the projects for use in the classroom.

What You Will Learn

- Program in Scratch including universal programming concepts such as loops, conditional statements, variables, arrays, Boolean logic, dynamic interaction, coordination, synchronization, threads, event handling, and procedures
- Design user interfaces including sequence, characters, and controls
- Translate a storyline or plot into an online game, animation, or story
- Debug problems and revise projects to fix problems and add functionality
- Think critically to solve problems based on need, program limitations, and

knowledge levels

In Detail

As 21st century people, we live a digital life, but computer scientists around the world warn of a declining pool of digitally literate computer science students. The Scratch environment makes it fun for students of any age to think, create, and collaborate digitally.

Scratch 2.0 Beginner's Guide Second Edition will teach you how to become a Scratch programmer and lay the foundation for programming in any computer language. Whether you are creating a birthday card or cloning bricks for a game of Breakout, projects are approached in a step-by-step way to help you design, create, and reflect on each programming exercise.

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Editorial Review

About the Author

Michael Badger

Michael Badgeris a writer and technical communicator who has worked in a range of technical roles, including support, automated software testing, and project management. He has authored several books for Packt Publishing, including Scratch 1.4 Beginner's Guide. He also authors a regular Scratch column for Raspberry Pi Geek Magazine, which focuses on Scratch 1.4.

Users Review

From reader reviews:

Gilbert Johnson:

This Scratch 2.0 Beginner's Guide, 2nd Edition are usually reliable for you who want to be a successful person, why. The key reason why of this Scratch 2.0 Beginner's Guide, 2nd Edition can be one of many great books you must have is definitely giving you more than just simple reading food but feed an individual with information that possibly will shock your earlier knowledge. This book is definitely handy, you can bring it just about everywhere and whenever your conditions throughout the e-book and printed versions. Beside that this Scratch 2.0 Beginner's Guide, 2nd Edition giving you an enormous of experience for example rich vocabulary, giving you trial run of critical thinking that could it useful in your day exercise. So , let's have it and revel in reading.

Roberta Bourland:

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Sebrina Knapp:

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but if you want to entertain yourself look for a fiction books, this kind of us novel, comics, along with soon. The Scratch 2.0 Beginner's Guide, 2nd Edition will give you a new experience in looking at a book.

Sylvia Ferland:

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