



Hour of Code™ 2024 with Scratch



Spreading Kindness with Gitanjali Rao



Cards in This Pack

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- Record Your Message

The 'Hour of Code™'/'Hora del Código®' is a global initiative by Computer Science Education Week and Code.org to introduce millions of students to one hour of computer science and computer programming.

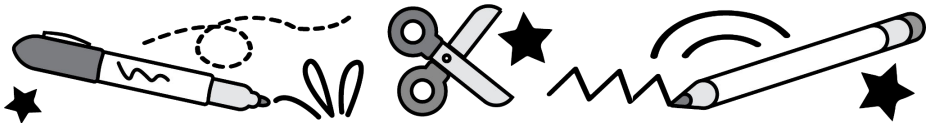
Meet Gitanjali Rao



For Hour of Code™ 2024, Scratch has teamed up with inspiring young scientist and innovator Gitanjali Rao (gitanjalirao.net).

One of Gitanjali's inventions is Kindly, an AI-based anti-cyberbullying service that aims to detect and prevent cyberbullying at an early stage.

At Scratch, we have a strong focus on building community, kindness, and respect through our Community Guidelines, which include “Treat everyone with respect” and “Help keep the site friendly” by reporting inappropriate comments or projects to our moderation team and welcoming fellow Scratchers to share about things that excite them and are important to them.



Community Guidelines

Scratch is a friendly and welcoming community for everyone, where people create, share, and learn together. We welcome people of all ages, races, ethnicities, religions, abilities, sexual orientations, and gender identities.

Help keep Scratch a welcoming, supportive, and creative space for all by following these Community Guidelines:

Treat everyone with respect.

Scratchers have diverse backgrounds, interests, identities, and experiences. Everyone on Scratch is encouraged to share things that excite them and are important to them—we hope that you find ways to celebrate your own identity on Scratch, and allow others to do the same. It's never OK to attack a person or group's identity or to be unkind to someone about their background or interests.



Be safe: keep personal and contact information private.

For safety reasons, don't give out any information that could be used for private communication, in person or online. This includes sharing real last names, phone numbers, addresses, hometowns, school names, email addresses, usernames or links to social media sites, video chatting applications, or websites with private chat functionality.



Give helpful feedback.

Everyone on Scratch is learning. When commenting on a project, remember to say something you like about it, offer suggestions, and be kind, not critical. Please keep comments respectful and avoid spamming or posting chain mail. We encourage you to try new things, experiment, and learn from others.



Embrace remix culture.

Remixing is when you build upon someone else's projects, code, ideas, images, or anything else they share on Scratch to make your own unique creation.

Remixing is a great way to collaborate and connect with other Scratchers. You are encouraged to use anything you find on Scratch in your own creations, as long as you provide credit to everyone whose work you used and make a meaningful change to it. And when you share something on Scratch, you are giving permission to all Scratchers to use your work in their creations, too.



Be honest.

It's important to be honest and authentic when interacting with others on Scratch, and remember that there is a person behind every Scratch account. Spreading rumors, impersonating other Scratchers or celebrities, or pretending to be seriously ill is not respectful to the Scratch Community.

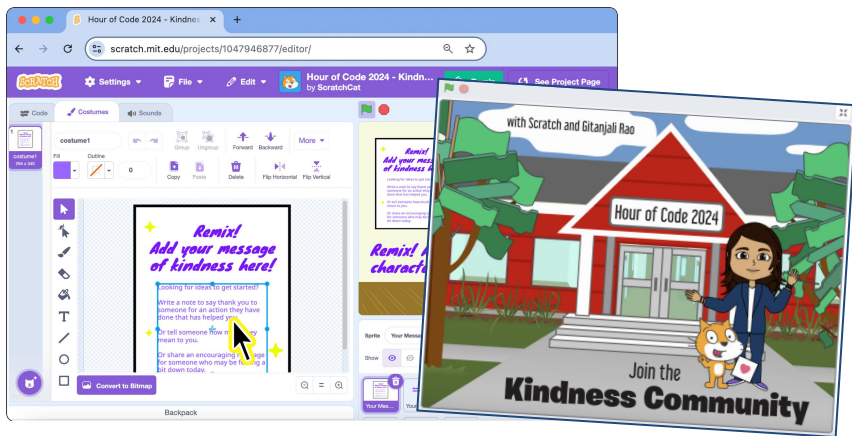


Help keep the site friendly.

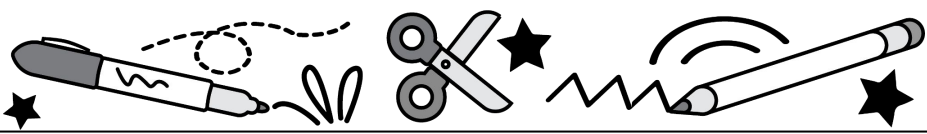
It's important to keep your creations and conversations friendly and appropriate for all ages. If you think something on Scratch is mean, insulting, too violent, or otherwise disruptive to the community, click "Report" to let us know about it. Please use the "Report" button rather than engaging in fights, spreading rumors about other people's behavior, or otherwise responding to any inappropriate content. The Scratch Team will look at your report and take the appropriate action.



Kindness Community Project



- Use our starter project to share a unique message of kindness inspired by Gitanjali's work to combat cyberbullying.
- You can remix ScratchCat's Hour of Code 2024 - Kindness Starter (projects/1047946877) to create and share your message and join our Kindness Community!
- Or create your own project about spreading kindness.



Step 1: Play the project to hear Gitanjali's message on kindness.

Step 2: Remix the project.

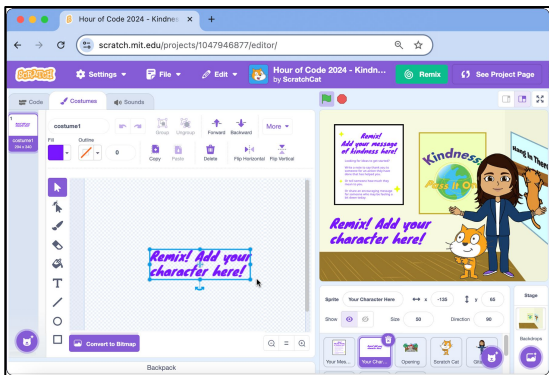
Step 3: Add your message of kindness to the “Your Message Here!” sprite provided by editing the sprite costume.

Step 4: Add a character to represent you to the “Your Character Here” sprite provided by editing the sprite costume.

This could be a vector drawing you create with the Paint Editor, an uploaded drawing (best with the background removed), or a remixed sprite from the sprite library.

Optional: Animate your sprite. Record your message of kindness. Further customize with new backgrounds, dialog, etc.

Create a Sprite to Represent You

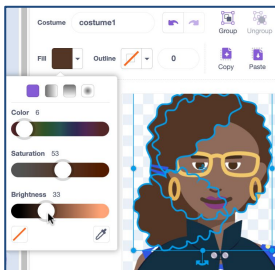
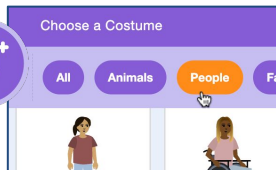


- In projects, like our Kindness Community project (projects/1047946877), you may be invited to add your character to a scene.
- What if you don't have a representation character, or you want to **create or change a character to represent you better**? You could **draw and upload** one, create one using **our Paint Editor tools**, or...
- Let's explore **remixing sprites to create your own**. Flip this card over for more.

Create a Sprite by Remixing

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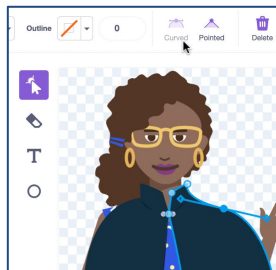
Choose two or more vector sprites with elements you like. Remember, some sprites have multiple costumes with elements/poses.



Recolor with Fill



Resize with Select



Use Reshape

Main Body from Luca-b

- changed skin color
- adjusted body shape, pants height, and hairclip angle
- recolored pants and hair clip
- removed belt



Hair (recolored) and earrings from Character1-m



Glasses and mouth (recolored) from Character2-a

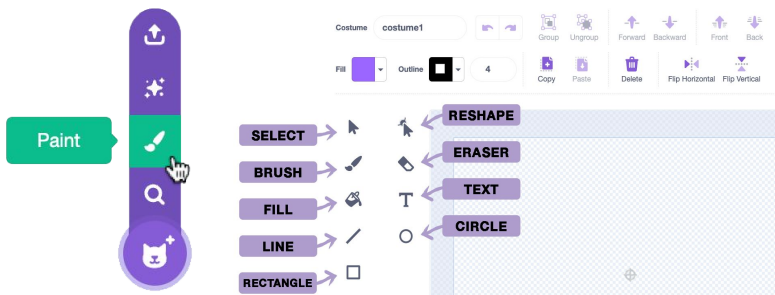


Cape (recolored and reshaped) and striped socks (recolored) from Witch-a



Using the Paint Editor











TOOLS TO TRY



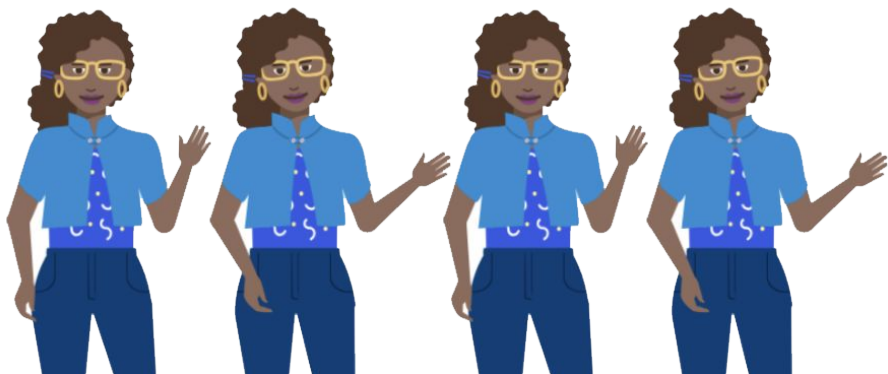
	Click and drag with the Line, Circle, or Rectangle tools to create a shape . Hold down the Shift key while dragging to create equal sides, or 45 and 90 degree angles with lines.
	Using the Select tool, select a shape and click and drag one of the corner points to resize it.
	To rotate a shape once you've made it, use the Select tool to grab the anchor under the shape and drag it. Hold down the Shift key while dragging to rotate at 45 degree angles.
	Using the Reshape tool, click on one of the points of a shape and move the point around to alter the shape. Click + Shift key to select and move multiple points at once.
	Using the Reshape tool, click on a part of the shape that doesn't have a point to add a new point , or click on a point and press "Delete" to remove a point .

Using the Paint Editor

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 Curved	Using the Reshape tool, click on a point and choose whether it is curved or pointed . Click on a point and drag rotate the handles attached to the point to alter the shape of a curve .
 Copy	Using the Select tool, select a shape and click the buttons on the top menu to copy and paste a duplicate.
 Flip Vertical	Using the Select tool, select a shape and click the flip horizontal or flip vertical buttons on the top menu to flip a shape.
 Forward	Using the Select tool, select a shape and click the Forward, Backward, Front, or Back buttons to change the layer order .
 	Select the fill from the dropdown and use the fill (paint bucket) tool to adjust a shape's color. Or using the Select tool, select a shape and then use the Fill and Outline dropdowns to adjust the color, saturation, brightness, and outline . You can also choose to use a gradient . Use the eyedropper to select a color from another shape. Use the red strikethrough to fill with no color.
 Group	Using the select tool and holding down the "Shift" key, select multiple shapes to group them (helpful to move several shapes together).
	Use the brush tool for freehand line drawing . The example to the right shows hand drawn whiskers.
	Use the eraser tool to remove parts of the drawing from <i>all</i> shapes and layers it comes into contact with when clicking and dragging. You can use the reshape tool to then adjust the new points created.
	The text tool comes with a dropdown list of font options to choose from, and Fill and Outline dropdowns to change text color and outline.

Animate Your Sprite



There are many ways you might choose to animate your character. For instance:

- Try moving or gliding your character to a new location.
- Try changing the direction of the character to tilt back and forth.
- Or try adding additional costume drawings to change the position of certain elements and create movement as costumes are changed. Flip this card over for more.

Animate Your Sprite

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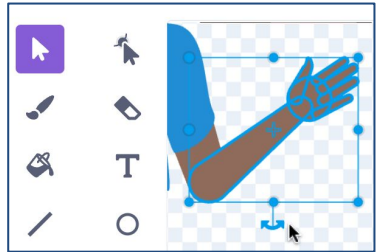
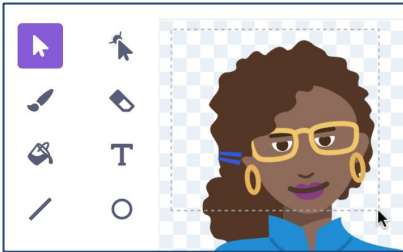
GET READY

Duplicate your sprite costume on the costume tab.
(Right click, Duplicate.)



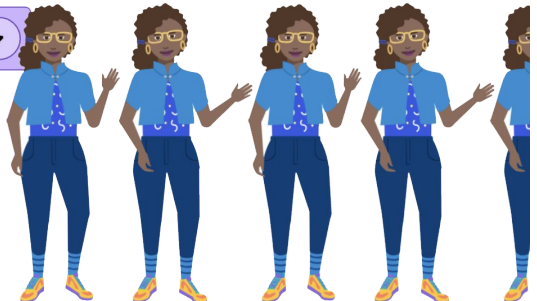
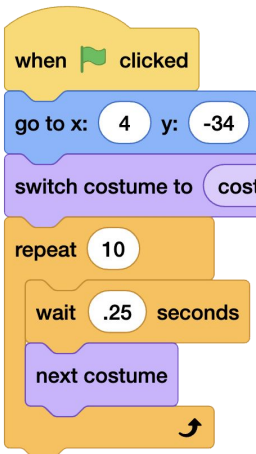
Use the select tool, then click and drag on the canvas to select multiple items.

Try rotating and moving incrementally.



ADD CODE

There are many ways to animate.
Try looping through the costumes.



Record Your Message



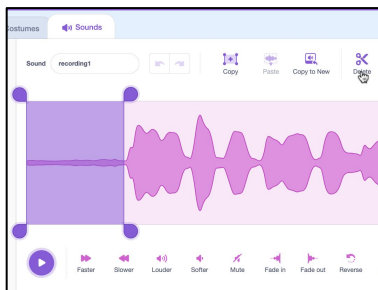
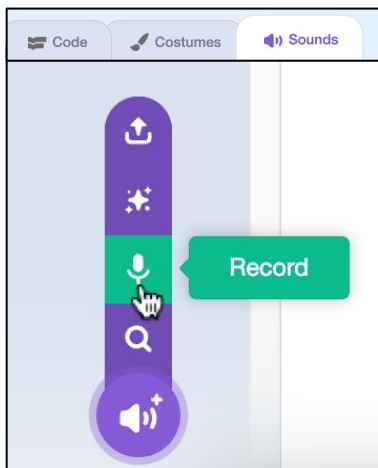
- You can add sounds to project by:
 - Adding a Sound from the Library
 - Uploading a Sound
 - Recording a Sound
 - Using Text to Speech Blocks
- Consider recording your message of kindness to play when it is visible on your screen by using Scratch's record and sound editing functions.

Record Your Message

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RECORD AND EDIT

1. Select the “Sounds” tab.
Hover over the Sounds menu at the bottom of the tab, and select “Record.”
2. See the audio meter on the side registering sounds it is hearing.
3. Press the record button and then stop when done.
You check the recording and edit out blank air before and after your recording using the sliders.
4. Then, use the sound editor tools to make edits, if necessary, like shortening the length or adjusting the volume.



ADD CODE

5. Add code to a sprite to make it play.

play sound **My Recording** until done