

Урок 1.

Знакомство с языком программирования Scratch.



Scratch

Игры

Анимация

Творческие проекты

Мультфильмы



SCRATCH

Окно программы.

The image shows the Scratch 1.4 interface with several components highlighted by red boxes:

- Командный блок**: A red box highlights the left sidebar containing categories like "движение" (movement), "внешность" (appearance), "звук" (sound), "перо" (pen), "контроль" (control), "сенсоры" (sensors), "мониторы" (monitors), and "переменные" (variables).
- Состояние**: A red box highlights the top center area showing the Scratch cat sprite, its current state (idle), and coordinates (x: 0, y: 0).
- Запуск**: A red box highlights the "Start" button (a green flag) in the top right corner.
- Сцена**: A red box highlights the main stage area where the Scratch cat is currently positioned.
- Команды**: A red box highlights the script area on the left, containing various command blocks such as "идти 10 шагов" (move 10 steps), "вернуться на 15 градусов" (turn 15 degrees), "вернуть в направление 90" (turn to face 90 degrees), "идти в x: 0 y: 0" (go to x: 0 y: 0), and "ждать 1 секунду в точку x: 0 y: 0" (wait 1 second at point x: 0 y: 0).
- Программа**: A red box highlights the main script area in the center, which is currently empty.
- Исполнители**: A red box highlights the bottom right area, showing the "Executors" panel with a "Спрайт1" (Sprite1) block and a "Сцена" (Stage) block.

Самостоятельная работа

