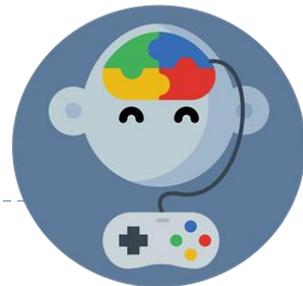
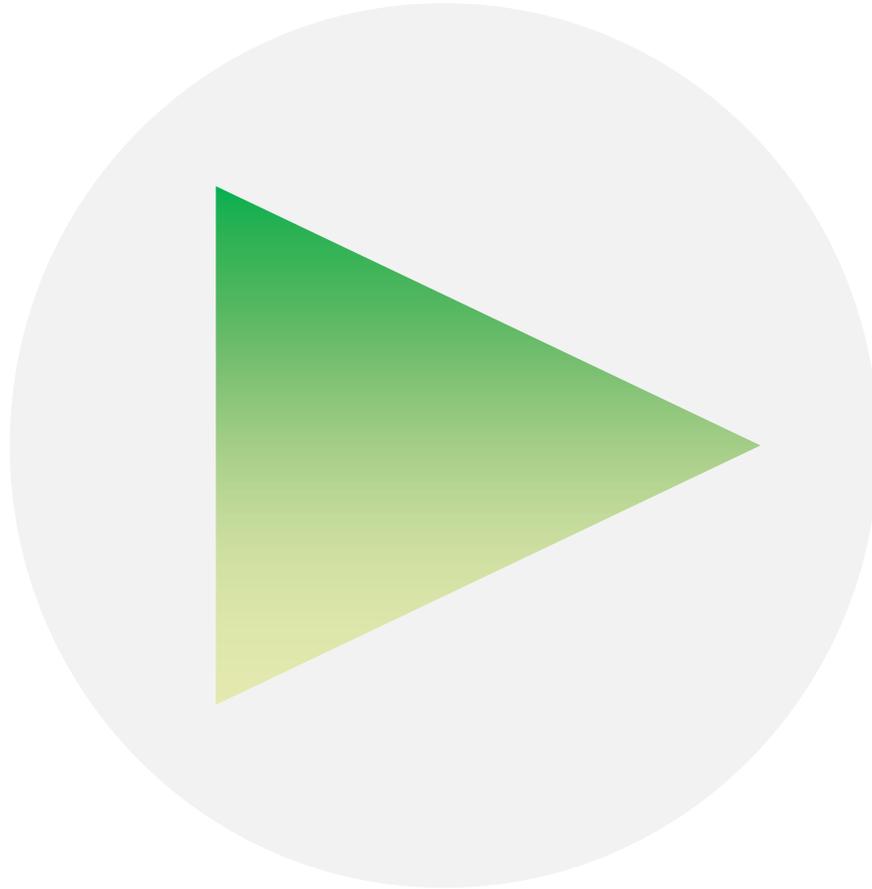


Scratch

Primeros pasos

¿Qué es Scratch?



Antes de comenzar:

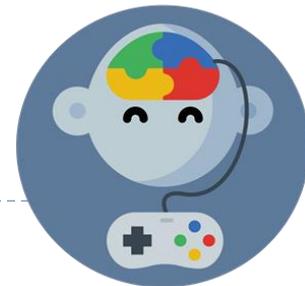
NAVEGA Y APRENDE CON SEGURIDAD

No digas en la Red tus datos personales

Chatea con tus amigos y amigas,
nunca con desconocidos

Tus contraseñas deben ser secretas,
solo pueden saberlas tus padres

Enseñale a tus padres
las páginas que usas

An infographic titled "NAVEGA Y APRENDE CON SEGURIDAD" (Navigate and Learn Safely) divided into four quadrants. The top-left quadrant shows a computer monitor with a sad face and the text "No digas en la Red tus datos personales" (Don't share your personal data on the web). The top-right quadrant shows a child chatting with a friend on a computer, with a speech bubble containing a smiley face and the text "Chatea con tus amigos y amigas, nunca con desconocidos" (Chat with your friends, never with strangers). The bottom-left quadrant shows a computer monitor with a padlock and the text "Tus contraseñas deben ser secretas, solo pueden saberlas tus padres" (Your passwords should be secret, only your parents should know them). The bottom-right quadrant shows a child showing a computer screen to a parent, with the text "Enseñale a tus padres las páginas que usas" (Show your parents the pages you use). A cartoon girl character is at the bottom center of the infographic.

Para ingresar a Scratch

- ▶ Ingresa en scratch.mit.edu
- ▶ Si no tienes cuenta regístrate en 
- ▶ Inicia sesión presionando 
- ▶ Para comenzar a trabajar presiona 





Receta #1:
Escapa del murciélago



Pantalla principal

The screenshot displays the Scratch main interface. At the top left, a window titled "Untitled-4" shows a cat sprite on a stage. The top right contains "Compartir" and "Ver página del proyecto" buttons. The left sidebar includes "Objetos" with a cat object and "Escenario" with a background. The bottom left shows "Fondo nuevo:" with icons. The right side features a "Programas" menu with categories like "Movimiento", "Apariencia", "Sonido", "Lápiz", "Datos", "Eventos", "Control", "Sensores", "Operadores", and "Más Bloques". The script area contains several movement blocks: "mover 10 pasos", "girar 15 grados" (left and right), "apuntar en dirección 90", "apuntar hacia puntero del ratón", "ir a x: 0 y: 0", "ir a puntero del ratón", "deslizar en 1 segs a x: 0 y: 0", "cambiar x por 10", "fijar x a 0", "cambiar y por 10", and "fijar y a 0". The bottom right shows a "Mochila" area and a search icon.



Girar el personaje



Programas Disfraces Sonidos

Movimiento Eventos

Apariencia Control

Sonido Sensores

Lápiz Operadores

Datos Más Bloques

al presionar

al presionar tecla espacio

al hacer clic en este objeto

cuando el fondo cambie a fondo1

cuando volumen del sonido sea >

al recibir mensaje1

enviar mensaje1

enviar mensaje1 y esperar

al presionar tecla flecha izquierda

apuntar en dirección 90



Estilo de rotación



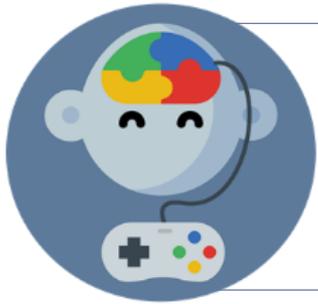
estilo de rotación: 90°

estilo de rotación:



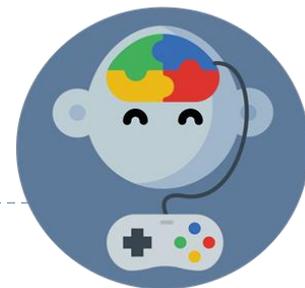
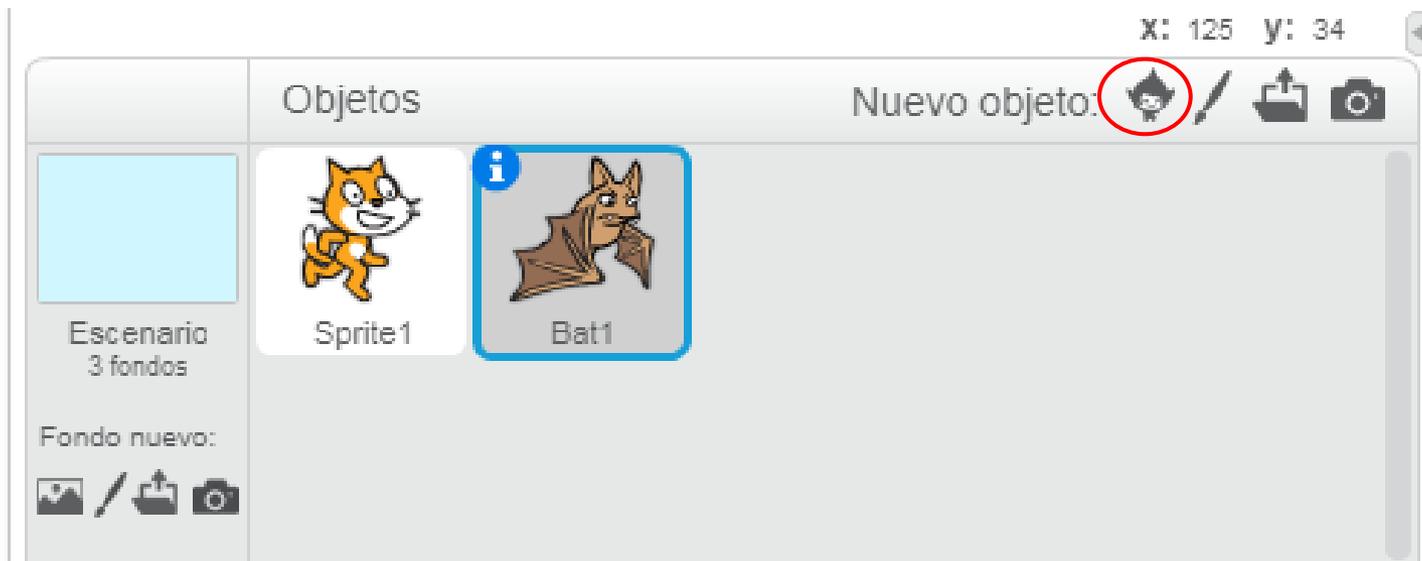
Movimiento en todos los sentidos





El murcielago

Insertar objeto de la Biblioteca



Ir a disfraces

The screenshot displays a software interface for creating costumes. At the top, there are three tabs: "Programas", "Disfraces" (highlighted with a red circle), and "Sonidos". A "Compartir" button is located in the top right corner. Below the tabs, the interface is divided into several sections:

- Disfraces nuevo:** A section on the left containing a list of costume items. The first item is "bat1-a" with dimensions "115x125". The second item, "bat1-b" with dimensions "101x103", is selected and highlighted with a blue border.
- Workspace:** A large central area with a transparent checkerboard background. It contains a bat character costume that has been placed on the workspace.
- Toolbar:** A horizontal toolbar below the workspace containing icons for selection, erasing, and adding new elements. A text input field labeled "bat1-b" is also present.
- Color Palette:** A color selection tool at the bottom right, featuring a grid of color swatches and a red brush icon.

At the bottom left, there is a "Nuevo objeto:" section with a small toolbar and a coordinate display showing "x: 122 y: 130".

Animar el murciélago



Animar el murciélago

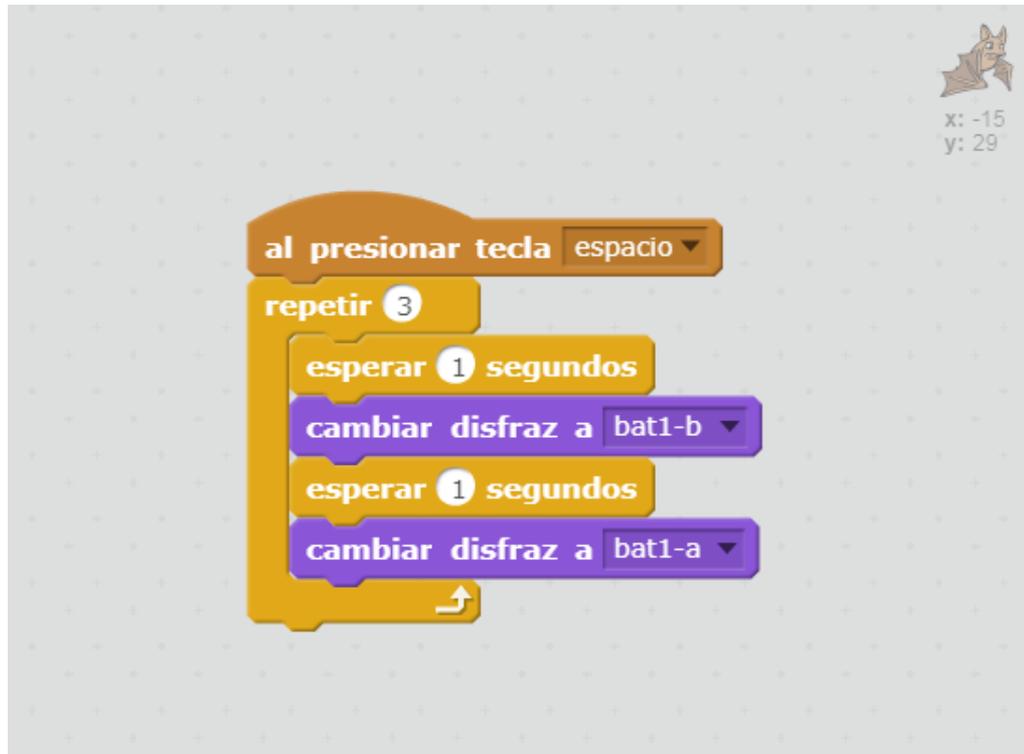


The image shows a Scratch script on a grey grid background. In the top right corner, there is a small bat character icon with the coordinates `x: -15` and `y: 29`. The script consists of five stacked blocks:

- `al presionar tecla` (orange) with a dropdown menu set to `espacio`.
- `esperar 1 segundos` (yellow).
- `cambiar disfraz a` (purple) with a dropdown menu set to `bat1-b`.
- `esperar 1 segundos` (yellow).
- `cambiar disfraz a` (purple) with a dropdown menu set to `bat1-a`.



Animar el murciélago

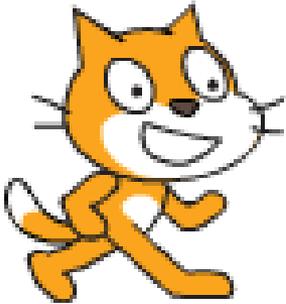


Animar el murciélago



Ponerle nombre al «Gato»

Objetos Nuevo objeto: 

Gato

x: -178 y: 117 dirección: -90° 

estilo de rotación: 

puede ser arrastrado:

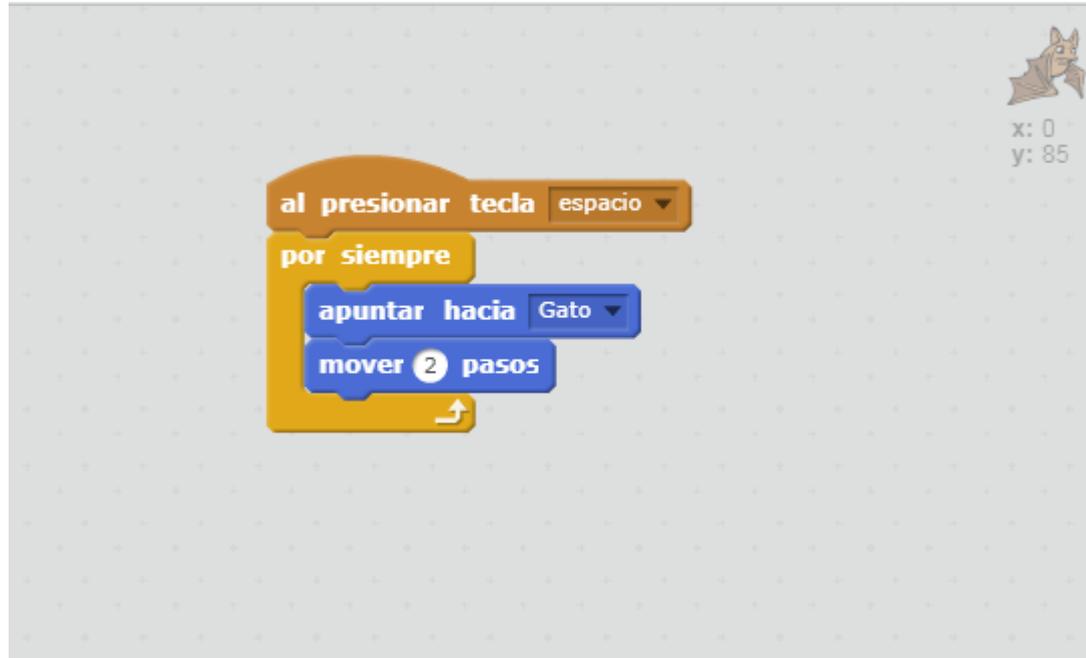
mostrar:

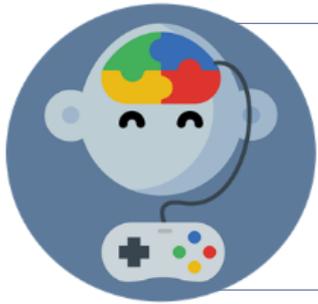


Mover el murciélago



Mover el murciélago





Review

Movimiento final gato



The image shows a Scratch code editor with four scripts for the cat character's movement. Each script is triggered by a key press and consists of three blocks: a key press trigger, a 'point in direction' block, and a 'move 10 steps' block.

- Top Left:** Triggered by 'flecha izquierda' (left arrow), the cat points in direction -90 and moves 10 steps.
- Top Right:** Triggered by 'flecha arriba' (up arrow), the cat points in direction 0 and moves 10 steps.
- Bottom Left:** Triggered by 'flecha derecha' (right arrow), the cat points in direction 90 and moves 10 steps.
- Bottom Right:** Triggered by 'flecha abajo' (down arrow), the cat points in direction 180 and moves 10 steps.

In the top right corner of the editor, there is a small Scratch cat icon and the coordinates 'x: 147' and 'y: 143'.



El gato debe quedar así:

A screenshot of the Scratch script area showing four event-driven movement blocks. Each block starts with 'al presionar tecla' (when key pressed) and is followed by 'apuntar en dirección' (point in direction) and 'mover 10 pasos' (move 10 steps).

- Top-left: 'al presionar tecla' (flecha izquierda) -> 'apuntar en dirección' (-90) -> 'mover 10 pasos'
- Top-right: 'al presionar tecla' (flecha arriba) -> 'apuntar en dirección' (0) -> 'mover 10 pasos'
- Bottom-left: 'al presionar tecla' (flecha derecha) -> 'apuntar en dirección' (90) -> 'mover 10 pasos'
- Bottom-right: 'al presionar tecla' (flecha abajo) -> 'apuntar en dirección' (180) -> 'mover 10 pasos'



Y el murciélago así:



The image shows a Scratch script editor with two scripts for a bat character. The bat's current position is displayed as x: -43 and y: 65.

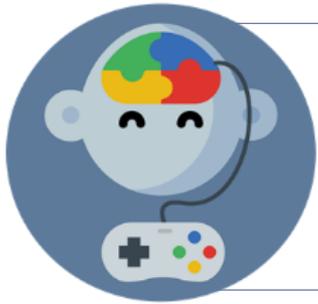
Script 1 (Left):

- al presionar tecla espacio
- por siempre
 - apuntar hacia Gato
 - mover 2 pasos

Script 2 (Right):

- al presionar tecla espacio
- por siempre
 - cambiar disfraz a bat1-b
 - esperar 1 segundos
 - cambiar disfraz a bat1-a
 - esperar 1 segundos





El toque final

Agreguémosle un final!



al presionar tecla **espacio**

por siempre

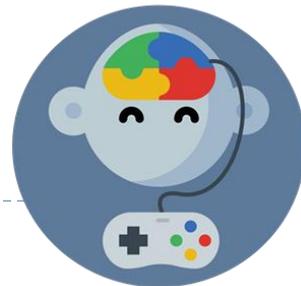
apuntar hacia **Gato**

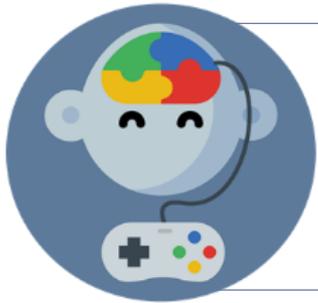
mover **2** pasos

si **¿tocando Gato?** entonces

decir **Te atrapé**

x: -269
y: 215





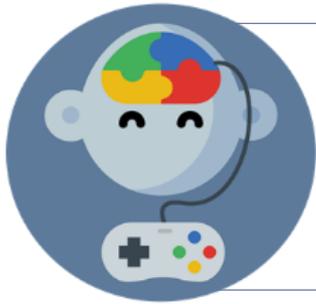
Desafío extra

Haz que sea multijugador



Para lograrlo debes hacer que el murciélago se mueva usando las teclas marcadas en rojo en vez de automáticamente.





EduJuega.cl

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