

# Scratch Programming Assignment

Go to [https://studio.code.org/users/sign\\_up](https://studio.code.org/users/sign_up) and create an account.

Go to <http://code.org/learn> and complete the following 4 courses.

1. Code with Anna and Elsa.

Work through and complete all 20 puzzles. When you reach puzzle 20, at the top of the web page, you'll see the text "**I've finished my Hour of Code**". Click on this text to produce your Certificate of Completion. Type your full name in the textbox containing the word **Name** and click the submit button to add your full name to the Certificate of Completion. Click your Certificate of Completion to display a full sized image of your Certificate of Completion. Select and copy the URL of your Certificate of Completion from the Address bar (also called the Location bar or URL bar) of your web browser. Copy and save the URL until you are ready to submit your Scratch Programming Assignment on the CS 12 Lab website.

2. Tutorial for Beginners.

Work through the entire tutorial.

3. Tutorial apps for phones and tablets.

Work through the entire tutorial.

4. Make your own apps or games.

Work through and complete all 10 puzzles. In puzzle 10, you'll create your own Flappy Bird game. When you've completed your Flappy Bird game, you'll see a Finish button underneath the area where the game runs. Click on the Finish button to display a popup window to display the URL of your game. Copy and save the URL until you are ready to submit your Scratch Programming Assignment on the CS 12 Lab website. **Helpful Tip:** The URL for your game will begin with <https://studio.code.org/> followed by a sequence of digits.

## Submission

You submit the web addresses (URLs) of your Scratch courses to your lab instructor using the form given on the Lecture Assignments web page of the CS 12 Lab website:

<http://cs12.cs.qc.cuny.edu/lecture.html>

Click on the **Scratch Course URLs Registration Form** link in the **Scratch Programming Assignment** to go to the form.