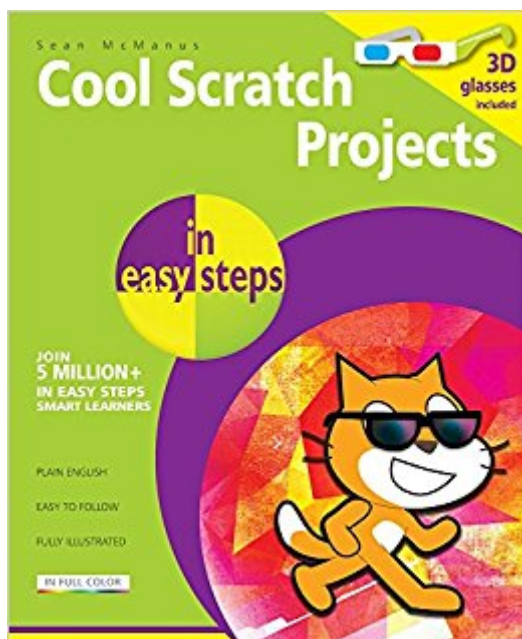


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# Cool Scratch Projects In Easy Steps



## Synopsis

Millions of children and young people worldwide are using Scratch to make their own games and animations. Following on from the success of *Scratch Programming in easy steps*, *Cool Scratch Projects in easy steps* gives you great ideas to create computer games and other projects that will impress your friends and family; and you will have endless fun creating and playing them! The book provides step-by-step instructions for building projects that show off some of the cool things you can do with Scratch. It starts with two simple projects to get you started. Find out how to:

- Make a game with animated cartoon characters
- Build a drum machine and make random music
- Use anaglyph glasses for 3D effects and 3D Art
- Design amazing mazes in a 3D environment
- Create your own stop motion films
- Use the ScratchJr app to create games and interactive stories anywhere using your iPad or Android tablet

*Cool Scratch Projects in easy steps* has projects for Scratch 2.0 on a PC/Mac and Scratch 1.4 on the Raspberry Pi, and includes a Raspberry Pi Camera Module project. Each project includes suggestions for customizing it, so you can make it your own! A FREE pair of 3D/anaglyph glasses is provided with the print copy of this book.

## Book Information

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## Customer Reviews

Sean McManus writes inspiring books about business and technology. His books include *Scratch Programming in easy steps* and *Web Design in easy steps*, and he has written for magazines

including The MagPi, Raspberry Pi Geek and Internet Magazine. Sean is also a Code Club volunteer. He lives in the UK.

I teach Technology to elementary aged school children. I started out learning and teaching Scratch using McManus' book "How to Code in 10 Easy Lessons" I was so impressed with the book that I then purchased "Scratch Programming in Easy Steps" by the same author which went into much more depth on how Scratch works. McManus' books use clear directions and easy to follow steps, illustrations, and tips to help the reader along the way. Not only was I able to use his books to learn Scratch myself, but I was then able to take my students through the projects and give them the tools to start making their own creations. This book, "Cool Scratch Projects in Easy Steps" is similar to the "Scratch Programming" book with the same detailed instructions, tips, and illustrations, but it guides you through more sophisticated projects. After a couple of basic Scratch projects the book jumps right into more advanced projects including mazes, art, music programs, and games. The best part of this book, in my opinion, are the 3D projects! The book even comes with 3D glasses. I would have had no idea how to create 3D projects in Scratch before reading this book. I am very excited to bring these projects into the classroom with my students. I also appreciate the customization suggestions at the end of each project which gives suggestions on how to personalize the project and make it your own. I highly recommend this book. I found it to be an easy to follow guide that has taken my Scratch skills to a new level.

This book is amazing. I speak at conferences on "The Top Ways to Teach Your Kids to Code" and this book is a great way to do just that. Within minutes of starting we were creating a program that moved and made sounds. We did not need to setup anything, we just started Scratch online and were able to get coding. We started with the Magic Mirror project and did the Drum machine next because my daughter loves drums. Kids love this book. I was waiting for my daughter at piano lessons and there were a few kids sitting next to me. I showed them the magic mirror project and how it was working and before I knew it I had a crowd of kids standing by me excited to know what I was doing and how. They thought it looked fun. The book shows EVERYTHING, all you have to do is follow along. We were having trouble with changing the color on the "Touching Color" control and then reread the paragraph and realized it explained exactly how to change the color. (duh!) The book is easy to follow and well written. The graphics are engaging. This book works for kids and adults, for beginners and experts (there are ideas for adaptations to make it more complex). It steps you through every detail of a project, gives tips, shows things to watch out for and adaptations. The

projects are fun and inventive from a Magic Mirror to Angry Aliens, a 3D Maze, and more. You will learn how to start a project in Scratch, how to add animation, if-then statements, how to use loops, how to write functions, how to use a random function, how to use variables, and much more. If you want to see a completed project, all of the projects are completed and accessible on Scratch. [...] I included a screen shot of our first try at MagicMirror and our favorite project the Scratch Cat Maestro. (We added random costumes to the program as well.) This book is better than following online tutorials because there is so much more detail that you don't miss anything. (review by Kris Boedigheimer)

This was the first time I've read a book about how to create computer games and other similar projects. The content is really engaging. Even if you have never created any computer games before, you really feel it's within your reach! The author turned the technical language into something fun to read and easy to understand. I liked the use of friendly icons to give tips, remind of essential points and warn the reader about technical intricacies. I also liked the very colorful typography and the print shots/images in color to illustrate the different steps. The idea of 3D computer games and projects using 3D glasses makes it all even more interesting and challenging!

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