

23. VISUAL COMMUNICATION

Learning Objectives

At the end of this lesson the students will be able to:

- ▣ Differentiate a File from a Folder
- ▣ Know how to create a File and a Folder
- ▣ Use the software application to create Animation
- ▣ Introduction about Scratch'

Important Notes and Results

❖ **Scratch Environment Editor**

The Scratch editor has three main parts: They are Stage, Sprite and Script editor.

- ❖ **Stage:** Stage is the background appearing when we open the scratch window. The background will most often be white. You can change the background colour as you like.

❖ **Sprite:** The characters on the background of a Scratch window are known as Sprite. Usually a cat appears as a sprite when the Scratch window is opened. The software provides facilities to make alternations in sprite.

❖ **Script editor / costume editor:** Where you edit your programs or your sprite's pictures.

❖ **The script editor has three main parts:**

- I. **Script area:** Where you build scripts.
- II. **Block menu:** Where you choose the category of blocks (programming statements) to use.
- III. **Block palette:** Where you choose the block to use.