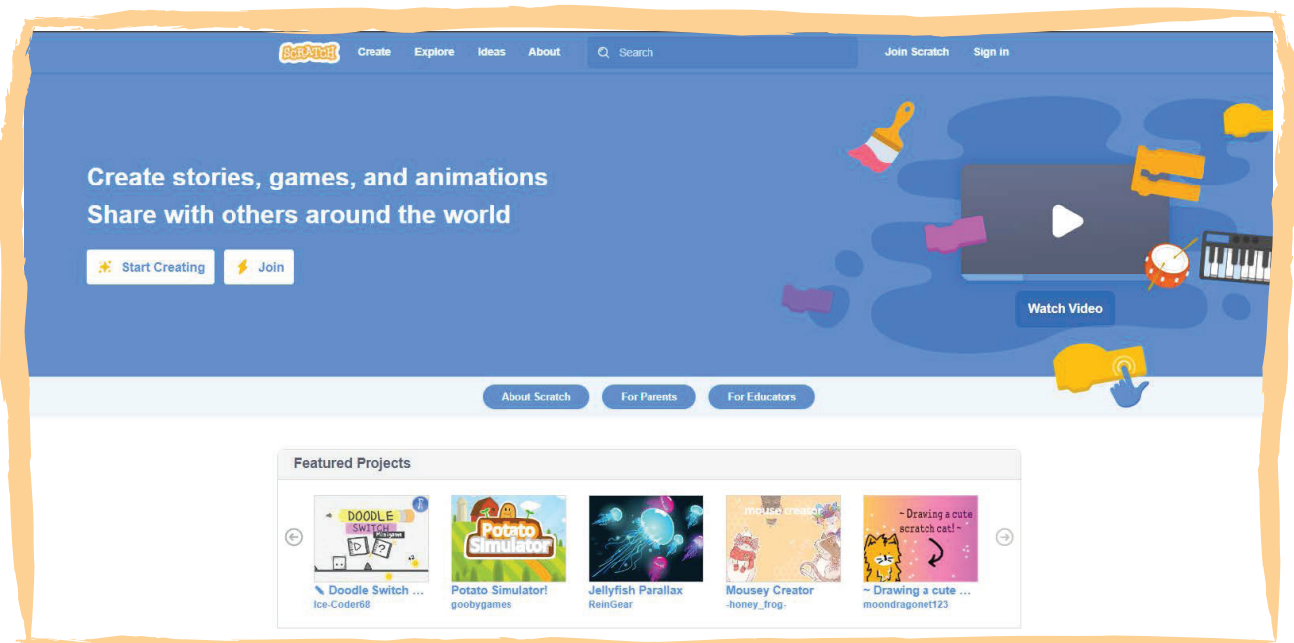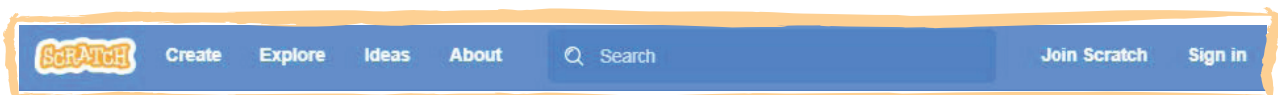# GETTING STARTED WITH
SCRATCH

1 SETTING UP A SCRATCH ACCOUNT

You'll need to create a Scratch account to save your Scratch projects. Open the Scratch website by clicking on this link:
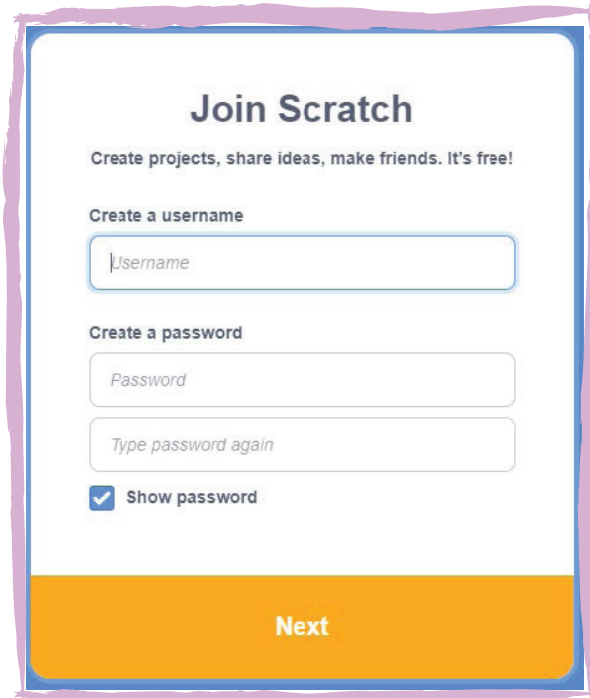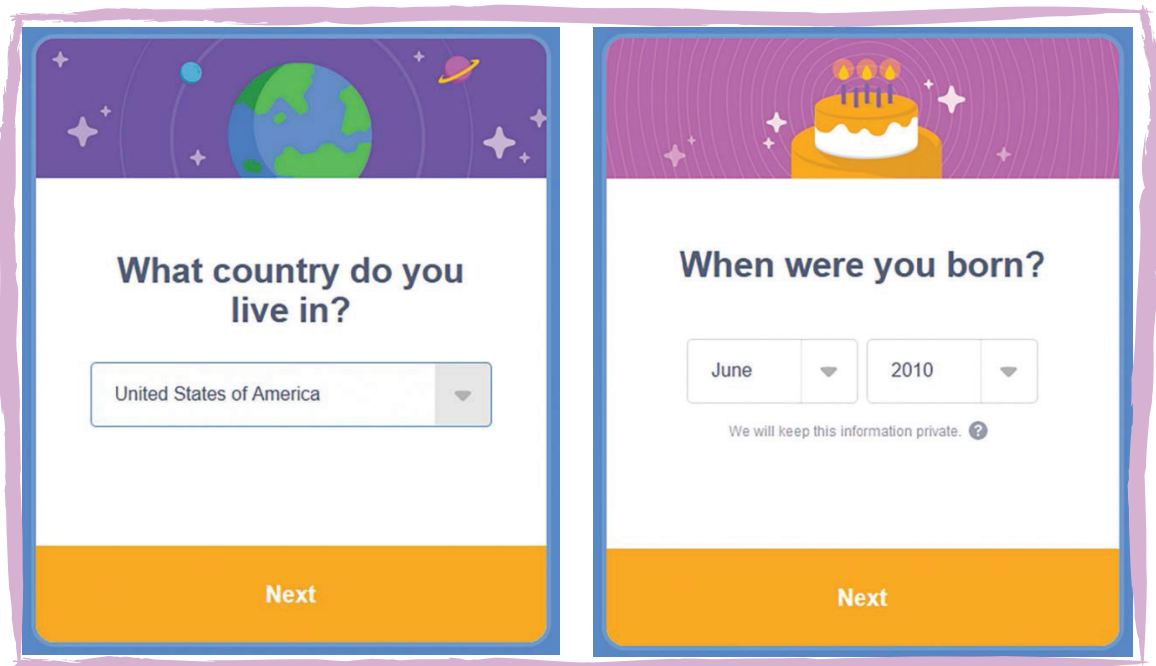
https://scratch.mit.edu/

Click "Join Scratch" at the top.

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Create a username and password for your account.

Join Scratch

Create projects, share ideas, make friends. It's free!

Create a username

Username

Create a password

Password

Type password again

☑ Show password

Next

Then you will need to provide the following information: your country, your birthday, your gender, and an email address.
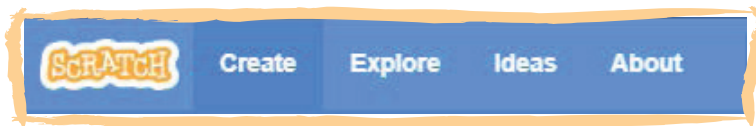Once that's complete you can click "Create Your Account".

What country do you live in?

United States of America

Next

When were you born?

June   2010

We will keep this information private. ❓

Next

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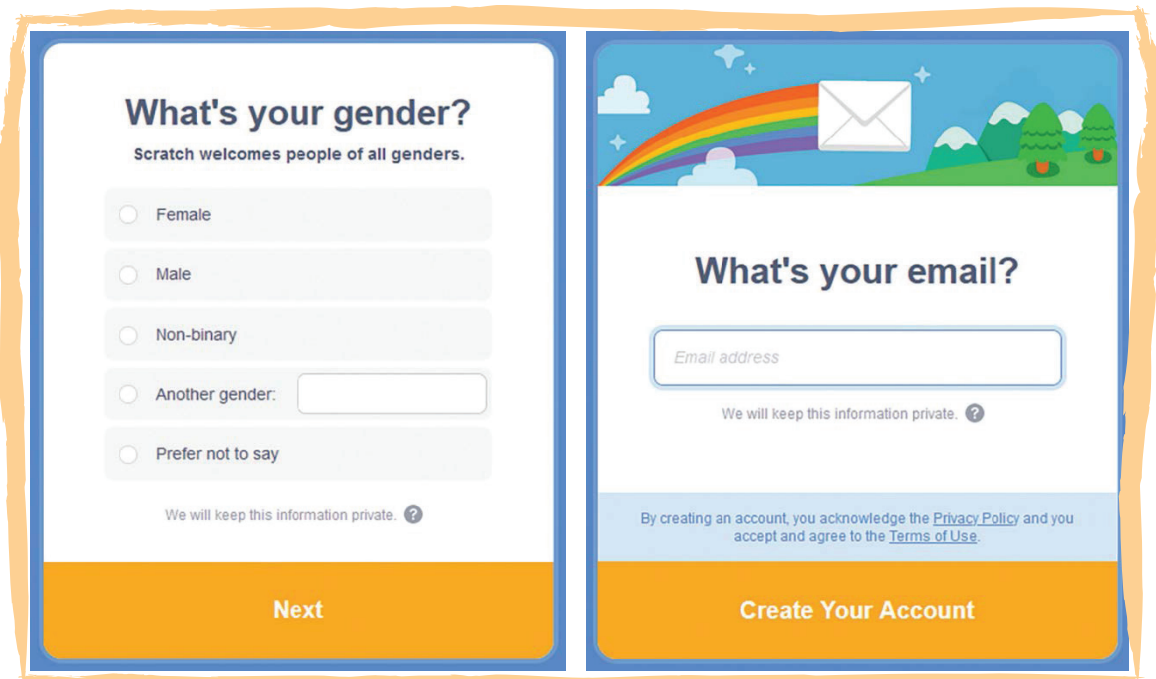
Once you are signed in, you can start a new project by clicking "Create" at the top of the page.

You can find a list of your projects by clicking your username at the top, and then clicking "My Stuff".
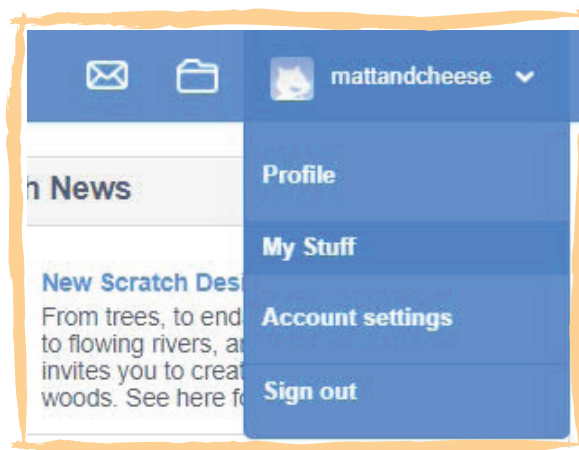
With your Scratch account complete, you're ready to start building awesome projects with the CodaKid Scratch courses!

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After your student signs into their CodaKid account,
they'll be able to see a full list of the courses they can take.
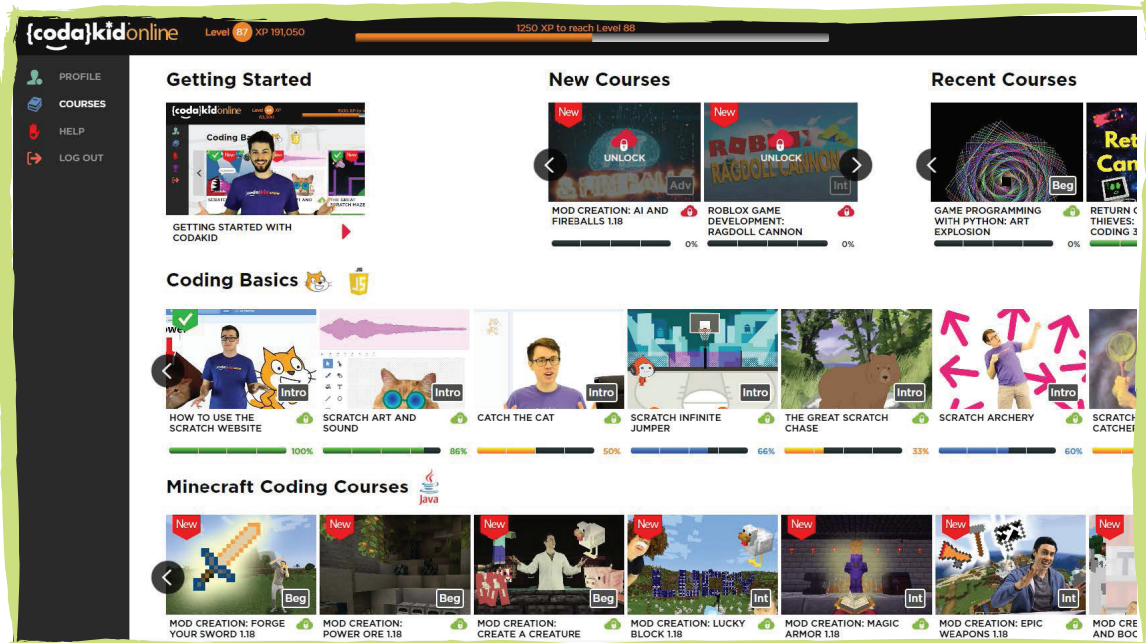
Select a course with a green icon to get started. You'll see the course is broken into chapters. Each course starts with a "Chapter 0" which covers the setup process.

Each chapter has a list of video lessons, and each lesson gets checked off as you work your way down.

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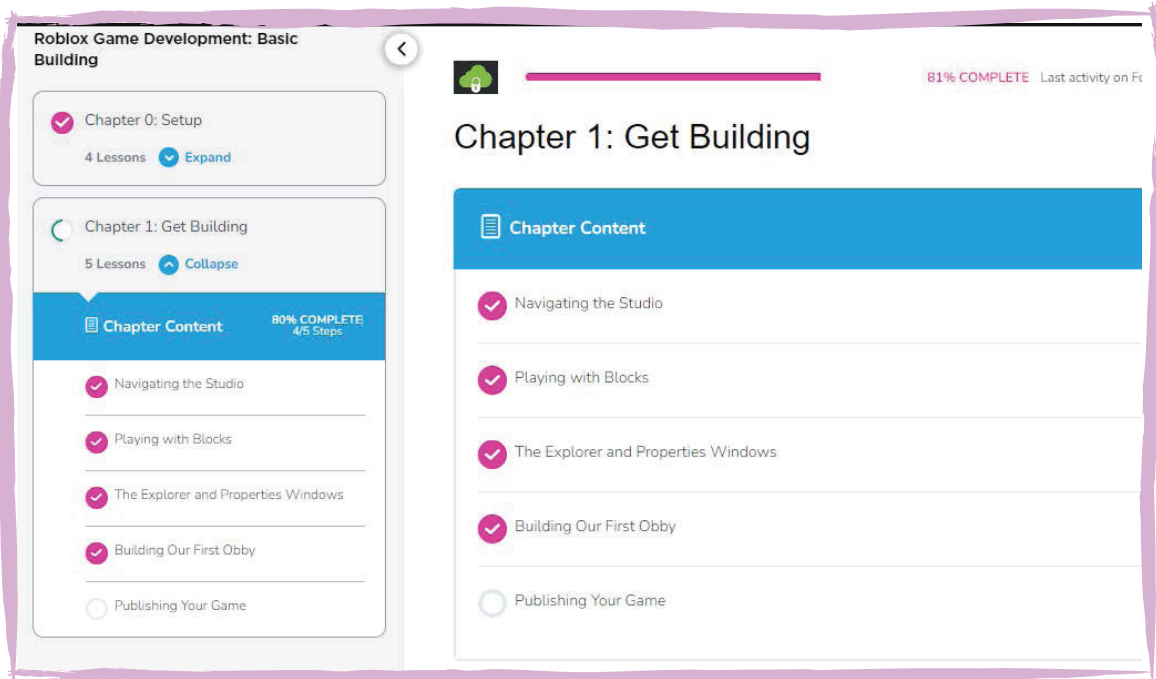
Once you're finished with a lesson,
click the red "Mark Complete" button underneath the video.
This will take you to the next video in the course.

After completing all the lessons in a chapter, click the "Mark Complete" button at the bottom of the chapter. This will allow you to move to the next chapter.
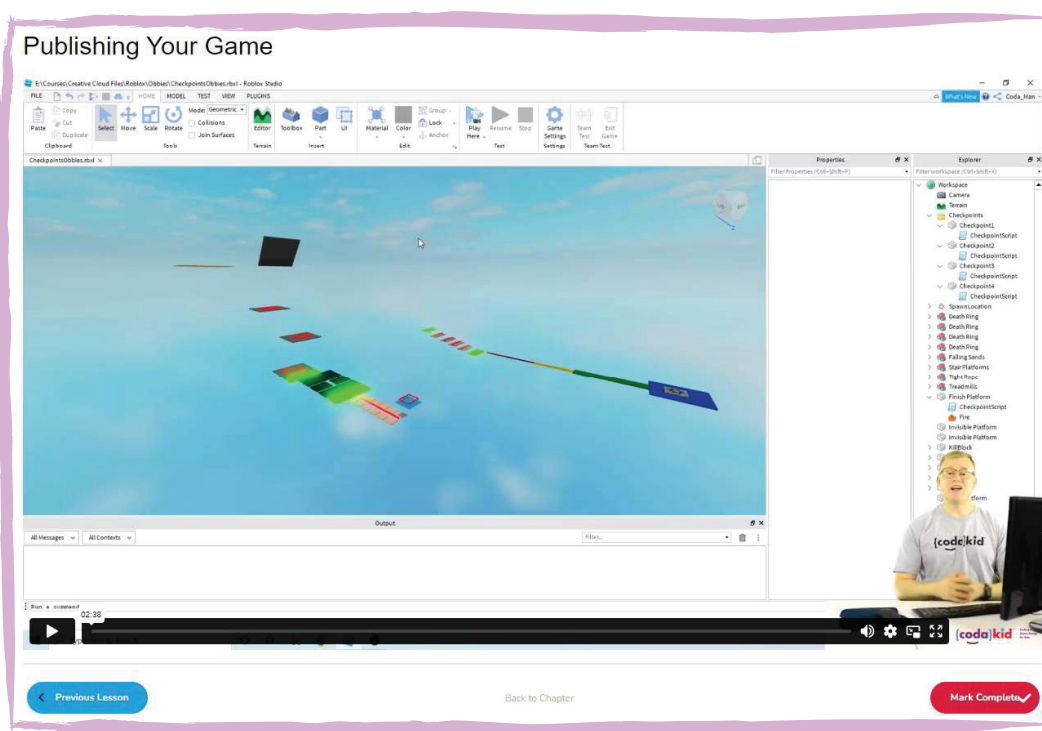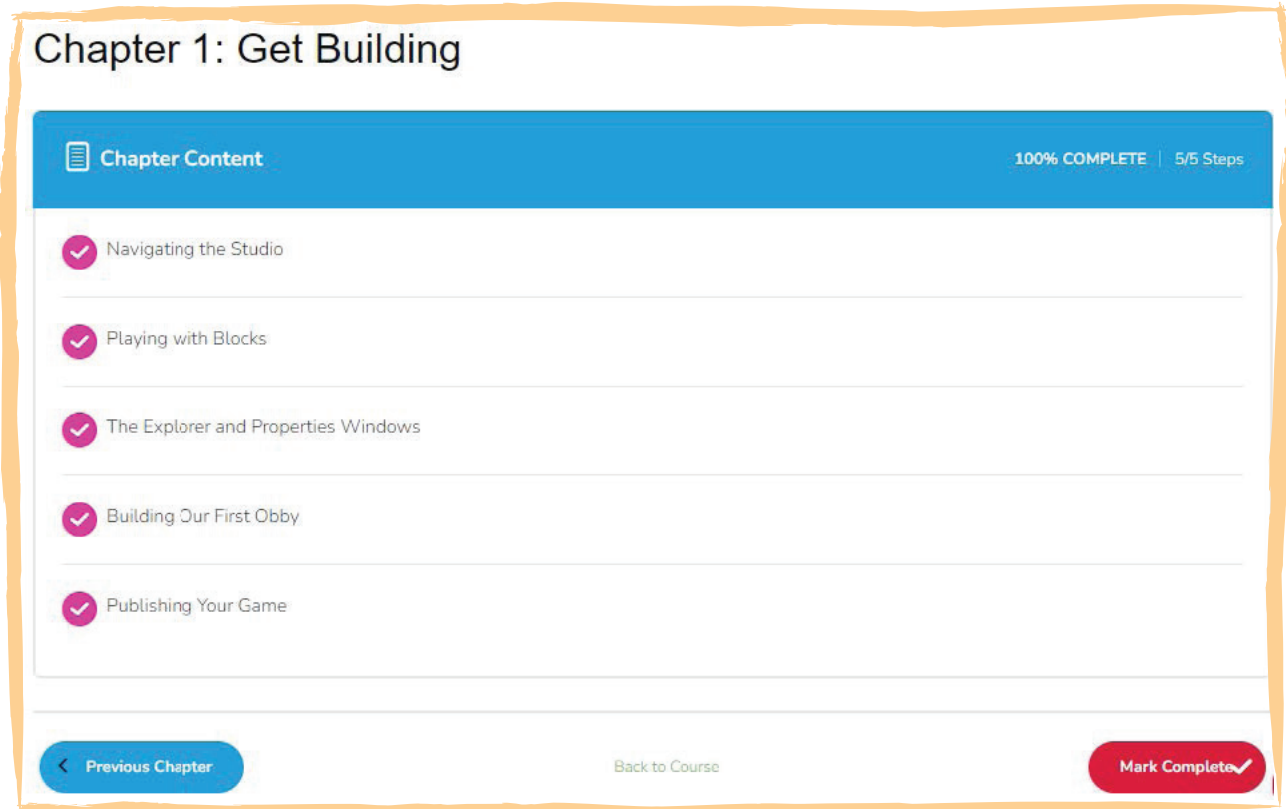

SCREEN SETUPS

Students will follow along with the video lessons as they code.
This means they will need a way to view both their code and the video.
There are multiple ways to do this based on your student's computer setup.

Option 1: Single Monitor

If you're using a laptop or a desktop computer with only one monitor, there are two ways to handle this.

The first method is to set up a split screen.
Drag the window with the video to one half of the screen, then drag the window with the code to the other half. The contents for each window will shrink, but you will be able to view both at the same time.

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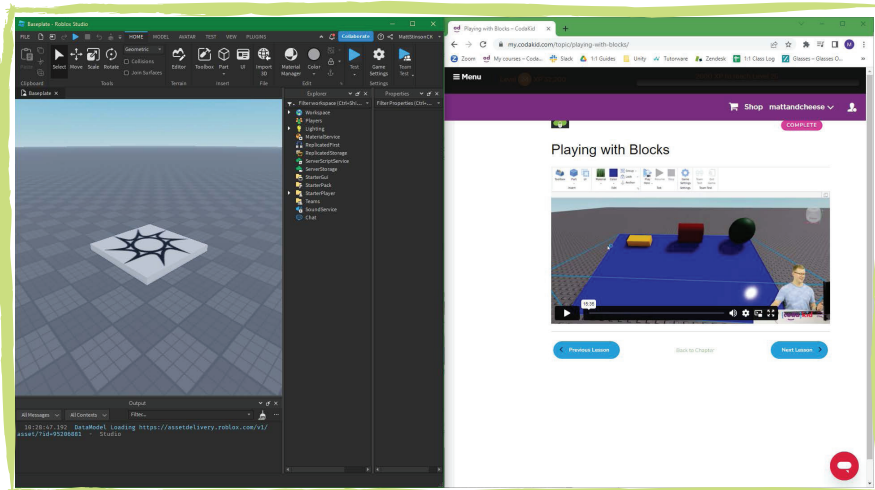
The second method is to switch between the windows using hotkeys. Leave each window full screen, and then hold down the alt key and press tab (command + tab on Mac computers) to switch between windows.

Option 2: One Monitor + One Phone/Tablet

If your student has access to both a computer and a phone/tablet, you can use this method.

Open your code on your computer, and then sign into your CodaKid account on their phone or tablet. Your student can then follow the lesson on their phone or tablet while leaving their computer free to write their code.

Option 3: Two Monitors

This is the best option if you have access to a computer with two or more monitors.

Have your code open on one monitor, and the video lesson open on the other. You will be able to view both full screen at the same time.

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