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# Learn Programming with

# SCRATCH



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STEAM Literacy ERASMUS+  
Project no. 2022-1-SK01-KA220-SCH000087555

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# What is a Programming language



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# WHAT IS BLOCK-BASED PROGRAMMING?

Start



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# What is



# SCRATCH



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# WHAT DO WE LEARN WITH SCRATCH?

- *Computer sciences*
- *Maths*
- *Programming*
- *Algorithmic thinking*
- *Finding and clearing the error*

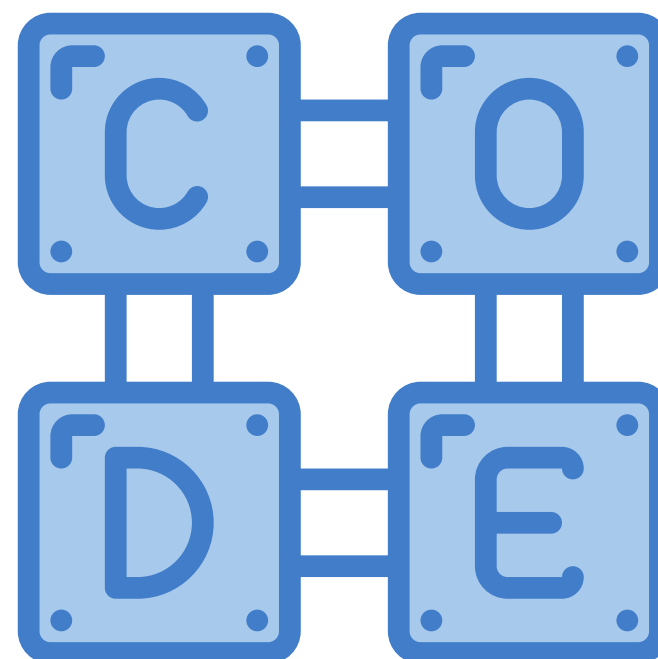




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# LET'S GET TO KNOW SCRATCH!



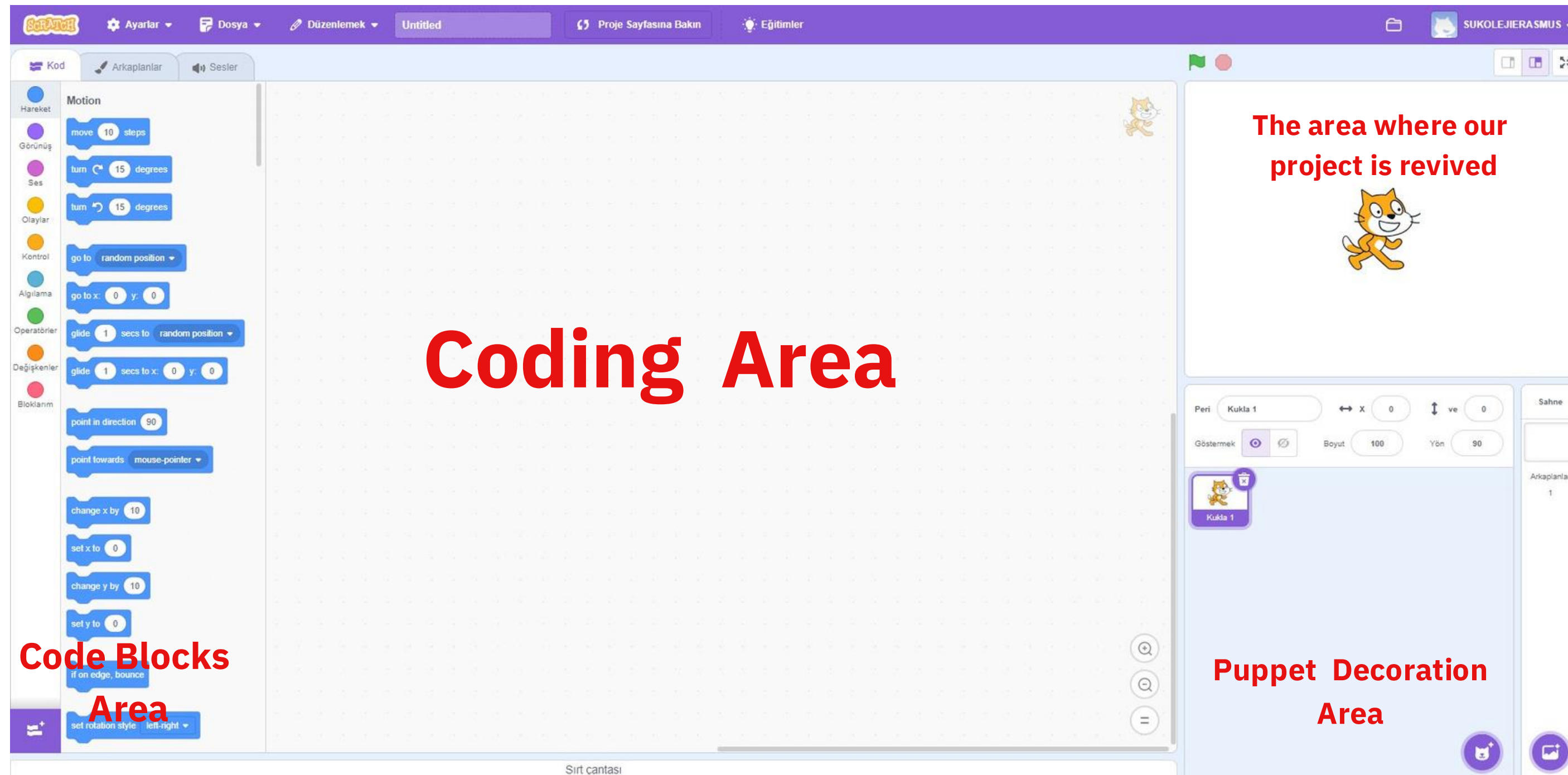




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## THE AREA WHERE OUR PROJECT IS REVIVE (STAGE AREA)

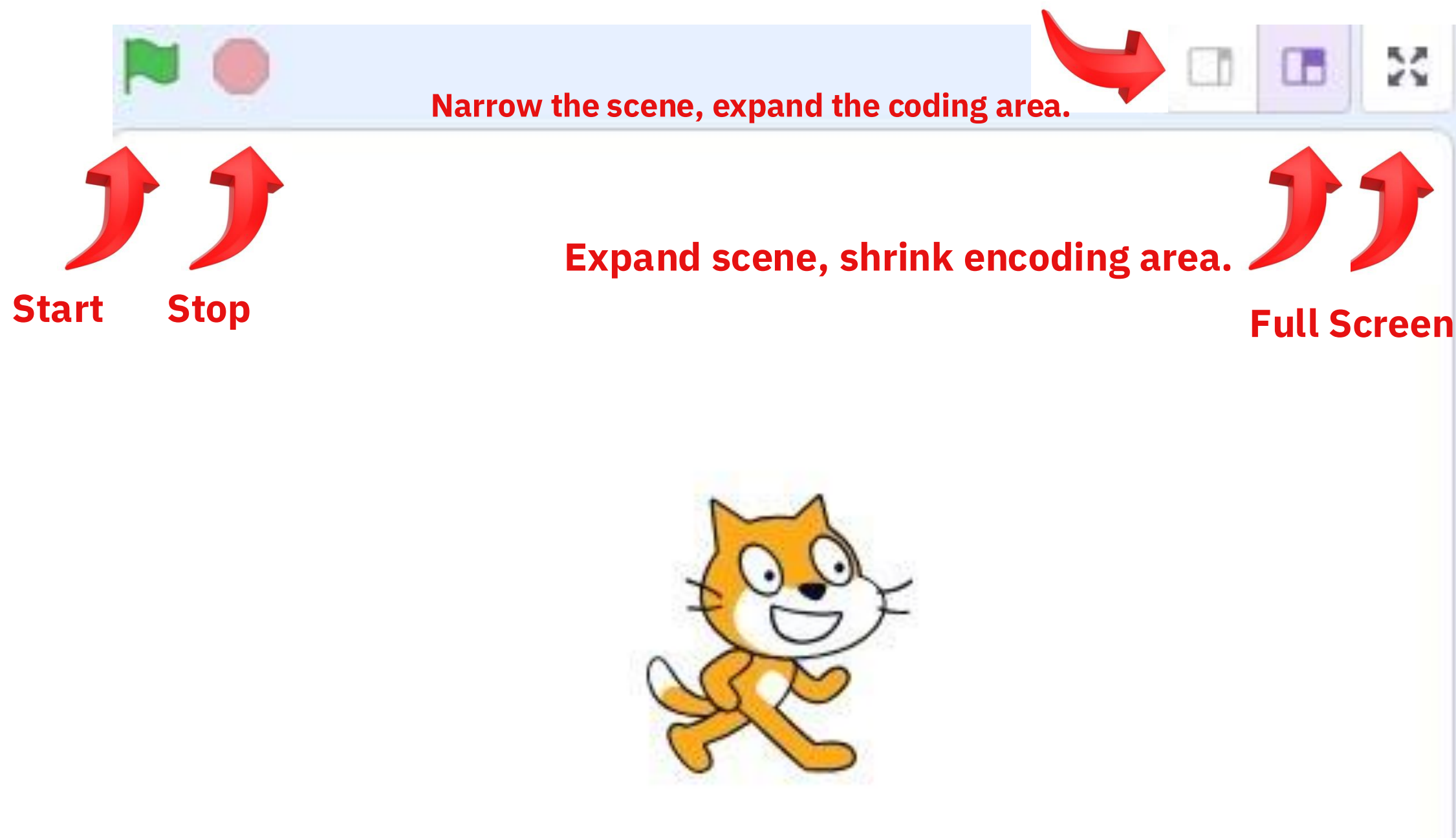




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# PUPPET AND DECOR AREA







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# CODING PROGRAMMING AREA



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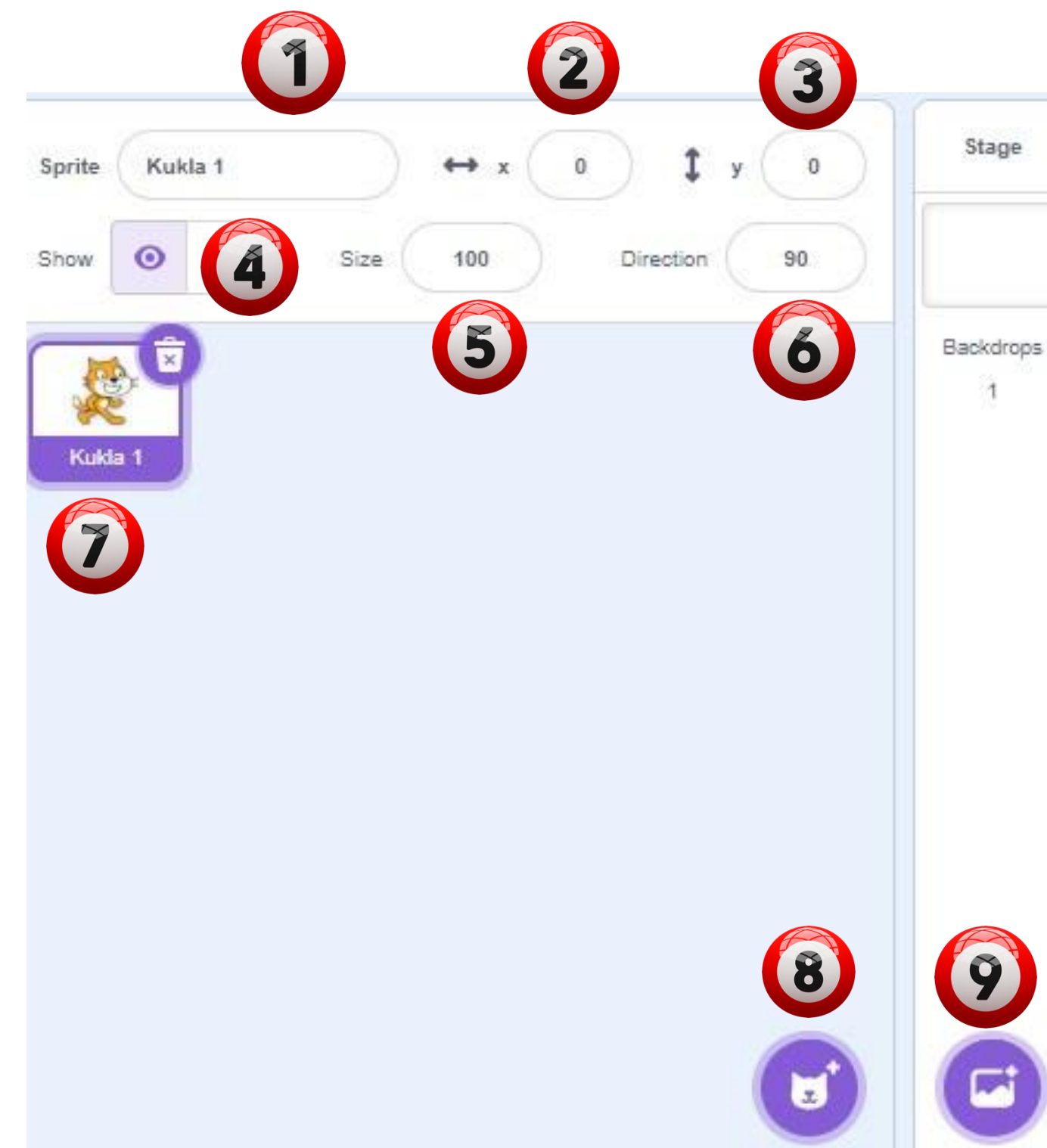


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# CODE BLOCKS

## FIELD

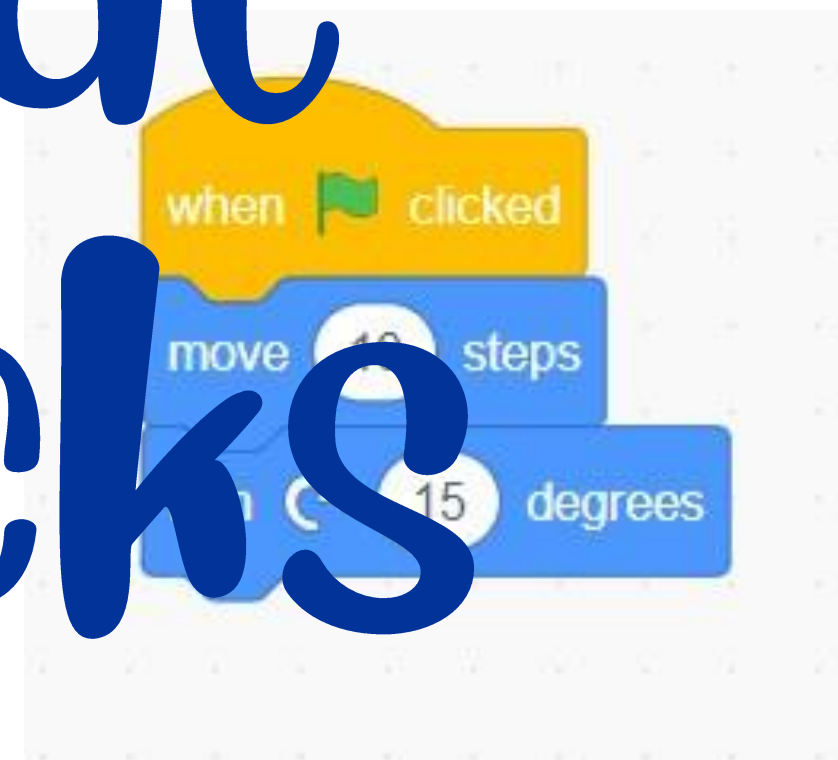




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# Code Blocks



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# SCRATCH WORKSHOP



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# THANK YOU ...



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