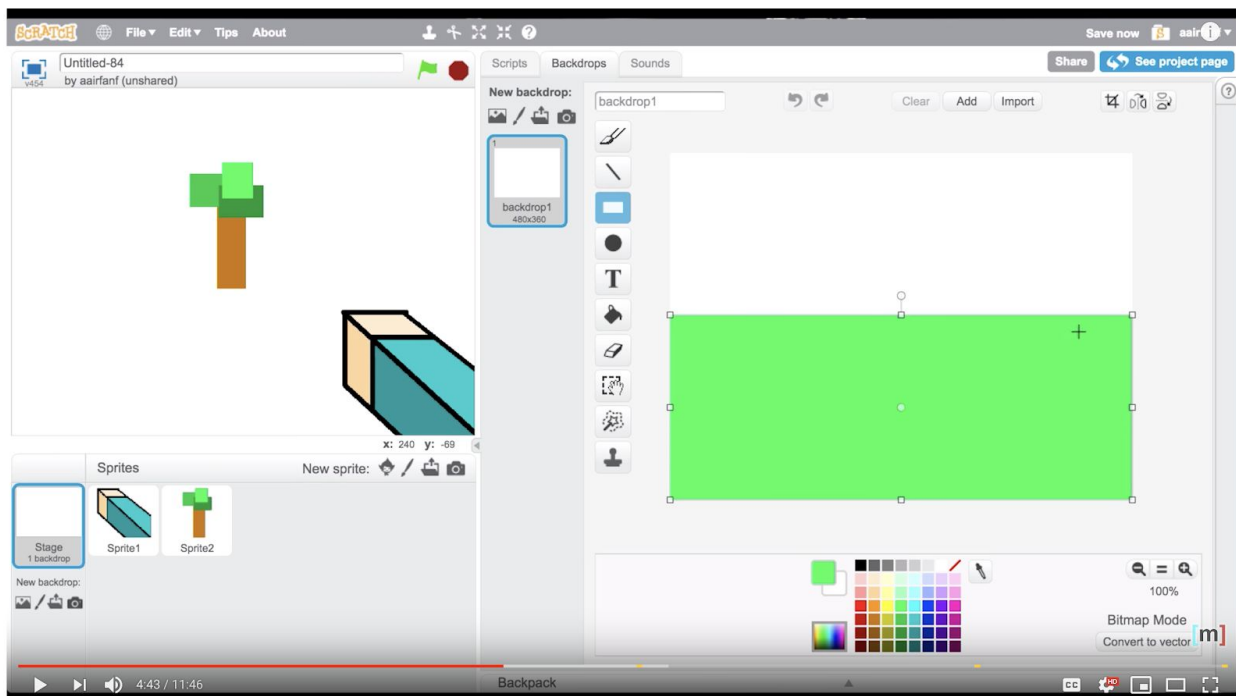
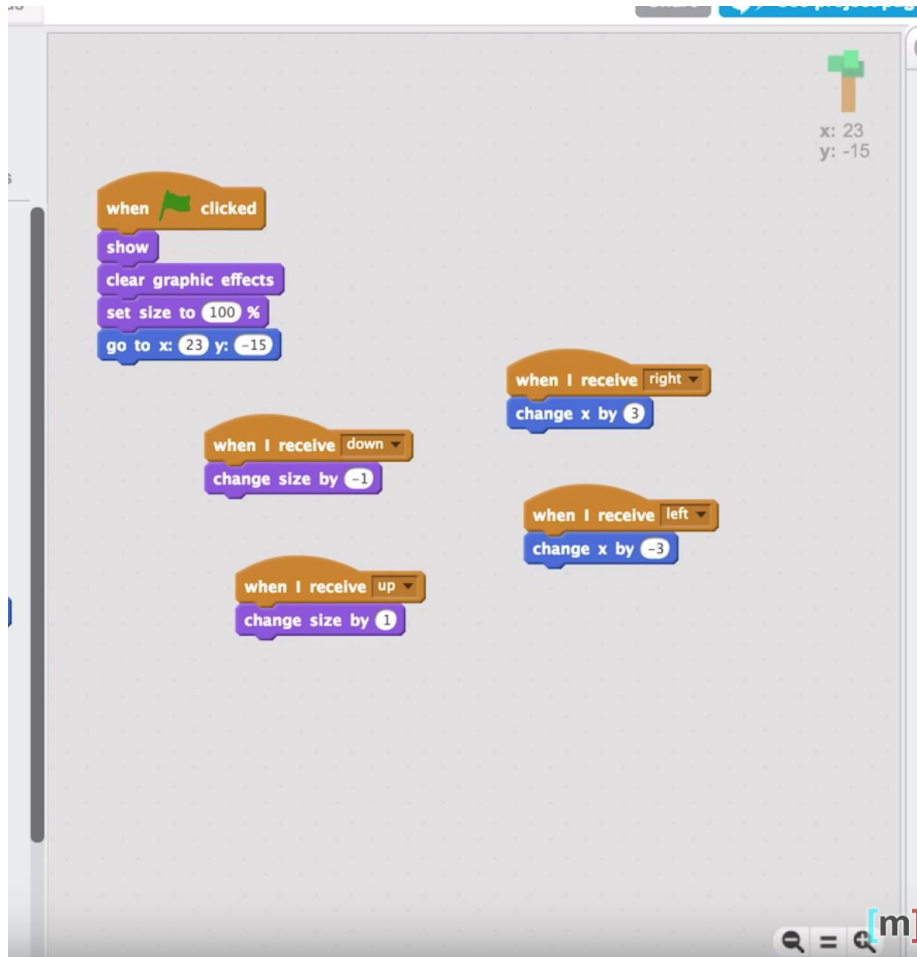


2D Minecraft In Scratch by Chris Hernandez

1. Open Scratch program and create new project.
2. On the left side panel, under your live view of the workspace, create a new sprite.
3. Select the draw line tool and have students draw a custom hand.
4. Create a new sprite. (See line 2)
5. Have students build a tree using the square tool. If you did not select a color, use the paint bucket tool to fill each square with the appropriate colors.
 - a. Final product should look like the following:



6. As seen above, select your “Stage” sprite and fill the bottom half of the stage with a green square using the square shape tool.
7. Click on your tree sprite. Click on the Scripts tab and enter the following code. (To be more effective, read the name of each code block and tell the student its corresponding color)



8. Now click on your hand sprite. Have students drag the following code onto the code block space



9. Using the Up, Down, Left, Right keys now moves your character. Have students test it out in the live view. The two sets of code causes the tree to move depending on which key you press.