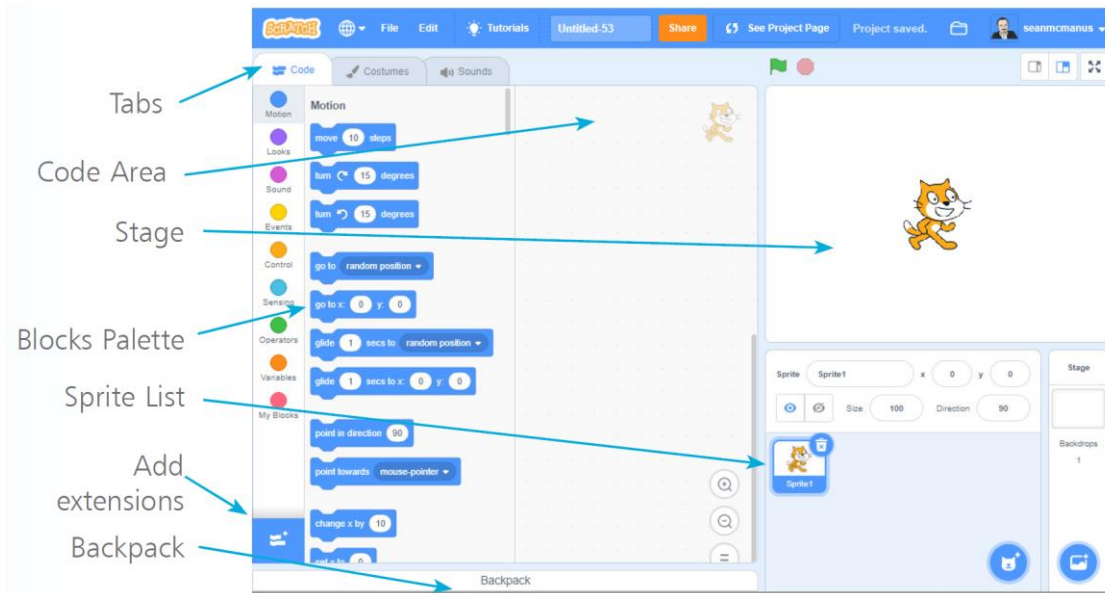


What's new in Scratch 3?

Discover the main changes in the latest version of Scratch, so you can use tutorials written for older versions with ease



Some of my projects were created using Scratch 2, so here are some tips on what's changed in the latest version of Scratch. Projects created in Scratch 2 will work in Scratch 3 but the screen layout is a bit different, and the Blocks Palette is organised differently.

Scratch 3 includes new extensions for Text to Speech (making the computer talk), using the micro:bit, and simple electronics.

The good news is that recent Raspberry Pi models now support Scratch 3, so everyone can use the same version of Scratch.

When you start Scratch, the first thing you'll notice is the new screen layout. The Stage is now on the right, with the Sprite List underneath. The Blocks Palette is on the left. The Scripts Area is now called the Code Area and is in the middle.

Some of the blocks are now in a different part of the Blocks Palette or use a different colour to the previous version of Scratch. Scratch 3 introduced the idea of Extensions, which add new sets of blocks to the palette. All Extension blocks are green.

- **Pen blocks:** The Pen blocks are now an extension. To use them, click the Add Extensions button in the bottom left, and then add the Pen blocks.
- **Play Note and Play Drum blocks:** The Sound blocks are now only used for modifying and playing recorded sounds. The blocks to play notes and drums are now an

extension. To use them, click the Add Extensions button in the bottom left, and then add the Music blocks.

- The **brown Events blocks** are now light yellow.
- The **Data blocks** are now Variables blocks. Every project has a variable called My Variable to help beginners start experimenting. If you don't need it, you can ignore it.
- **More Blocks** is now called My Blocks.

The costumes editor now uses vectors for drawing, which means you can edit the lines and shapes after you've drawn them. It also ensures that your sprites look great even if they're enlarged a lot. If you want to continue using bitmap art, which was the normal mode in Scratch 2, click the Convert to Bitmap button at the bottom of the costumes editor.

To use Scratch 3, visit the website at <https://scratch.mit.edu/> and create an account. When you are logged in to your account, Scratch will automatically save your work as you build projects.



Above: Scratch 3 can be used on laptops or desktop computers, and also on tablet devices. One of the new extensions adds features for the BBC micro:bit. Photo courtesy of the Scratch Foundation.