
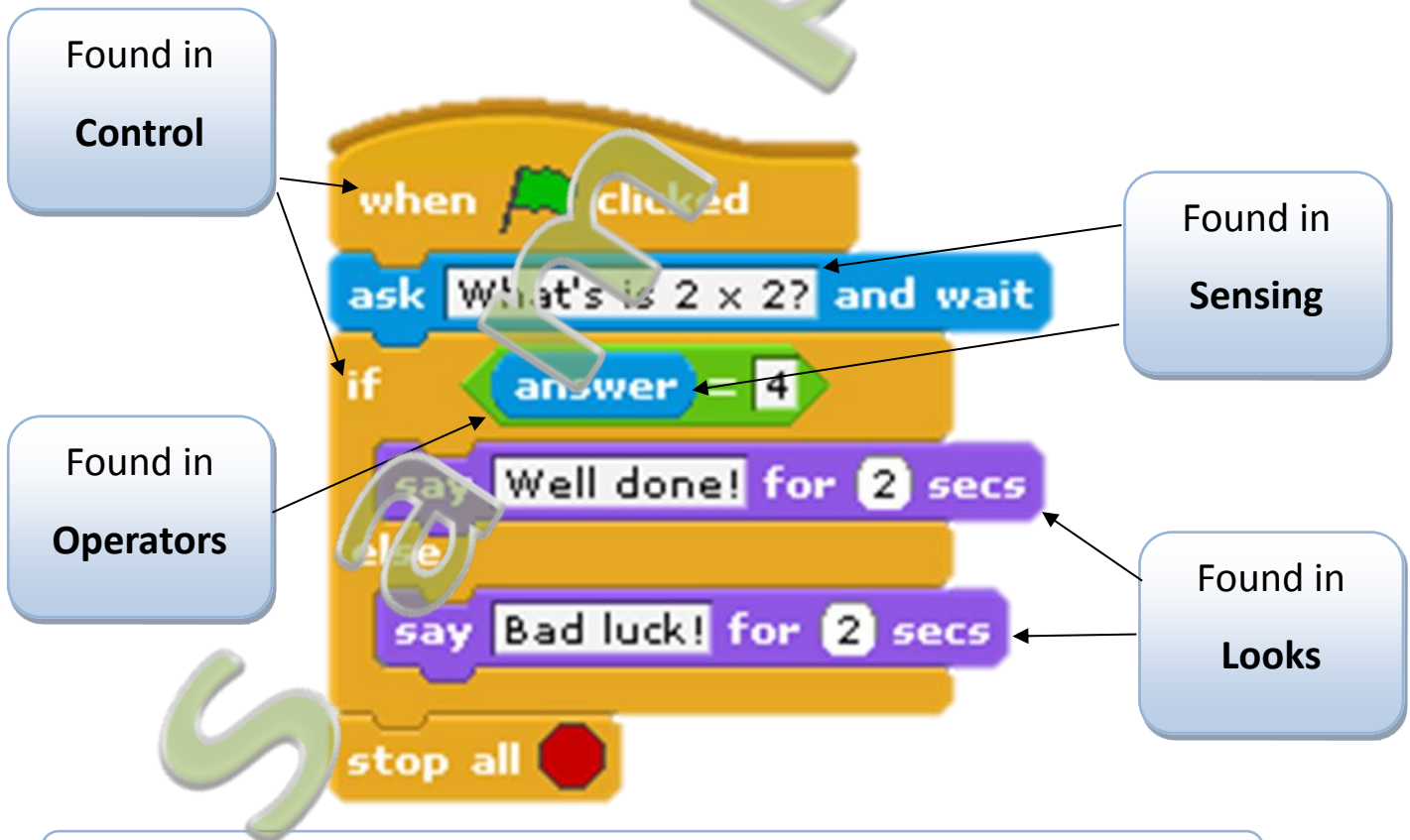


Introducing Selection in Scratch

This simple activity in Scratch introduces the programming concept of **selection**. A condition is presented within the program, and choices are offered depending on whether the condition is met or not. This is often represented in programming as IF / THEN / ELSE. Screenshots in this guide are from Scratch 1.4, but Scratch 2.0 can equally be used. Some experience of using Scratch is assumed.

1. Choose a sprite. You can use the default cat sprite or delete that one (right-click) and choose another from the library. 

2. Recreate this script



3. Click the green flag (top right) to run the program. 