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ChildArt



ChildArt

EDITOR'S CORNER

Some people say that the digital revolution started in the 1980s. Others claim that it spread like wildfire only at the onset of the 21st century. For an average person, the revolution begins with the first PC, SMART Board, or personal iPhone. Whatever may be the case with you, these are exciting times indeed with over a billion users of Facebook alone already.

In 2001, I was invited to write on the 'global digital divide' for the *International Monetary Fund's Finance & Development magazine*. I then calculated that nearly 400 million people were online at the turn of the century. Perhaps by the time this century ends, almost everyone will be online in some way, even those living in the deepest Amazon or remotest hamlets.

Hence, our excitement about this issue which sheds a new light on games and online experience. We are grateful to the experts who contributed to this issue or took the time to speak with us about their experiences and expertise and what they envision for the future. We have learned a lot from them, and hope you will too.

We are also grateful to our supporters whose help sustains this wonderful publication and keeps it free of commercial advertisements.

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Published since 1998, *ChildArt* is a commercial-free arts learning, self-discovery, and global education periodical expressly written for 8 to 12 year-olds, but useful as a teaching tool for early educators and inspirational for creative individuals of all ages. Subscribe to ChildArt online at www.icafe.org.

When a child's creativity is ignored, it could be lost forever. Tax-deductible donations support children's creative and empathic development. You can donate online at www.icafe.org or make your check to ICAF and mail it to: ICAF, P. O. Box 58133, Washington, DC 20037.

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Scratch: digital art making

Scratch is an online community of children who create and share video- games, music, animations, and other forms of digital art. Just like professional artists, kids combine images, sound, and computer programming to create original, interactive art.

Why Scratch?

Scratch allows you to import sound or image files with just a couple clicks. You get to personalize your project by drawing characters for your stories, downloading and editing images you find on the Internet, and importing or recording sounds or music.

In Scratch, you can easily remix an existing project. This means if you see a project you like, you can build on or modify it. You can use code or images you find in another project in your own project, or you can download and modify a sample project or any project in the Scratch community.

Scratch has over one million registered members who have created more than 2.5 million projects—all of which you can watch and download for free from the Scratch website (<http://scratch.mit.edu>).

How to get started:

When you launch Scratch, you'll see a screen with the Scratch cat on the right (this is called a "Sprite") and the programming palette on the left. By dragging blocks in the programming palette into the Scripts area mid-screen, you program your Scratch cat.

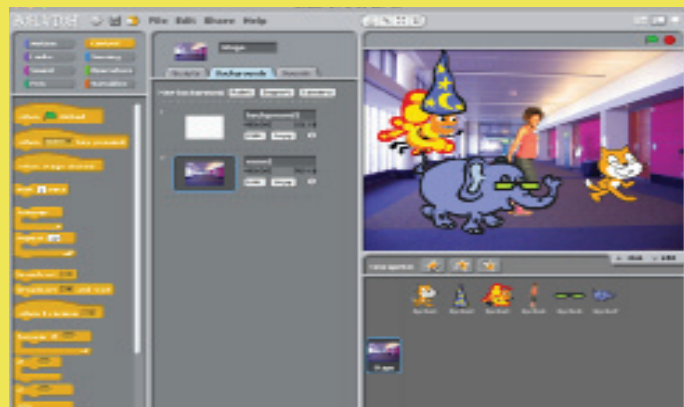
To start, try a MOVE block like the "move 10 steps." Then try adding on others like the "turn 15 degrees" block to connect with your first block. Double click on your blocks to make the cat move. What happens if you continue to click?

Try adding other kinds of blocks to your stack, like LOOKS or SOUND, to see what happens. Change the your cat's color every time you click your stack by using the "change color effect by 25" block.

Tired of clicking your stack to start things? Click the CONTROL blocks and drag out a FOREVER block. Drop it on top of the stack to put your old blocks in the mouth of your FOREVER block. Now your script will run until you press the stop button!

You can also start your program by a simple key press, like the space bar. Try snapping on the "when space key pressed" block and then press your space bar. Now what happens? You should see your cat spinning and rapidly changing colors.

To add Sprites, click on one of the three boxes below the stage. To paint a Sprite, choose a Sprite from a file on your computer or the Scratch library, or get a surprise Sprite! To change the background, click on the "Stage" and go to the "Backgrounds" tab to draw, import your own, or choose one from the Scratch library.



Once you've saved your project, click Share to upload your project to the Scratch website!

Also to help you get started, you can access example projects that you can play and remix. Just select Open from the File menu and then click the Examples button and choose from any of the folders.

You can also watch the orientation video at the top of the homepage or download and print a Getting Started with Scratch Guide. For extra tips and tricks, try downloading and printing the Scratch or watching the Scratch video tutorials.

How do I become part of the Scratch community?

Becoming a member of the Scratch online community allows you to share projects online, comment on projects, and work with other artists and programmers to create digital art projects. Sign up here: <http://scratch.mit.edu/signup>



In the next *ChildArt* issue for Oct-Dec 2012, learn about “Creativity & Innovation” from experts such as Dr. Vinton Cerf, co-founder of the Internet, Antonio Patric Buchanan, co-founder of TBG, Inc., and David Croslin, author of *Innovate the Future*.

You can subscribe online to *ChildArt* at ICAF.org.

Check out information on the 5th Arts Olympiad (2013-2016) as well.

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