

Welcome to Scratch!

The Scratch programming language was launched by the Lifelong Kindergarten Group at the MIT Media Lab in 2007, and in 2019, we became our own 501c3 foundation that remains 100% philanthropically supported. Our mission at the Scratch Foundation is to provide young people with digital tools and opportunities to imagine, create, share, and learn. With Scratch, learners can make animations, games, and digital stories by dragging and dropping code blocks. And creating Scratch projects fosters the development of computational and creative thinking skills that are critical for future success: learners identify problems, break them into smaller parts, debug them, and iterate on solutions.

Getting Started

You can use Scratch online at: scratch.mit.edu *

Sign in with the login information below to ensure your work is saved. Then, click **Create**. This will bring you to the **Scratch Editor**, where you can start creating projects.

To learn more and find links to some of our resources and starter project ideas, see our [Getting Started Guide](http://bit.ly/Scratch-Getting-Started-Guide) (<http://bit.ly/Scratch-Getting-Started-Guide>).

**If your computer uses an older operating system, or your internet connection is unreliable, you can download Scratch and use it offline by visiting <https://scratch.mit.edu/download>.*



Your Login Information

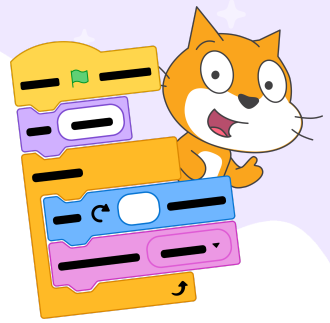
Your Username: _____

Your Password: _____

IMPORTANT: Make sure that the username you create does not contain personally identifying information. Avoid using last names, school names, or other private information in your username, as this is a serious privacy issue. Also, be sure to keep your login information secure. See our [Community Guidelines](https://scratch.mit.edu/community_guidelines) page for more advice about interacting and creating on Scratch (https://scratch.mit.edu/community_guidelines).



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Tip: If you'd like to translate this guide, [click here to make a copy](#) of this Google doc.

