

# Submitting your projects

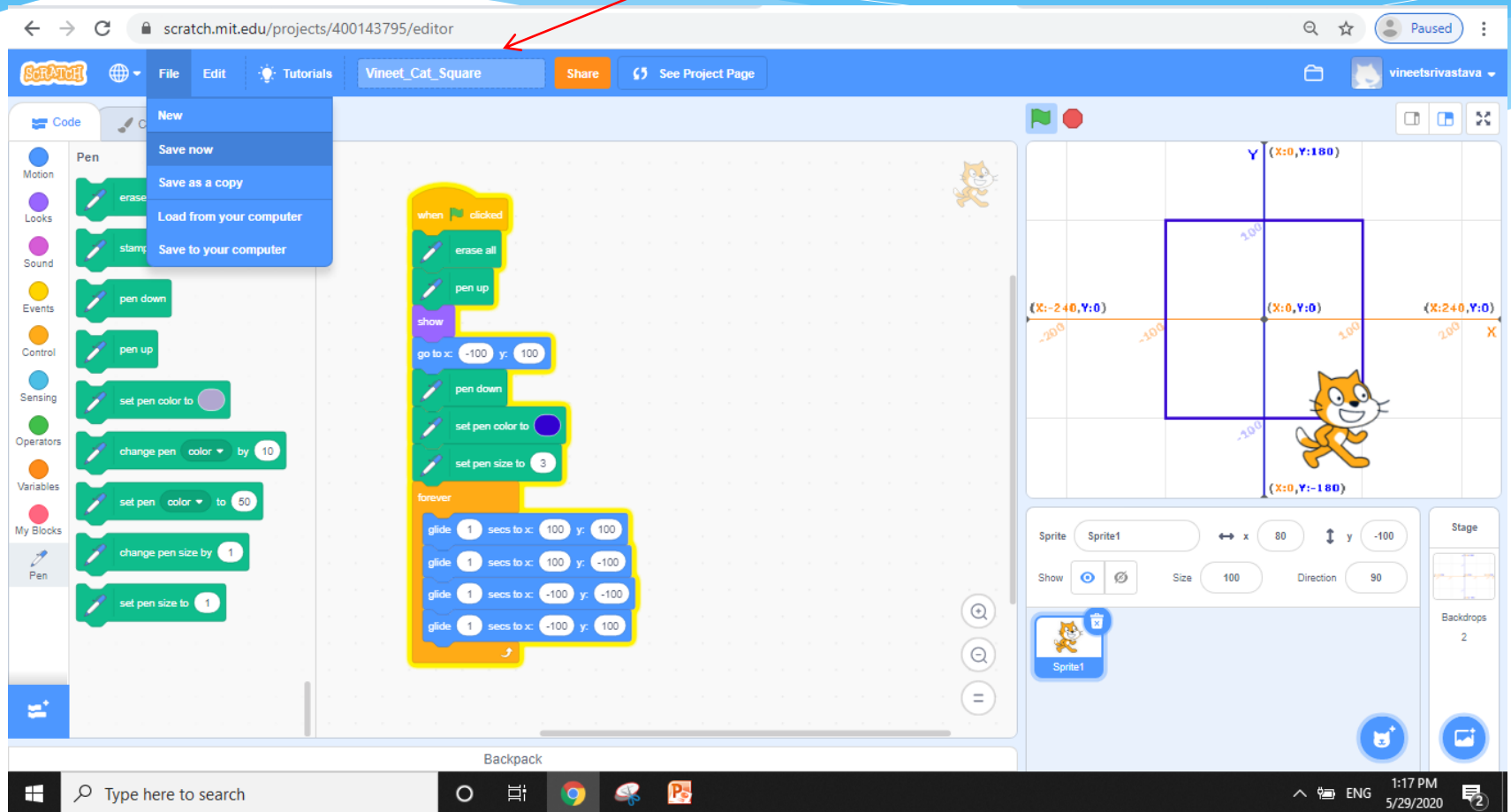
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# Introduction

- \* This document will guide you through the process of submitting your projects.
- \* Please note that you must sign in to your account before starting to create the project, so that it can be saved and shared.

# Step 1: Give your project a name

Project Name



# Step 2: Save your project

The screenshot shows the Scratch web editor interface. The browser address bar displays `scratch.mit.edu/projects/400143795/editor`. The top navigation bar includes 'File', 'Edit', 'Tutorials', and a project name 'Vineet\_Cat\_Square'. The 'File' menu is open, showing options: 'New', 'Save now', 'Save as a copy', 'Load from your computer', and 'Save to your computer'. A red arrow points from the 'Save now' option to a 'Save' button in the code area. The code area contains a script starting with 'when clicked', followed by 'erase all', 'pen up', 'show', 'go to x: -100 y: 100', 'pen down', 'set pen color to', 'set pen size to 3', and a 'forever' loop with four 'glide 1 secs to x: -100 y: 100' blocks. The right side of the interface shows a stage with a cat sprite and a coordinate grid. The bottom status bar shows the time as 1:17 PM on 5/29/2020.

# Step 3: Share your project

The screenshot displays the Scratch web editor interface. The browser address bar shows the URL `scratch.mit.edu/projects/400143795/editor`. The top navigation bar includes the Scratch logo, a globe icon, and tabs for File, Edit, Tutorials, and the current project name 'Vineet\_Cat\_Square'. A red arrow points to the 'Share' button, which is highlighted in orange. Below the 'Share' button is a 'See Project Page' button. The left sidebar contains various tool categories: Code, Pen, Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks. The main workspace shows a script starting with 'when clicked', followed by 'erase all', 'pen up', 'show', 'go to x: -100 y: 100', 'pen down', 'set pen color to' (blue), 'set pen size to' (3), and a 'forever' loop containing four 'glide 1 secs to x: 100 y: 100' blocks. The right sidebar shows the stage with a cat sprite, the sprite's properties (x: 80, y: -100, size: 100, direction: 90), and the stage's properties (backdrops: 2). The bottom status bar shows the Windows taskbar with the search bar, taskbar icons, and system clock (1:17 PM, 5/29/2020).

Click Share

# Step 4: Copy the URL

The screenshot displays the Scratch project editor interface. The browser's address bar at the top shows the URL `scratch.mit.edu/projects/400143795/editor`. A red arrow points from the text "Project URL" to this address bar. The Scratch editor itself shows a project titled "Vineet\_Cat\_Square" with a "Share" button. On the left, the "Code" tab is active, displaying a script for drawing a square. The script includes a "when clicked" event, followed by "erase all", "pen up", "show", "go to x: -100 y: 100", "pen down", "set pen color to" (blue), "set pen size to" (3), and a "forever" loop containing four "glide 1 secs to x: 100 y: 100" blocks. The right side of the editor shows a stage with a square drawn on a coordinate grid, with the Scratch cat sprite positioned at the bottom right corner. The bottom of the image shows a Windows taskbar with the search bar and several application icons.

Project URL

# Step 5: Submit the URL using the Google form

- \* Open the following Google form:
  - \* <https://tinyurl.com/y9jdrqdl>
  - \* This link is accessible from the course material page too.
- \* Select your batch, child's name and activity, and click submit. This will take no more than 2 minutes.
- \* Please make sure you submit for your name only.

# Post Submission

- \* Post submission, we will mark your assignments using the published marking criterion and share the results with you.



# Thanks!