

Publishing your Scratch Projects

First, you need to create an account at <http://scratch.mit.edu> if you do not already have one.

NOTE: You should get your mum or dad to do this as you are creating an account on an Internet site. Remember: NEVER give personal details on the Internet!

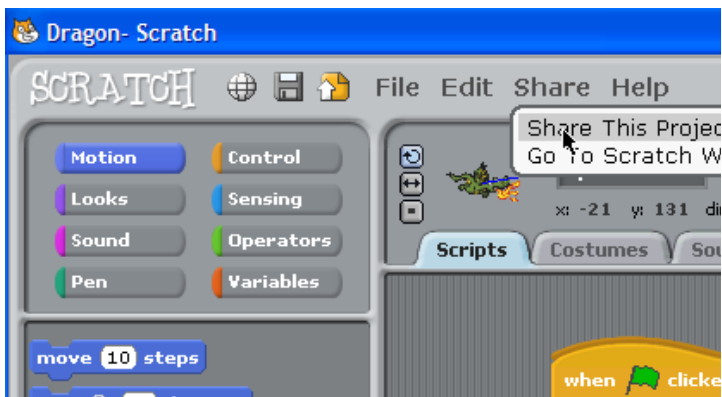
- Navigate to <http://scratch.mit.edu>.
- Click the **Signup** link:



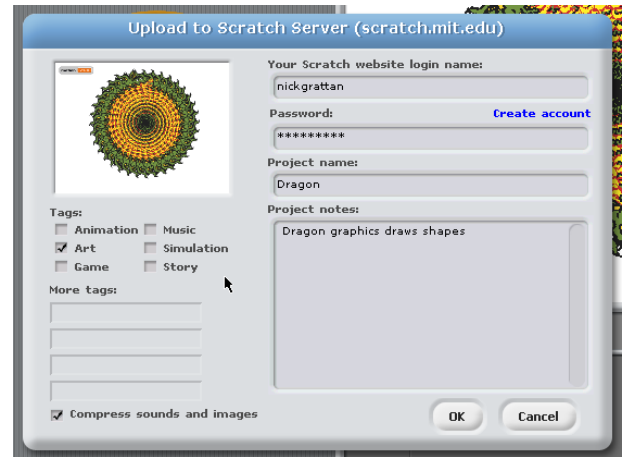
- Complete the "Create an account" form.
- Click **Sign up** to create the account.

You can now publish your Scratch project to the web. To do this:

- Run Scratch on your PC or laptop.
- Open the project you want to publish using the **File + Open** menu command.
- Select the **Share + Share This Project Online...** menu:



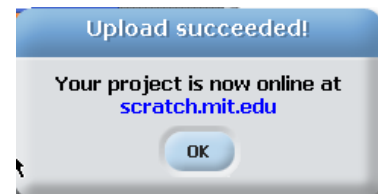
- Now enter your login name, password and details on the project you are publishing:



The Tags will help other people find your projects.

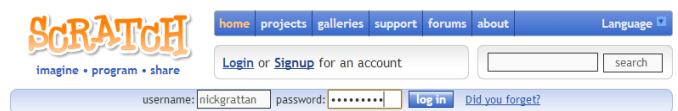
- Click **OK** to publish your project.

If all works well you will receive a confirmation dialog:



You can manage your projects through the <http://scratch.mit.edu> site:

- Navigate to <http://scratch.mit.edu> and click **Login** on the home page.
- Enter your user name and password and click **log in**.



You will now see a list of projects you have published. Click on the image for a project to open it:

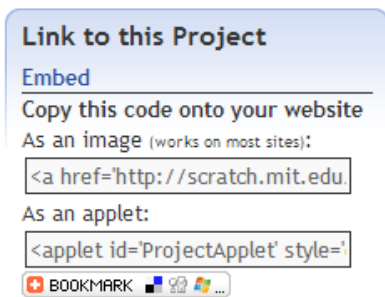


The project will now run in the browser. You can use the web address to send one of your friends a link to the project you've published so they can run your project too. It will look like:

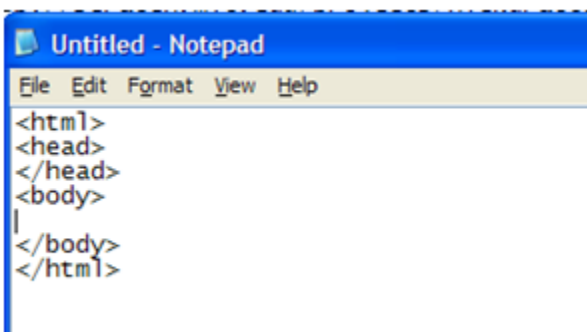
<http://scratch.mit.edu/projects/nickgrattan/3089929>

Notice that the address contains the user name (e.g. "nickgrattan") and a unique project number (e.g. "3089929"). As well as sending a link to the project using the web address you can also run the project on your local PC or also include it in another web site. Let's see how this can be done:

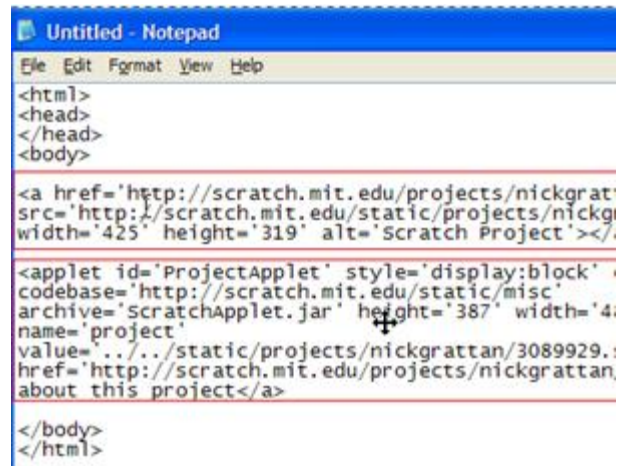
On the project page you will see a panel named "Link to this Project". Click the link "Embed" and this will show to edit boxes with some HTML code:



You should now run an editor (e.g. Notepad) on your local PC. Type in the following text into Notepad:



Now copy the contents of the two edit boxes from the scratch site ("As an image" and "As an applet") into Notepad like this:



- Select the **File + Save** menu command in Notepad.
- Select **Desktop** from the list of locations on the left side.
- Select **All Files** from the list in "Save as type".
- Enter "Scratch.html" for the "File name".
- Click **Save**.

Go to your desktop and look for a new file called "Scratch":



- Double-click to open the file.

This will open the HTML page in your browser. There will be picture of your Scratch project and also a box where you can run the project. You may need to click a button (like "Run this time") to run the project (this runs Java on your PC).