



Installing Scratch

In order to get Scratch up and running on the computers at schools you will need to do the following:

- Check that the school has Scratch installed on their computers. There may be a process involved with installing new software, so check with your contact at the school, and do this in advance. Just to be safe, also store the Scratch installer on a USB stick when you go to the school.
- Check that the Scratch website is not blocked (which it could be as some schools class it as a gaming website). Again, this process may take a while as it goes through a central body and involves paperwork.
- While you're at it, you may want to unblock Vimeo as several Scratch tutorial videos are hosted here.
- Check which drive Scratch tries to save files to. Some schools have specific areas where files need to be saved to, otherwise they will be lost when you try to find them again. You can change the default location Scratch tries to save to by following the steps outlined at http://info.scratch.mit.edu/Network_Installation
- If you want to save projects to the Scratch website you may need to configure proxy settings. Again, the steps to define proxy settings are explained at http://info.scratch.mit.edu/Network_Installation