Lesson 8: The Paint Editor

ScratchJr incorporates an extremely powerful paint editor. We used it briefly in the previous lesson, and your students probably discovered it way before that. This lesson covers the less obvious features of the paint editor.

Discussion (1 minute):
ScratchJr provides a set of characters and backgrounds for your stories, but it is likely that you have a story to tell that uses different characters and backgrounds. In this case, you will need the paint editor.

Mechanics (10 minutes):
1. Tap on a brush icon to get to the paint editor. Depending on where the brush is when you tap it, you may either edit an existing character or background or create a new character or background.
2. To use the shape tools, drag your finger diagonally on the screen. The place that your finger first lands will be the anchor point of the shape, and its size will be determined by how far you drag.
3. The undo and redo buttons will step through any number of increments to your drawing.
4. Use the paint bucket tool to fill in your shapes with a solid color. Select the paint bucket and a color, and then select the shape you want to fill.
5. Use the scissors tool to delete shapes from your drawing. Select the scissors and then select the shape you want to delete.
6. Use the rubber stamp tool to copy a shape. When you tap on the rubber stamp and then tap on a shape, you will get a movable duplicate of the shape, on top of the original shape, offset just a bit.
7. You can move any shape by selecting the arrow and then dragging a shape.
8. You can change an existing shape with the arrow tool as well. After you select the arrow, if you tap on a shape instead of dragging it, you will see white circles at juncture points in your shape's outline. You can drag these circles to change your shape.
9. The rotate tool will rotate a shape on its axis. Select the rotate tool and then select a shape. Drag your finger in a circle until you reach the desired position for your shape.
10. And finally, everyone's favorite tool: the camera. Select the camera tool and then select a shape that the camera will fill. Whatever photo you then take with the camera will be cropped into the shape. For this reason, the ScratchJr character library includes a set of characters with blank faces. To put your face into those characters you need to edit the character and select the blank face as the shape for the camera to fill.

Self-Directed Work (20-25 minutes):
Make a project of your choice: experiment with the camera; modify an existing character and/or paint a new character; modify an existing background and/or paint a new background.

Wrap-up (10 minutes):
Most likely, you will be able to choose from a lot of interesting and unique projects for share time.