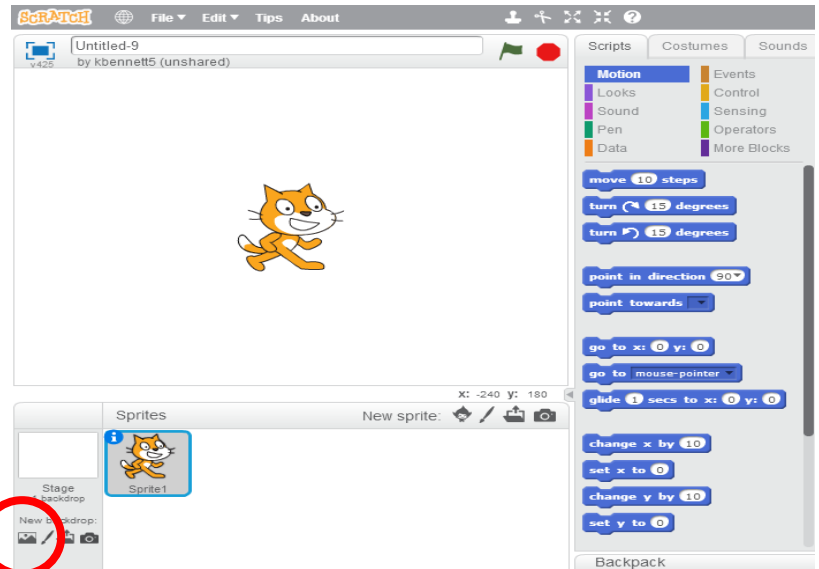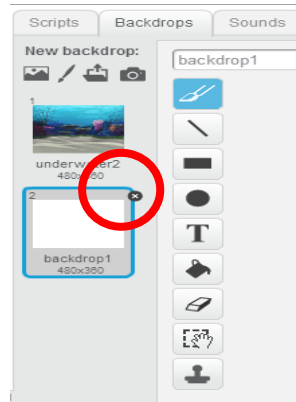# Scratch- Lesson 1: Create an Aquarium
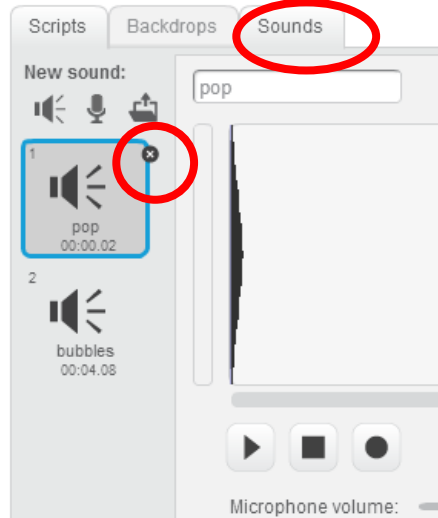
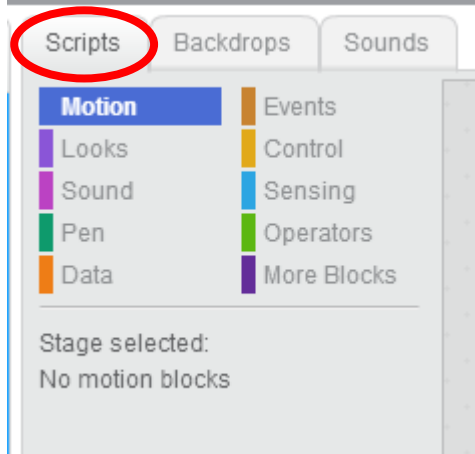|	
To start your fishbowl, click on the "Choose a Backdrop from Library" icon. Choose Nature. Choose Underwater 2 or Underwater 3	
Delete the blank white background by clicking the X.	

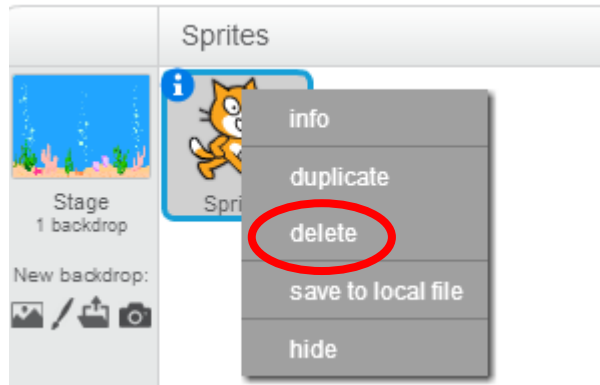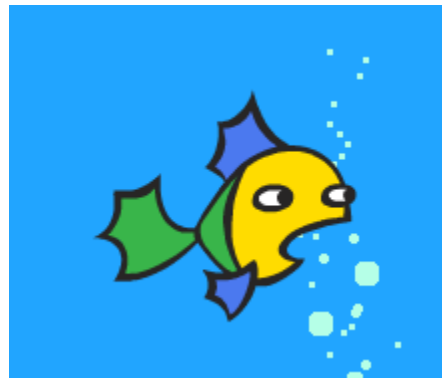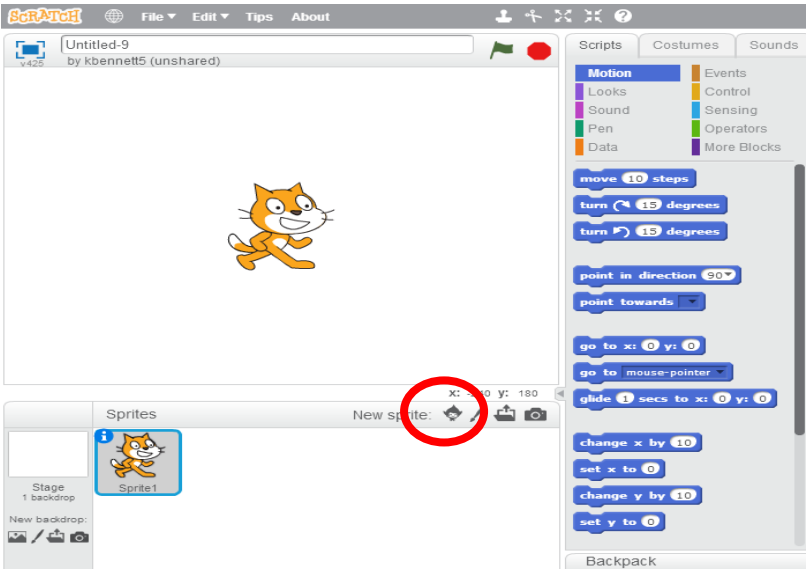|	
Click the Sound tab. Choose "Choose Sound from Library" Click Effects. Choose Bubbles. Delete the Pop Sound.	
Click the Scripts Tab to start writing the program.	
Now, lets drag the code blocks to make the bubbles play in the background. Click on the "Event" category. Next, drag the "when flag clicked" script to the scripting area.	
Click on the Control category. Drag the Forever script to the scripting area.	
Now, click on the Sound category. Drag "play sound Bubbles until done" inside the "forever" block.	

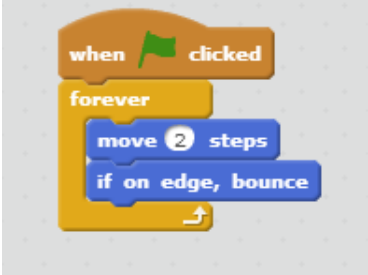|	
Delete the Cat Sprite. Right click on the cat sprite. Choose Delete.	
Now, let's add more fish to the aquarium. Click the "choose new sprite from file" button. Double-click on the "Animals" folder and then double-click on "fish2".	
Shrink the fish by pressing the "shrink Sprite" button and then click on the fish. To move the fish, click your mouse on the water (or anywhere away from the fish) and then click back on the fish and drag it where you want.	

Now, let's make the code to make the fish move around the aquarium. Click on the "Events" category and drag the "when flag clicked" code block.	
Click the "Control" category and drag the "forever" code block.	
Switch to the "Motion" category. Drag the "Move 10 steps" code block inside the "forever"code block . Replace the number "10" in the "move 10 steps" block with the number "2".	
Now let's test out the script you've created. Click on the green flag and watch your fish swim! Press the red stop sign when you're done watching.	
You'll notice that your fish doesn't stop swimming when it reaches the edge of the aquarium-- it keeps going until it disappears! That's no good. Lets drag a code block below "move 2 steps" that tells the fish to bounce off the edge "if on edge bounce" block.	
Test out your code again by pressing the green flag. If you're fish bounces, you're done!	
Finally, let's save our project. Click File --> Save Now	
Extra Credit – add more fish, an octopus, a starfish or a whale! Make them swim.	