

Translating Code Club Projects

First of all, a warm welcome from Code Club! Thank you for helping us reach more children around the world by translating our projects into your native language - we couldn't do it without you. Translated projects are the foundation of us being able to expand into new territories, so your contribution is very important to our work.

This document contains instructions for translating the projects in our curriculum.

Github: If you are familiar with Github, you can contribute translated projects [here](#).

Freyja at Code Club World manages project translations and makes sure that no efforts are duplicated. If you haven't talked to her already, please make sure you get in touch with her to let her know what projects you'd like to translate and in what language, so we can keep track. You can reach Freyja at hello@codeclubworld.org. That way, we can make sure that our efforts aren't duplicated if someone else is already working on translating into your language. We use [this spreadsheet](#) to track the translations.

If you have any feedback or suggestions for improving the guide, you can either comment by going to Insert - Comment, or by sending us an email to hello@codeclubworld.org. We would love to hear your feedback!

Our most current curriculum can be found on our [projects site](#). We estimate that each project takes around 3 hours to translate. It is up to you how much you want to contribute - we also find that working in teams gets the job done very quickly! If a three person team takes on a couple of projects each, that's one term of projects translated already.

Getting Started

The documents needed to translate the projects can be found in the folders below:

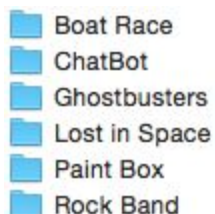
[Scratch 1](#)

[Scratch 2](#)

[HTML & CSS](#)

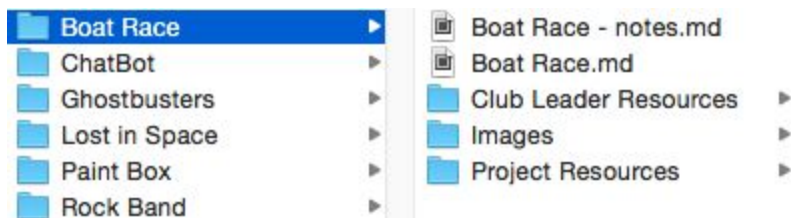
They are view-only, so you will need to download them to edit them. You can send them back to us when you are finished, either by sharing via Google Drive or by zipping the folder and sending it as an email attachment.

You can rename any folders with translated project names.



Each project folder contains the following:

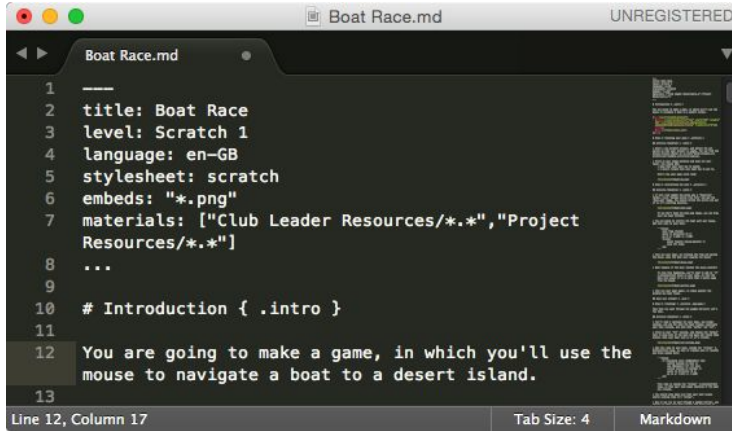
- [ProjectName].md - The main project activities
- [ProjectName] - notes.md - Additional project notes for the club leader
- Images - A folder containing the images used in the project notes
- Project Resources - An (optional) folder containing resources for children
- Club Leader Resources - A folder containing a sample finished project



You can translate any file or folder names.

Translating the Project

Open the [ProjectName].md file in a text editor (for example [Sublime Text](#)).



Translate the title, level (optional), language and materials data at the top of the file:

```
---
title: Ghostbusters
level: Scratch 1
language: en-GB
stylesheet: scratch
embeds: "*.png"
materials: ["Club Leader Resources/*.*"]
...
```

Replace the language en-GB country code with the [code for your country](#). The materials link should match the name of the translated 'Club Leader Resources' file. Please do not translate the grey text, as this is code that our system needs to be able to recognise.

Now you can go ahead and translate the main project text. Please do not translate anything between curly brackets e.g. { `.challenge` }.

```
## Challenge: More objects { .challenge }
```

(Optional) We use the '[markdown](#)' language to format our projects. If you would like to make formatting changes to the project, there is a [guide to markdown on Github](#).)

If you are not familiar with Scratch, you can have a look at it [here](#). You can change the language by scrolling to the bottom of the page and selecting your language from the drop-down menu.

For Scratch projects, you can also translate the Scratch code if Scratch has already been translated into your language. If you don't see your language in the drop-down list, please leave the blocks in English. Scratch code appears in blocks, between 3 backticks (`` ` ``):

```
```blocks
```

```

when flag clicked
 forever
 move (1) steps
 if on edge, bounce
 end

```

The code above is automatically formatted into Scratch code, which looks like this:



Note that the backticks and the word blocks are not part of the Scratch code, and are just used to format the code in the notes. Scratch code can easily be translated by using the [Scratch translation tool](#).

#### [scratchblocks] translator

For help, see the article on syntax.

To save on typing, you can [generate code](#) straight from your 2.0 projects.

(\* = language is missing some blocks, † = language doesn't have Scratch 1.4 blocks)

Translate Clear

English	Español (Spanish)
when flag clicked	al presionar bandera verde
forever	por siempre
move (1) steps	mover (1) pasos
if on edge, bounce	rebotar si toca un borde
end	fin



Link: <http://scratchblocks.codeclub.org.uk/translator/#script=when%20fla>

When you copy the text into the tool, make sure you don't include the ```blocks` part of it, because it will cause errors in the code.

If your project is using variables, there will be some words that won't translate automatically in the Scratch Translation Tool. These can be variables such as score, or colours. You can translate these words manually. Here's an example of variables from the project Ghostbusters:

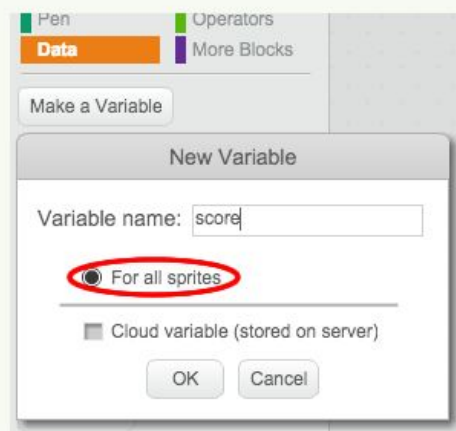
## Step 4: Adding a score

Let's make things more interesting by keeping score.

### ✔ Activity Checklist

- To keep the player's score, you need a place to put it. A **variable** is a place to store data that can change, like a score.

To create a new variable, click on the 'Scripts' tab, select **Data** and then click 'Make a Variable'.



(Optional) You can also replace any images in the project's Images folder that contain English words, such as this example:



- Take a printscreen:

- Windows: Click on the window you wish to save, and press `ALT+PrintScreen`. This will copy the window to the clipboard. You should then open 'Paint' or another image editing program and paste the screenshot. You should then save the file.
- Mac: Press `cmd+SHIFT+4`. Your cursor should then change into a crosshair, and you can drag over the area of the screen you wish to save. The screen will then automatically be saved in your 'Pictures' folder (or on your desktop, if you are using a mac).
- Delete the old image;
- Drag your new file into the project's `Images` folder, and rename the file with the same name as the original image that you are replacing.

There may be some blocks of Scratch code that are saved as images. This is so that parts of the code can be highlighted:



For these images, you can re-create the code by typing it into the Scratch translation tool above. You can then save this translated code as an image (replacing the existing English image), or just insert the code into the project, between this code:

```

```blocks
    [add your Scratch code here!]
```

```

### **Translating the Project Notes**

To translate the Projects Notes for the Club Leader, open the `[ProjectName] - notes.md` file in a text editor.

Translate the notes page title, and replace the `en-GB` country code.

---

```
title: Ghostbusters – Notes for Club Leaders
language: en-GB
embeds: "*.png"
materials: [""]
...
```

Translate the project notes. Please do not translate anything between curly brackets e.g. `{.challenge}`.

## Website Localisation

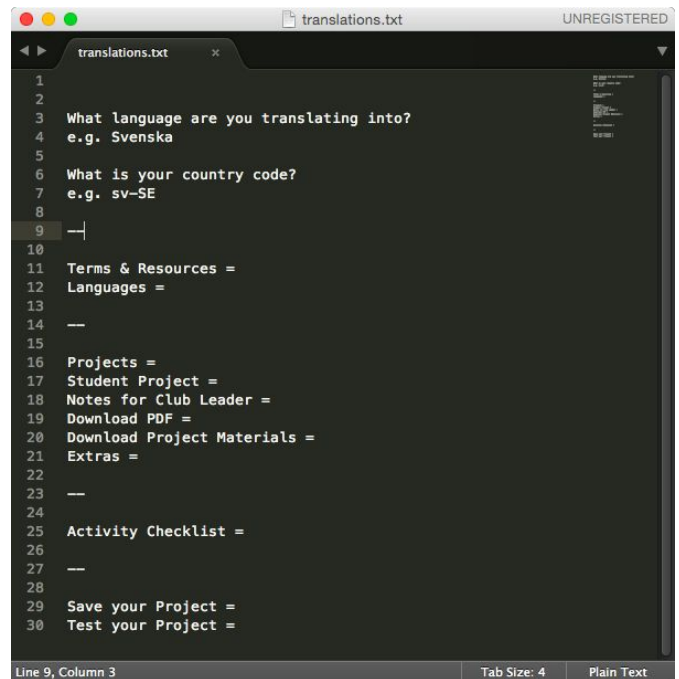
In order for us to localise the web pages for your translations, please provide us with translations for some key words used on our website.

From the original folder, open the file called `translations.txt` in a text editor.

Please provide your language name and country code. You should then provide translations for some words used in our projects website. Once you've added in your translated words, save the file and it will be sent back to us inside the folder with the projects.

Below you will see some images showing where the translated words will be used. Alternatively, you can see the website at [projects.codeclubworld.org](https://projects.codeclubworld.org).

Once you are finished, please zip the folder and send it back to us (you can also share with us on Google Drive) at [hello@codeclubworld.org](mailto:hello@codeclubworld.org).



```
translations.txt
1
2
3 What language are you translating into?
4 e.g. Svenska
5
6 What is your country code?
7 e.g. sv-SE
8
9
10
11 Terms & Resources =
12 Languages =
13
14
15
16 Projects =
17 Student Project =
18 Notes for Club Leader =
19 Download PDF =
20 Download Project Materials =
21 Extras =
22
23
24
25 Activity Checklist =
26
27
28
29 Save your Project =
30 Test your Project =
```



## Terms & Resources

Languages / English

All Code Clubs must be registered. Registered clubs appear on the map at [codeclub.org.uk](http://codeclub.org.uk) - if your club is not on the map then visit [jump.to/cc/18CpLPy](http://jump.to/cc/18CpLPy) to find out what to do.

## Scratch

Scratch 1

Scratch 2

Additional Scratch Projects

Community Contributed Scratch Projects

## Projects

1. Rock Band

Scratch 1

Student Project

Download PDF

Notes for Club Leader

Download Project Materials

## Extras

Introduction to Scratch

### ✔ Activity Checklist

- At the moment, the stage is white, and looks pretty boring! Let's add a backdrop to the stage, by clicking 'Choose backdrop from library'.



SAVE YOUR PROJECT