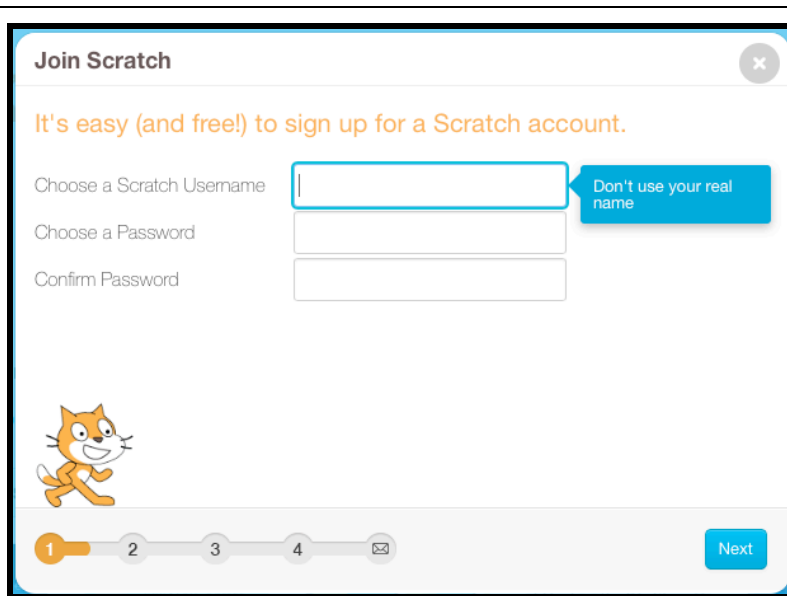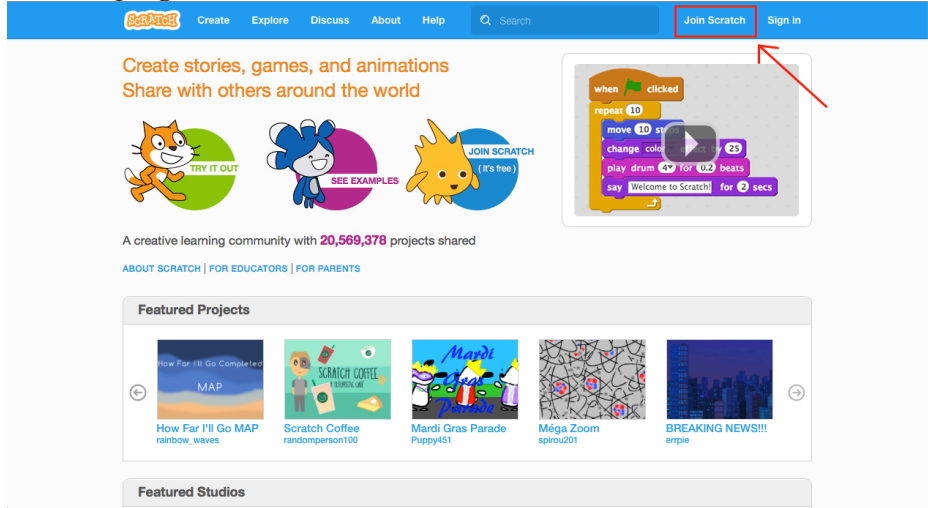# Creating an account in Scratch

In the top right hand corner of the screen, click **Join Scratch**.
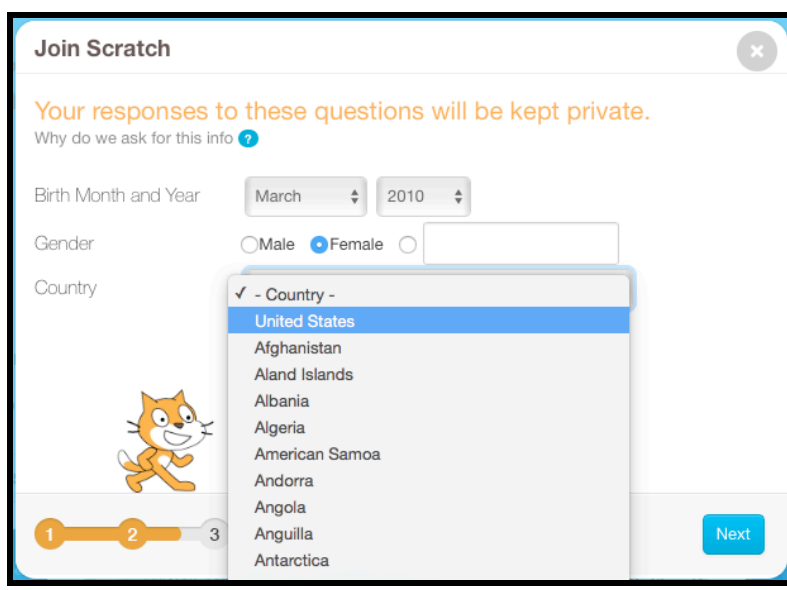

	Create a username • May let kids choose based on favorite things (BlueSkier) • May choose a standard format such as: part last name, part first name, grad year Create Password: • Make their own or assign • Enter Password 2 times Click the **Next** button.
	• Enter Birth Month and Year • Enter Gender • Choose Country (US at top of the list) (NOTE: This information allows Scratch uses to monitor the type of people using the site.) Click the **Next** button.

Join Scratch x **Enter your email address and we will send you an email to confirm your account.** Email address [ ] Confirm email address [ ] ① ② ③ ――― 4 ―― ✉ Next	• Enter Email address • Users under the age of 13 are asked for Parent/Guardian email address • You may choose to have students use YOUR email address so that you will get the reset link if there is an issue with their passwords. • You might consider creating a special email account just for this purpose. This is especially important if more than one teacher is teaching/using Scratch. **In order to share projects, you must** click a link in the email you will receive. NOTE: You are not required to verify your email address, but you'll get an annoying orange box asking you to verify your email every time you log in. Click the **Next** button.

Join Scratch   ✕
 	
Welcome to Scratch, **ImaStudent22**!
 	
You're now logged in! You can start exploring and creating projects.
 	
If you want to share and comment, simply click the link in the email we sent you at **Scratch@ncs.CHARTER.k12.de.us**.
 	
Wrong email? Change your email address in Account Settings.
 	
Having problems? Please give us feedback
 	
① ② ③ ④ ――― ✉   OK Lets Go!
	Click **OK Let's Go!**
	
	You will see the home page with:
	  • Information about what's happening in the Scratch community
	  • Information about the activity of anybody you follow.
	
	You will also see this information anytime you log in to your account.
	
	Then click "Create" to create your first Project.