

Change COLOR

Press a key to change the color of a sprite.



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SCRATCH

Change COLOR



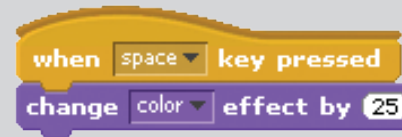
GET READY



Paint a new sprite.

Or, choose one from a folder.

TRY THIS CODE



DO IT!



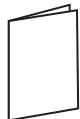
Press the space bar to change colors.

EXTRA TIP



The more colors in the sprite, the more changes you will see. (If the sprite is all black, the color change will be subtle.)

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

Move to a Beat

Start dancing to a drum beat.



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Move to a Beat

GET READY



Choose a dancer or other image.

TRY THIS CODE

```
when clicked
  forever
    move 30 steps
    play drum 35 for 0.5 beats
    move -30 steps
    play drum 39 for 0.5 beats
```

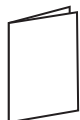
Click to choose a drum sound.

DO IT!



Click the green flag to start.

Make A Card



1. Fold the card in half.



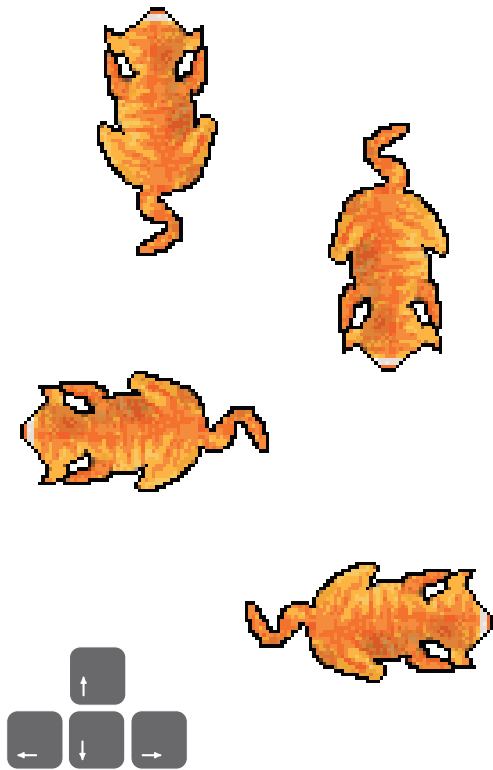
2. Put glue on the back.



3. Cut along the dashed line.

Key Moves

Use the arrow keys to move your sprite.



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Key Moves

TRY THIS CODE

```
when up arrow key pressed
point in direction 0
move 10 steps

when down arrow key pressed
point in direction 180
move 10 steps

when left arrow key pressed
point in direction -90
move 10 steps

when right arrow key pressed
point in direction 90
move 10 steps
```

DO IT!



Press the arrow keys to move!

EXTRA TIP



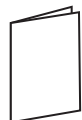
rotate all around



just flip left-right

Does your sprite look upside-down?
You can change its rotation style.

Make A Card



1. Fold the card in half.



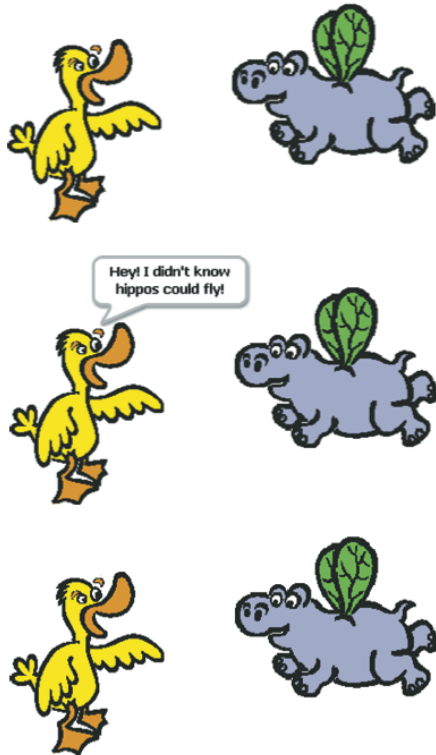
2. Put glue on the back.



3. Cut along the dashed line.

Say something

What do you want your sprite to say?



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Say something



GET READY



Select a sprite.
Type in a name for your sprite.

TRY THIS CODE



Find the block that includes your
sprite's name.

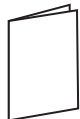
Type in any words.

DO IT!



Click on the sprite to start.

Make A Card



1. Fold the card in half.



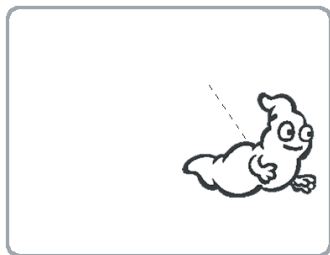
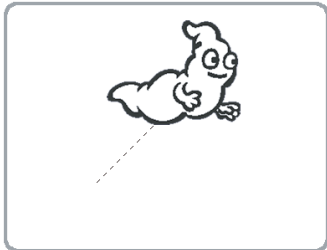
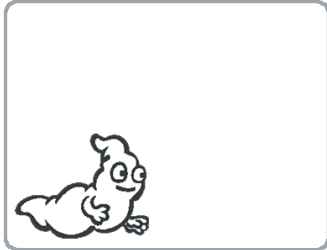
2. Put glue on the back.



3. Cut along the dashed line.

Glide

Move smoothly from one point to another.



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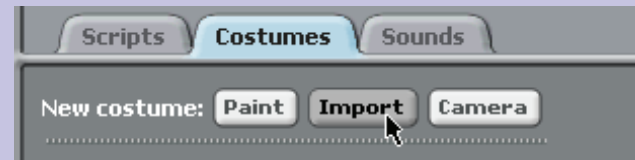
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Glide



GET READY



Import a costume.
Or, paint your own.

TRY THIS CODE



Try different numbers.

DO IT!



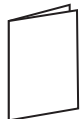
Click the green flag to start.

EXTRA TIP



Look here to find a
sprite's x and y position.

Make A Card



1. Fold the card in half.



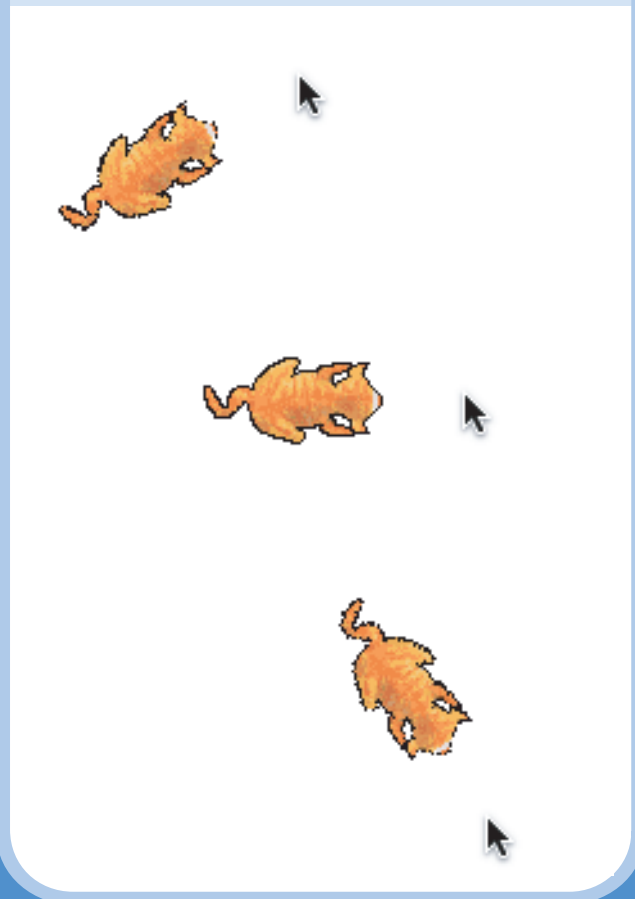
2. Put glue on the back.



3. Cut along the dashed line.

Follow the Mouse

Follow the mouse pointer.



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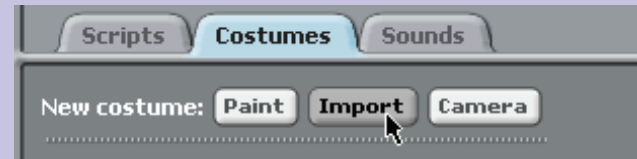
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Follow the Mouse



GET READY



Choose the cat or another costume.

TRY THIS CODE

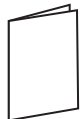


DO IT!



Click the green flag to start.

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

Dance Twist

Play a sound clip and do a body twist.



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Dance Twist



GET READY



Choose an image of a person ready to dance.



Record or import a sound clip.
Keep it short!

TRY THIS CODE

```
when w key pressed
  play sound dance sample
  set whirl effect to 50
  wait 0.25 secs
  set whirl effect to 0
  wait 0.25 secs
```

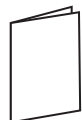
Choose whirl from the menu.

DO IT!



Press the key to start.

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

Interactive Whirl

Whirl a photo by moving the mouse.



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Interactive Whirl

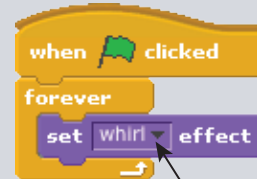


GET READY



Choose the squirrel or other photo to whirl.

TRY THIS CODE



Choose whirl from the menu.

Insert **MOUSE X** block here.

DO IT!



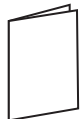
Click the green flag to start.

EXTRA TIP

Notice how the numbers change as you move the mouse.

x: 178 y: -149

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

Animate It

Make a simple animation.



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Animate It



GET READY



Copy a costume.

Edit the new costume (in the paint editor) to make it look different.

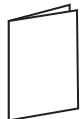
TRY THIS CODE



Click the green flag to start.

DO IT!

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

Moving Animation

Animate a character as it moves.



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Moving Animation



GET READY

Import a pair of costumes to animate.

TRY THIS CODE

```
when green flag clicked
  forever loop
    switch to costume parrot1-a
    wait 0.3 secs
    move 5 steps
    switch to costume parrot1-b
    wait 0.3 secs
    move 5 steps
    if on edge, bounce
```

EXTRA TIP



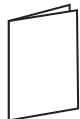
rotate all around



just flip left-right

Does your sprite look upside-down? You can change its rotation style.

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

Surprise Button

Make your own button.



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Surprise Button



GET READY

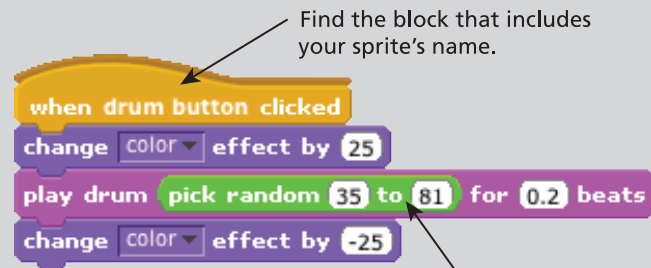


Choose "drum1" from the "Things" folder.



You can change the name of your sprite.

TRY THIS CODE



Find the block that includes your sprite's name.

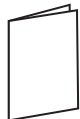
Insert the PICK RANDOM block.

DO IT!



Click to see (and hear) what it does.

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

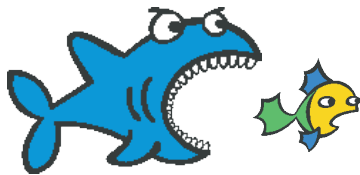
Keep Score

Add a scoreboard to your game.

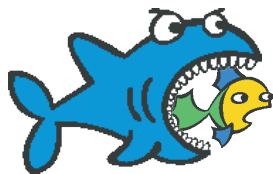
score 0



score 0



score 1



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Keep Score

score 1



Motion

Control

Looks

Sensing

Sound

Operators

Pen

Variables

GET READY

Go to Variables

Click **Make a variable**

Type "score" for the variable name and then click OK.

Make a variable

TRY THIS CODE

```
when green flag clicked
set score to 0
forever
  turn pick random -30 to 30 degrees
  move 5 steps
  if touching small fish
    change score by 1
    play sound chomp until done
  move -100 steps
```

Use the pull-down menu to select the sprite you're chasing.

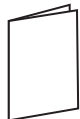
Increases the score by 1.

DO IT!



Click the green flag to start.

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.