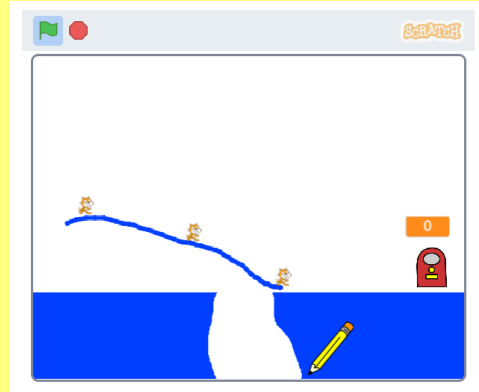


L.O: To program a game with repetition.

<https://scratch.mit.edu/projects/490797725>

<https://tinyurl.com/8w8jrglr>



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First, today we need to add an extension to our project.
We will be adding the 'Pen' extension.

My Blocks

- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks

Music
Play instruments and drums.

Pen
Draw with your sprites.

Video Sensing
Sense motion with the camera.

Text to Speech
Make your projects talk.
Requires Wi-Fi Collaboration with Amazon Web Services

Translate
Translate text into many languages.
Requires Wi-Fi Collaboration with Google

Makey Makey
Make anything into a key.
Requires Wi-Fi Collaboration with JoyLabz

micro:bit
Connect your projects with the world.
Requires Wi-Fi Collaboration with micro:bit

LEGO MINDSTORMS EV3
Build interactive robots and more.
Requires Wi-Fi Collaboration with LEGO

Pen

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First click on your pencil sprite as that is the part we are coding first.

Follow the following code:

Make sure that the pen colour is set to the same colour as the floor in the background or this program will not work!

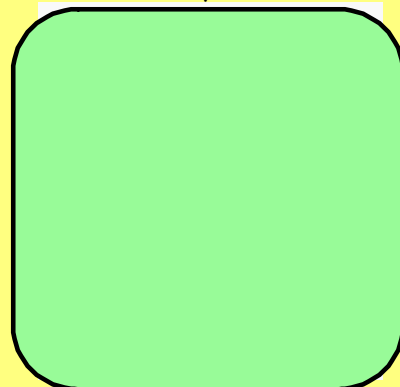
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Add some more code to make the sprite follow the mouse pointer. Test your program to check that the code works.

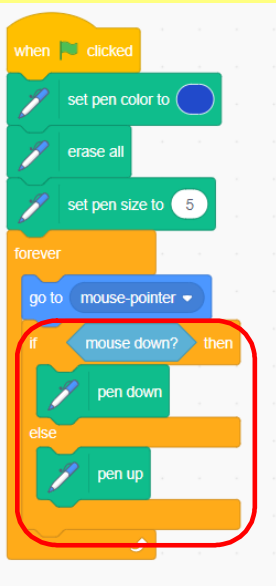
Make sure your 'sensing' block has the mouse-pointer option selected so the pencil follows the mouse.

Hint: blocks you will need!

Now, can you insert some code to tell the sprite to draw a line on the Stage if the mouse button is pressed down?



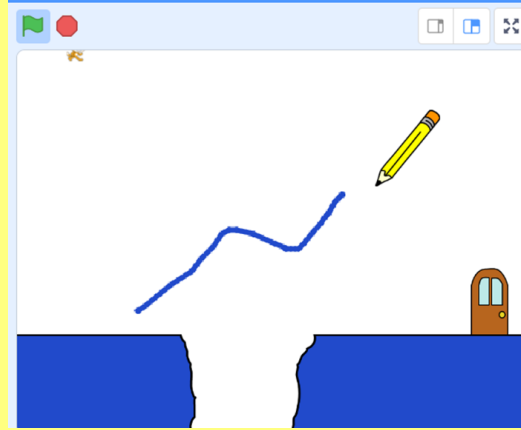
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Solution:

This is what your code should look like now.

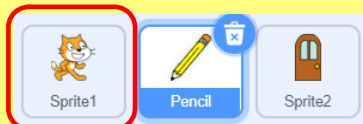
Test your code.

You should be able to click and drag with the mouse to draw a blue line on the Stage.



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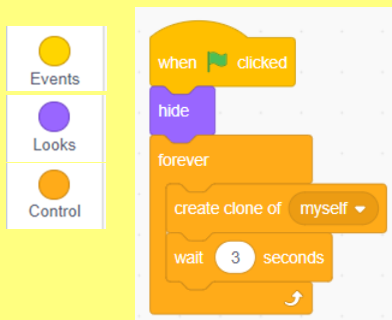
Now we need to clone a line of cats...



Click our cat sprite and program the following code.

Test it.

Are there any problems? If so, how do you think you can resolve them?



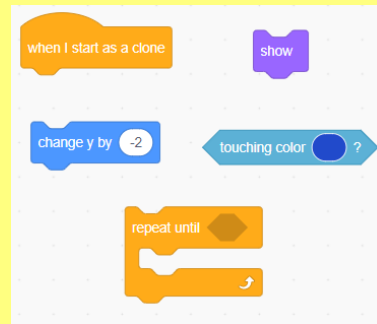
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If you run the program now, nothing happens on the Stage.

To check that a new Cat sprite clone is created every three seconds, make each clone appear and fall out of the sky.

Add code to tell the sprite that when it starts as a clone, it should show itself and fall until it touches the blue floor that is drawn on the Stage.

Hint - these are the blocks you need...

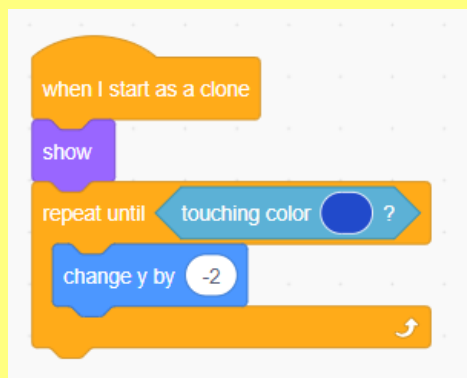


Blocks from:

Control, Motion, Looks,
Sensing

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Solution:



Test your code.

What happens now?

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Next lesson, we will be finishing our 'Save the Cat' style game.

Extension: If you wish to explore how to make the cats move forward, now would be a good time to experiment before next lesson!

We will finish making the game next lesson.

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