



Welcome back to Scratch!

What have you learned so far?

- Scratch
- Text based and block based programming
- Sprite
- Sensing blocks

Game 1:

- ❑ **Catch the ball.**

- Point the mouse on the ball so it make a sound.

Solution 1:

The image displays the Scratch code editor interface. On the left, the 'Motion' category is selected in the block palette. The main workspace shows a script for a blue ball sprite. The script begins with a 'when green flag clicked' event block, followed by a 'forever' loop. Inside the loop, the following blocks are stacked: 'go to random position', 'wait 1 seconds', and an 'if touching mouse-pointer?' block. The 'if' block has a 'then' clause containing a 'play sound Boing until done' block. The right side of the editor shows a snowy mountain landscape stage with a blue ball sprite positioned on a rock. The bottom right panel shows the sprite's properties: 'Ball' sprite, x: 182, y: -81, size: 100, and direction: 90.

```
when green flag clicked
  forever loop
    go to random position
    wait 1 seconds
    if touching mouse-pointer? then
      play sound Boing until done
```

Game 2:

□ peek a boo

- The code on the left is for sprite1 and the one on the right is for sprite2.
- The cat will be spooked after sprite two jumps in front of him.

Solution 2:

```
when green flag clicked
  switch costume to costume1
  go to x: -86 y: 6
  point in direction 90
  say . Ya what the heck and... for 4 seconds
  wait 1 seconds
  say And oh my... Ah. for 2 seconds
  switch costume to costume3
  move -100 steps
  wait 0.5 seconds
  move -30 steps
  wait 0.5 seconds
  move -30 steps
  wait 0.5 seconds
```

```
when green flag clicked
  go to x: 277 y: 0
  hide
  wait 4 seconds
  show
  change x by -200
  say boo for 2 seconds
```



Game 3:

□ POP The balloon.

- The two codes on the left are for Balloon1.
- The code on the right is for Balloon2 .
- Balloon3 and Balloon4 are sprites added just to confuse the player while playing.
- Pop the moving balloons.

Solution 3:

```
when green flag clicked
  forever loop
    change color effect by 25
    go to random position
    wait 1 seconds
```

```
when this sprite clicked
  start sound Pop
  change score by 1
```



```
when this sprite clicked
  start sound Pop
  change score by 1
```


Game 4:

Bounce The ball.

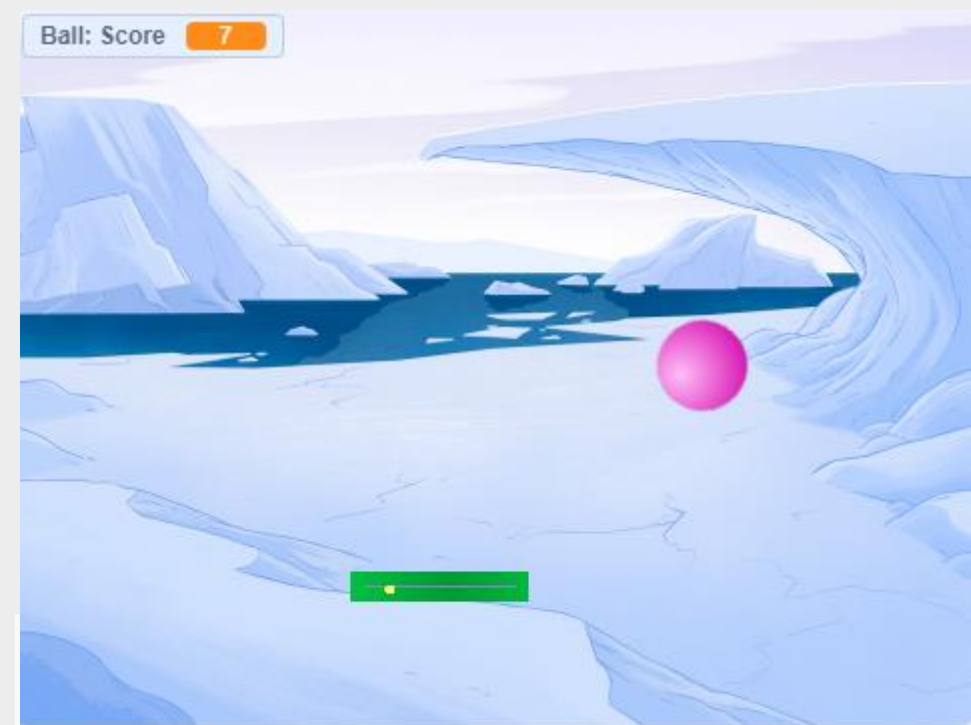
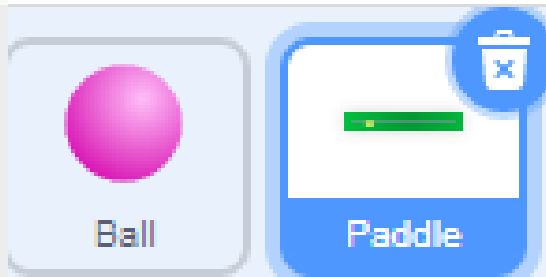
- The two codes on the left is for the ball and the code on right is for paddle.
- Bounce the ball using the paddle.

Solution 4:

The image shows two Scratch code blocks for the Ball and Paddle objects. The Ball block starts with a 'when green flag clicked' event, followed by 'point in direction -60', a 'forever' loop containing 'move 25 steps' and 'if on edge, bounce'. The Paddle block starts with a 'when green flag clicked' event, followed by a 'forever' loop containing an 'if touching Paddle?' condition. If true, it 'change Score by 1', 'turn 180 degrees', and 'move 30 steps'.

```
when green flag clicked
point in direction -60
forever
  move 25 steps
  if on edge, bounce

when green flag clicked
forever
  if touching Paddle? then
    change Score by 1
    turn 180 degrees
    move 30 steps
```



The image shows a Scratch code block for the Paddle object. It starts with a 'when green flag clicked' event, followed by a 'forever' loop containing 'set x to mouse x'.

```
when green flag clicked
forever
  set x to mouse x
```

Home Assignment:

- Design your game and create it in Scratch.
- Share the game with your friends.

THANK YOU!