Scratch Workshop 2018

Create not just use technology!

Introduction

- Introduction the Scratch way! :) - https://scratch.mit.edu/projects/215984658/

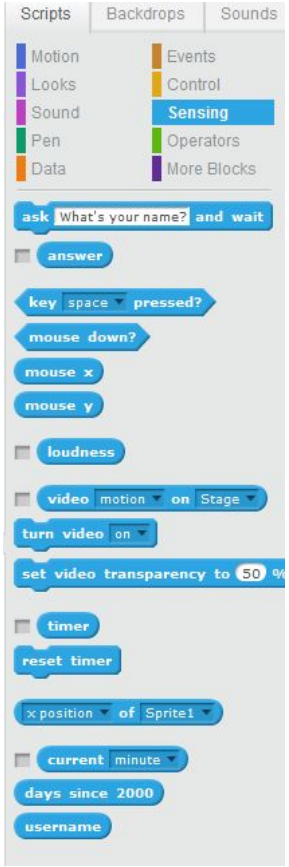
So let's begin with..

- Sensing
- Operators
- Design your game! Shuu don't share the surprise yet, we will play it!

Reflect on day 3

- Did you complete your card? What new blocks did you try?
- How can you make things happen one after the other?
- In how many ways can you create a sprite?
- True or false?
  - Can we have multiple backdrops loaded?
  - Only the sprite that loaded the sound can play it?
- What all tabs are there for a stage?
- Were you able to use the class studio correctly?

Sensing



- Inputs to a program
  - Ask a question
  - Get an answer
- Key or mouse click sensing

Let our animated chick ask a question -

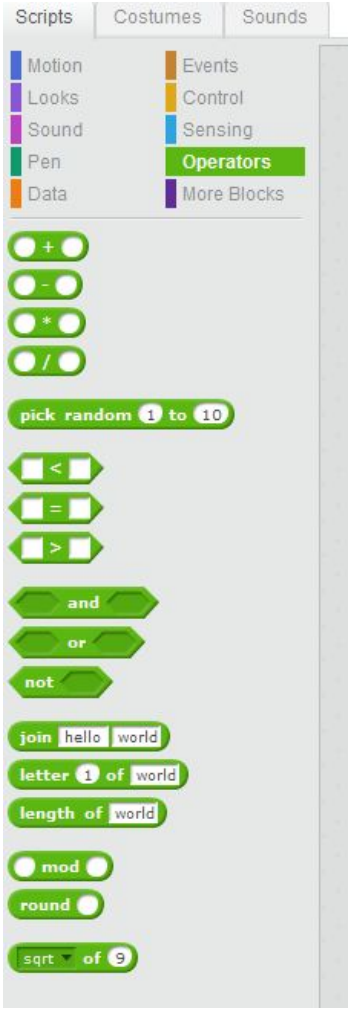
How many steps should I move while dancing?

And move the chick according to the answer :)

Operators

- Mathematical operators
- Conditional operators

- Draw a Decagon using operators
- Ask user for the name and say “Hello <name>”
- Make the chick move 10 times faster to the step value given by the user! Now that’s crazy!! Say it! ;)



Data

- Variable : Changeable value recorded in Scratch memory
- Can hold one numeric or text value
- Must be created before the program runs
- Global : For all sprites
- Local : For this sprite only

Designing a game!

- What are the sprites?
- What background will you need?
- What is the plot!

Some sample games :

Splash! - https://scratch.mit.edu/projects/216228035/

Maze - https://scratch.mit.edu/projects/216235520/

Dropping balls -https://scratch.mit.edu/projects/216239133/

Assignment 4

- Start thinking about your game, let’s draw it!

Challenge

Create the most interesting game! :)