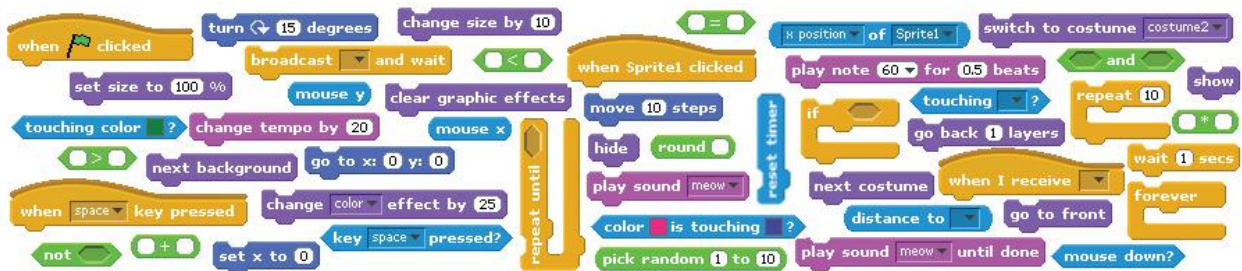


# CoderDojo Bray

## Writing games and animations with MIT Scratch

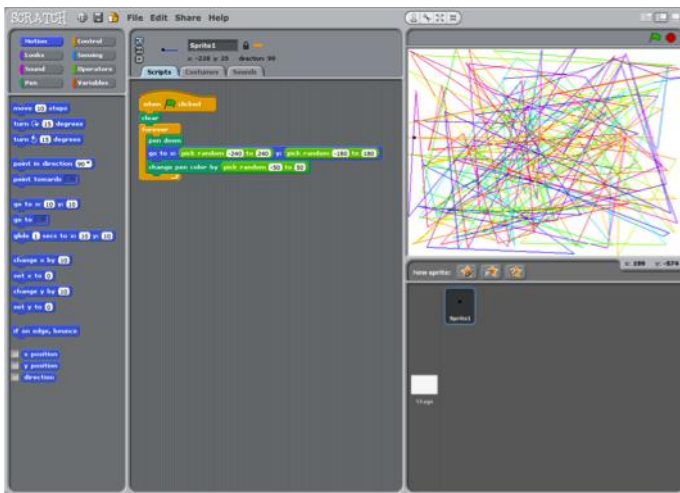
This lives online here: <http://goo.gl/zn4XC>



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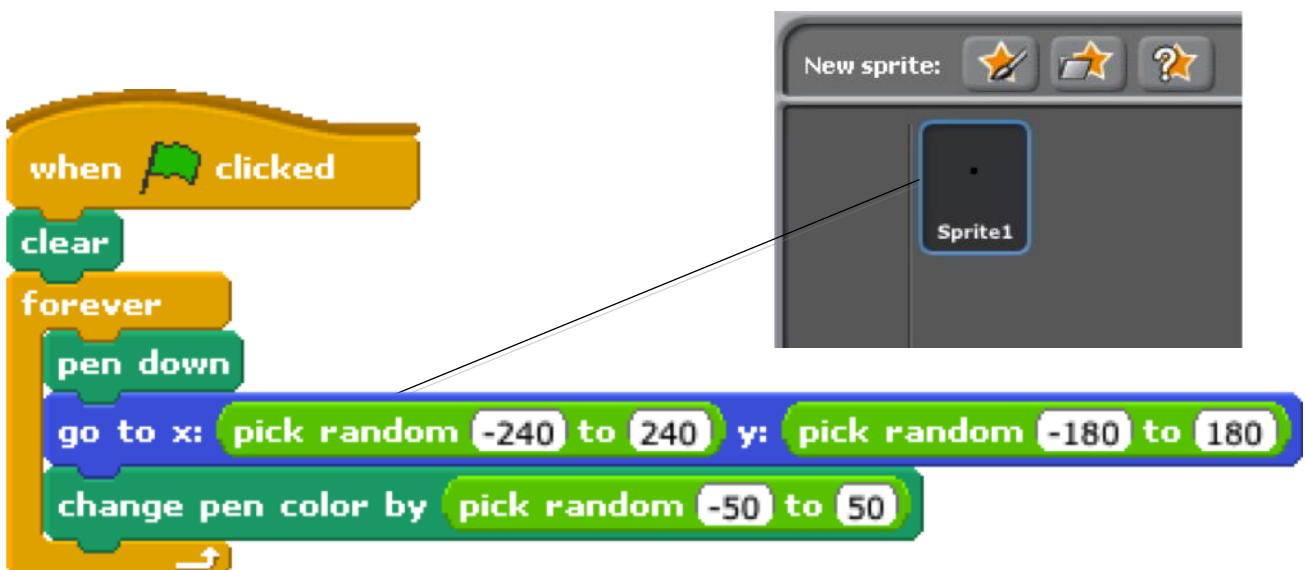
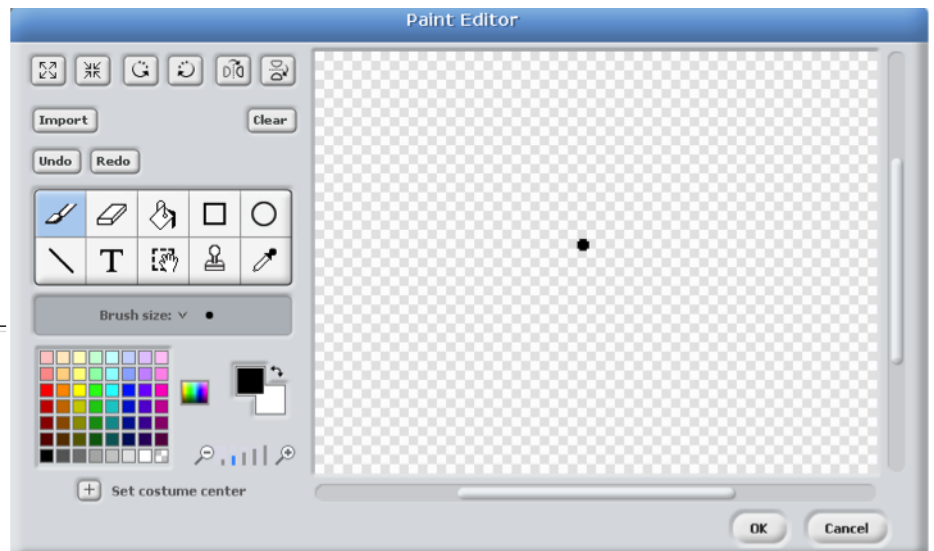


# AUTOMATIC DRAWING



Make a project that draws something on its own.

create a sprite that  
is just a small dot



# STORIES

Here are some blocks that can be useful in story-themed projects.

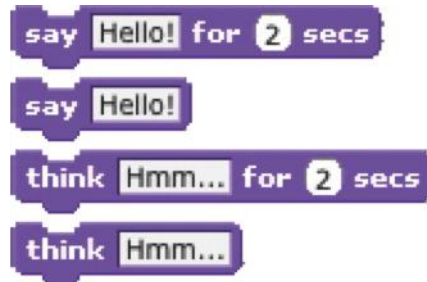
## WAIT

Insert a pause



## SAY/THINK

Have a speech or thought bubble appear over a sprite



## SOUNDS

Play recorded audio



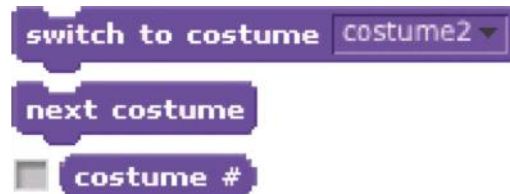
## VISIBILITY

Make a sprite appear or disappear



## COSTUMES

Change the appearance of your sprite



## ASK

Get input to use in a project



## STRINGS

Test, access, and change words and sentences

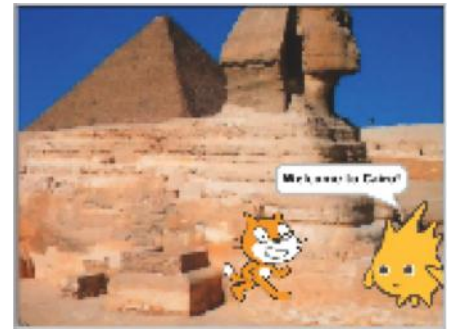
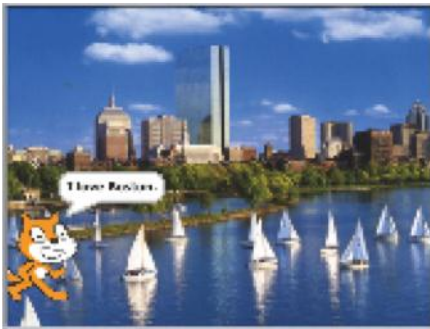


## COORDINATE

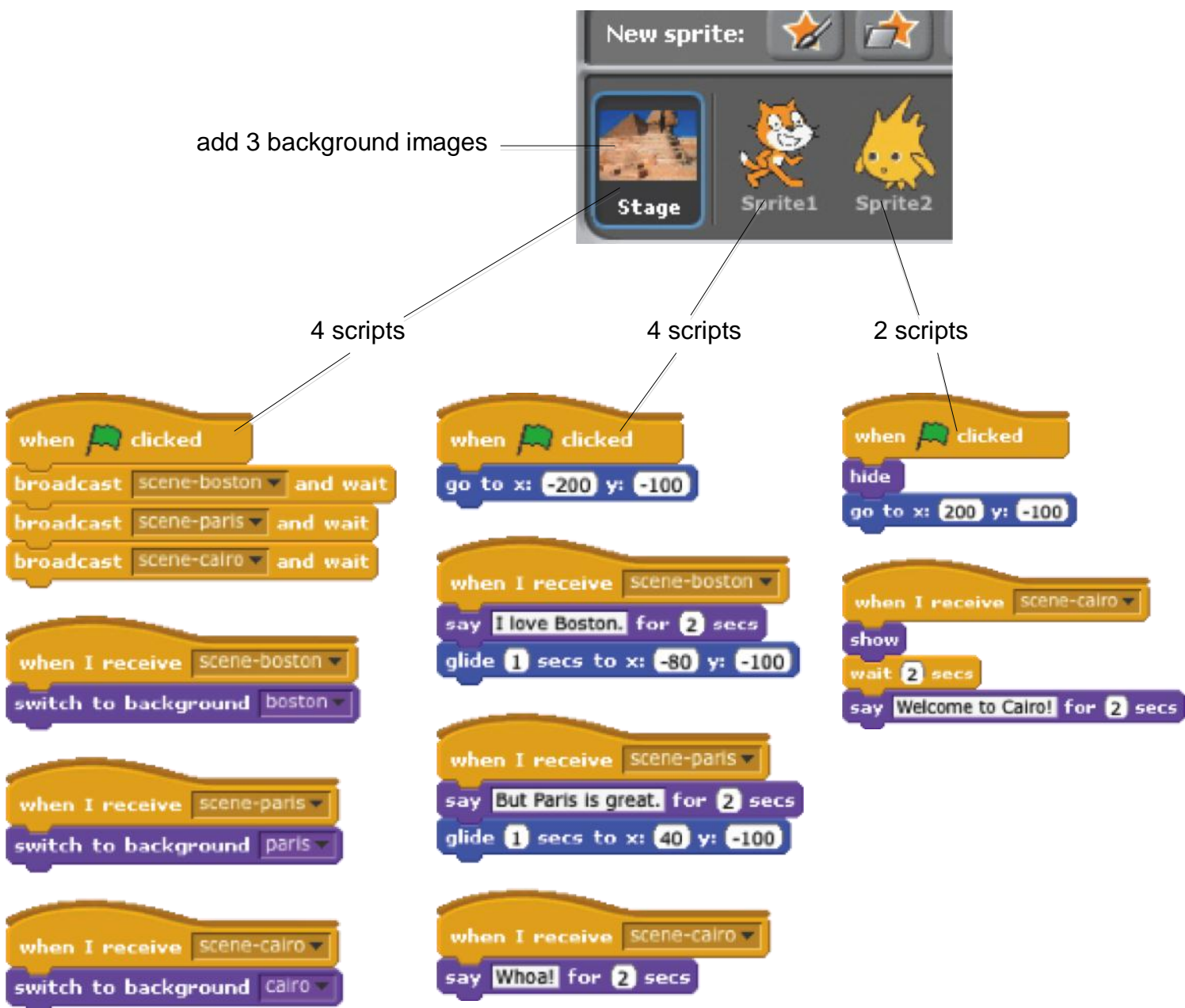
Synchronize actions between and within sprites



# SCENES

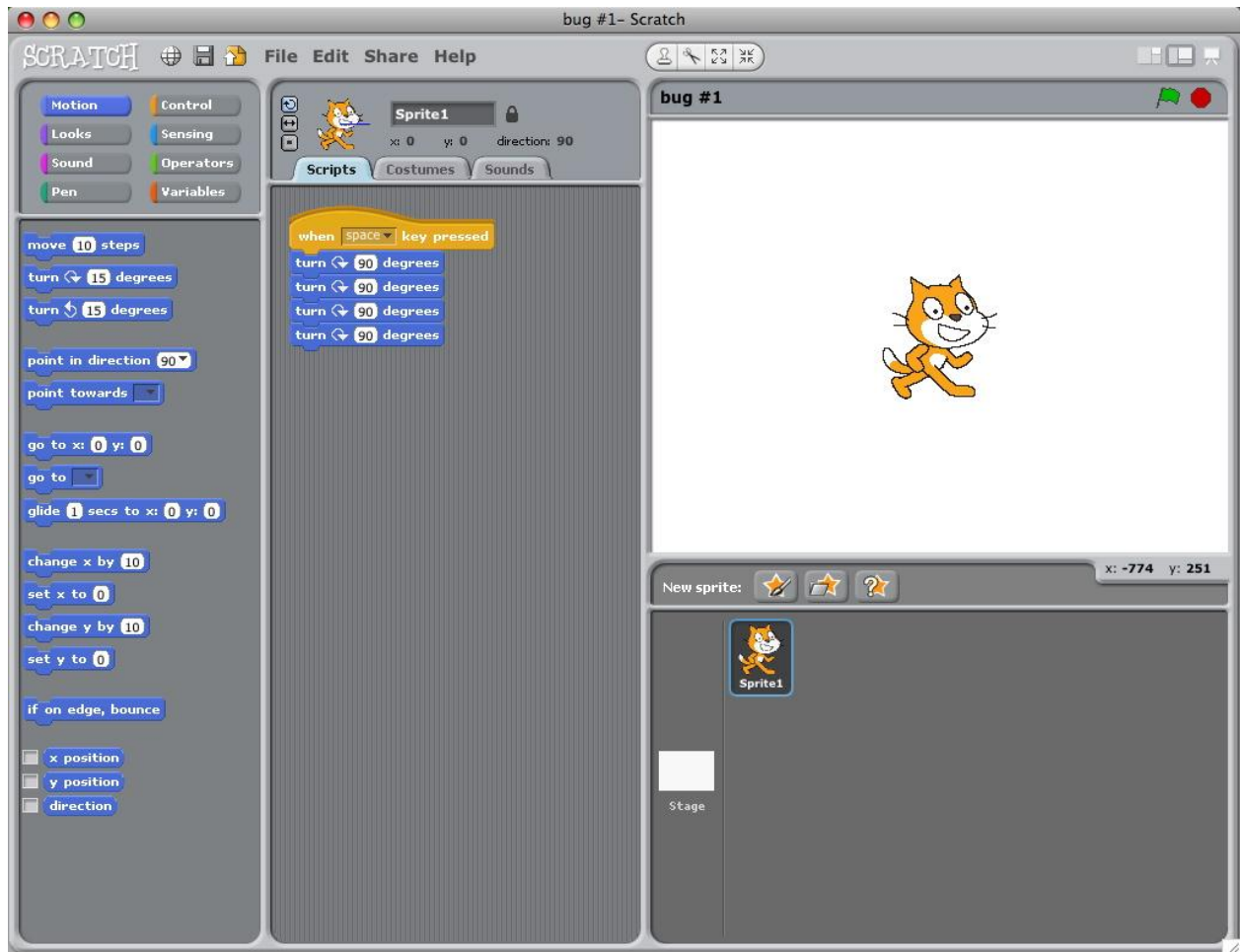


Use the **broadcast** and **when I receive** blocks to create a multi-scene story.



## BUG #1

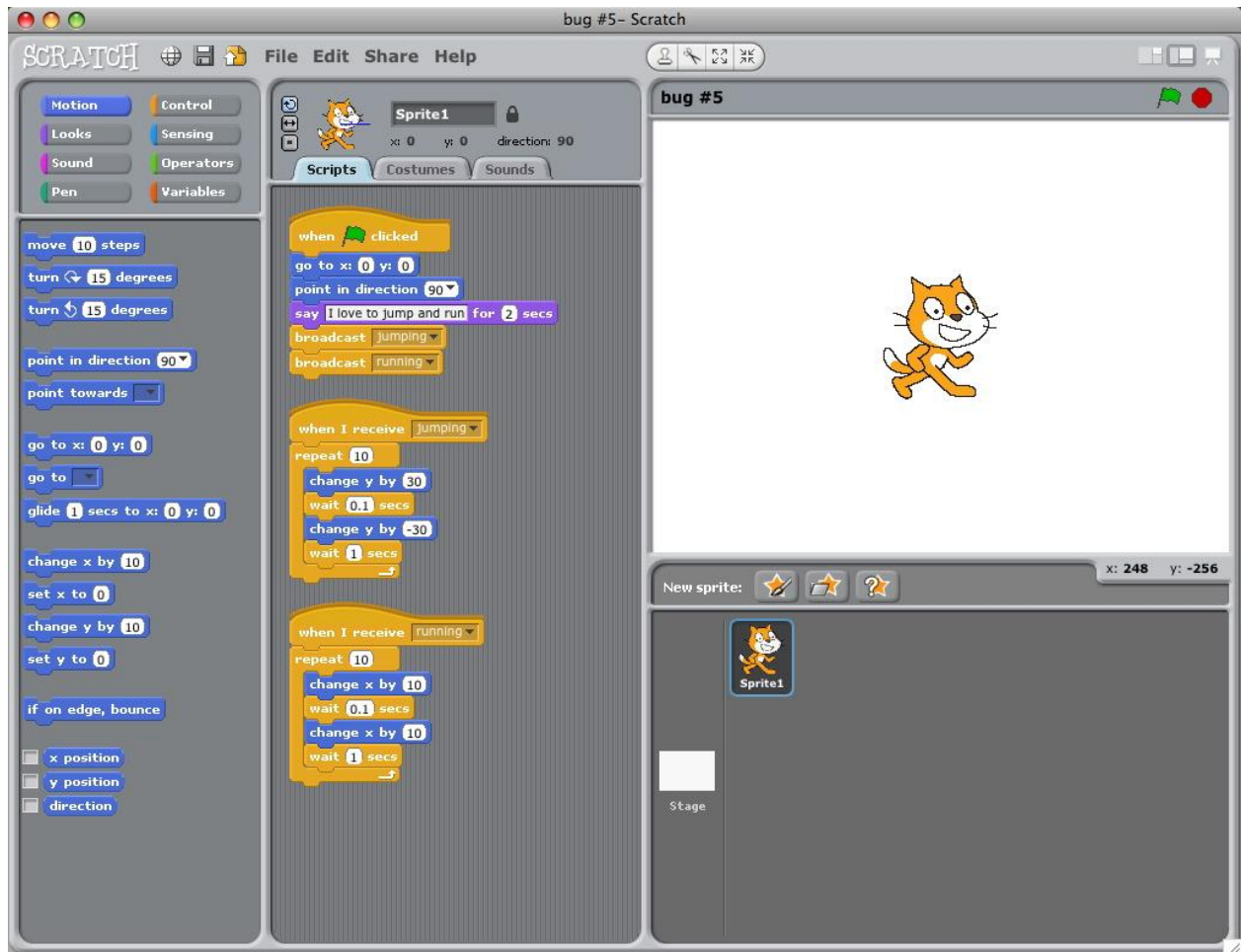
Farooq wants his cat to rotate when he presses the space bar. But the cat isn't moving!  
What's going on?



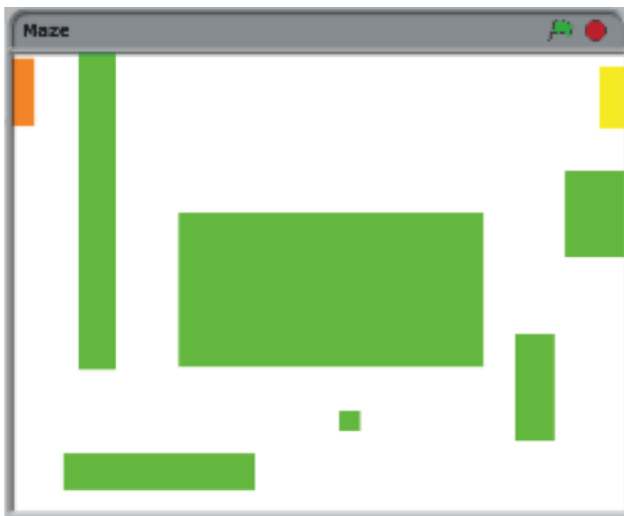


## BUG #5

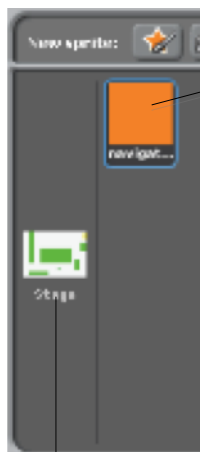
Nobuyuki wants his cat to jump up and down, and then move across the screen. But the cat's hopping across the screen! What's going on?



# MAZE



Create a game where you get a sprite from the start to the end of a maze without touching the walls.



no scripts, draw a maze-like background with colored walls and a differently colored end marker

7 scripts total

move the sprite around



have the sprite bounce off the green walls



players wins when sprite reaches the yellow end marker

# GAMES

Here are some blocks that can be useful in games.

## TOUCHING

See if two sprites are touching or if a sprite is touching a color



## VISIBILITY

Make a sprite appear or disappear



## RANDOM

Get a computer-generated number from within a specified range



## TIMING

Have the computer keep track of time for you



## STRINGS

Test, access, and change words and sentences



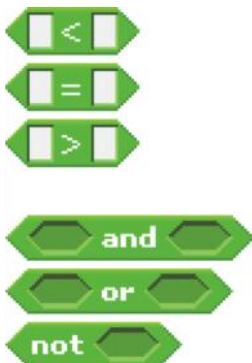
## VARIABLES

Store a number or string in a container to access later



## COMPARE

Compare values to help make decisions within your game



## KEY PRESS

Make a sprite respond when different keys are pressed





## Plan for my project

Name: \_\_\_\_\_

A description of the project that I want to create:

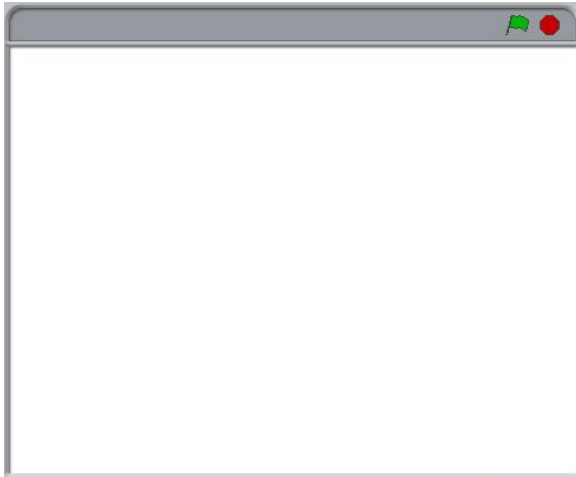
The steps I will take to develop my project:

The resources (e.g. people, sample projects) I already have to develop my project:

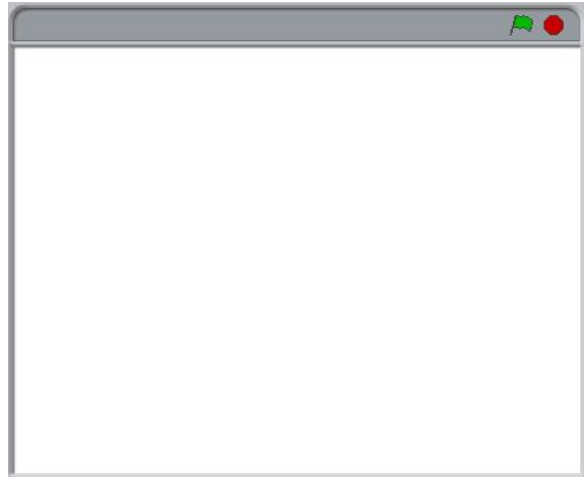
The resources (e.g. people, sample projects) I might need to develop my project:

## Sketches of my project

Name: \_\_\_\_\_



What's happening?  
What are the important elements?



What's happening?  
What are the important elements?



What's happening?  
What are the important elements?



What's happening?  
What are the important elements?

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