



# **Welcome to **Mission Mars****

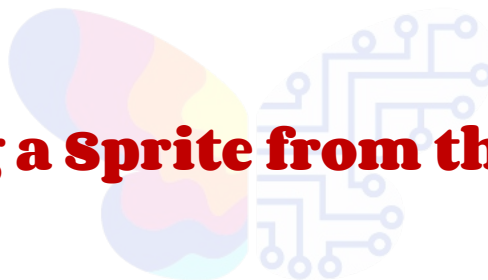
## **Foundation Module - Part 2/2**



MODULE 1

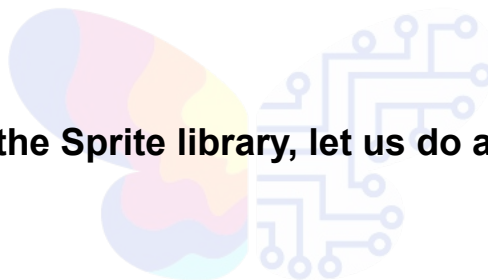


## **Adding a Sprite from the library**





**To understand the use of the Sprite library, let us do a few simple projects.**





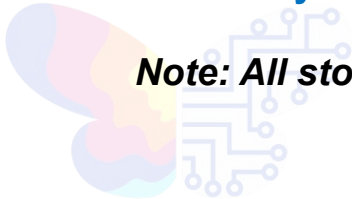
## Story Line

Every coding project starts by defining what we want the Sprite to do.

We have seen our default sprite is Mr Panda.  
Let us start by coding Mr Panda

So the story for our very first project is –  
“ Mr Panda is standing on the Left edge of the stage. He is lonely.  
How will you show this using Code?”

*Note: All stories will be shown in blue.*



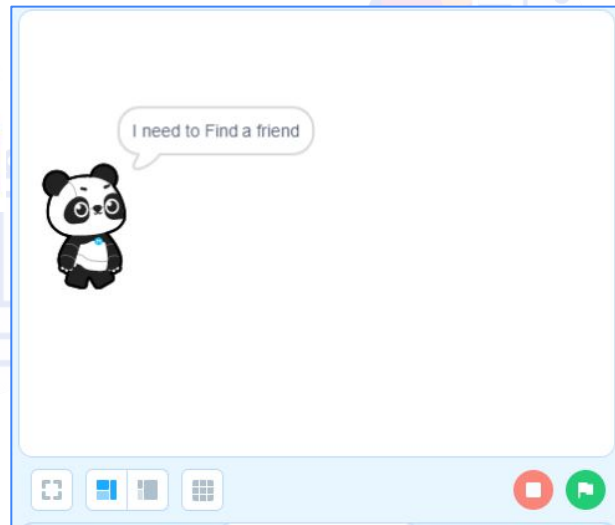


The code for this will look like:



For now do not worry of the coding procedure.  
Simply focus on handling of sprites.

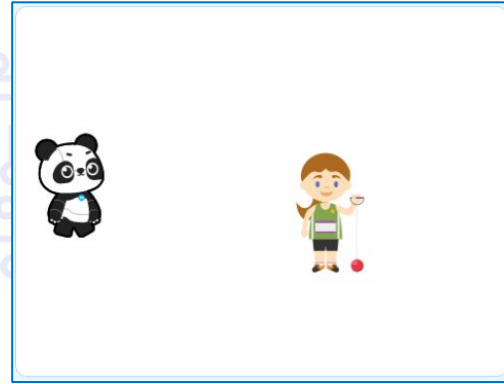
The stage will look like:





## Let us now add another Sprite Athlete 9

Once added the stage looks like: →



Let us now see practically  
the **Procedure** for:

- Adding Sprite Athlete 9.
- Adding yet another sprite Girl 14.



## **Ok Children Now I want you to add two sprites**

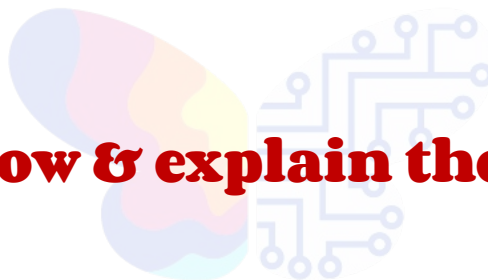
**One each from categories:**

- **Animals**
- **Buildings**





**Now who will show & explain the code to everyone**



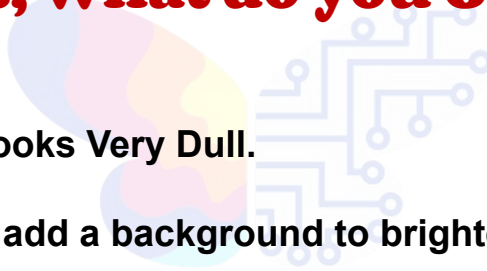




## **In All this, What do you Observe?**

The stage looks Very Dull.

We need to add a background to brighten things up.

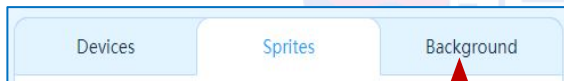




# Adding a Background

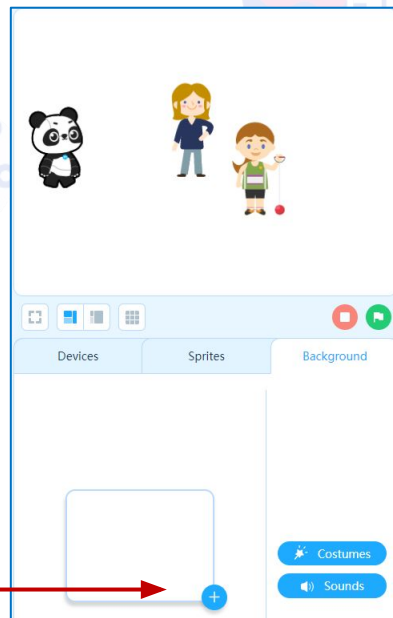
To add background:

- In selection bar



Click on Background.

- This window opens.
- In this click on +.





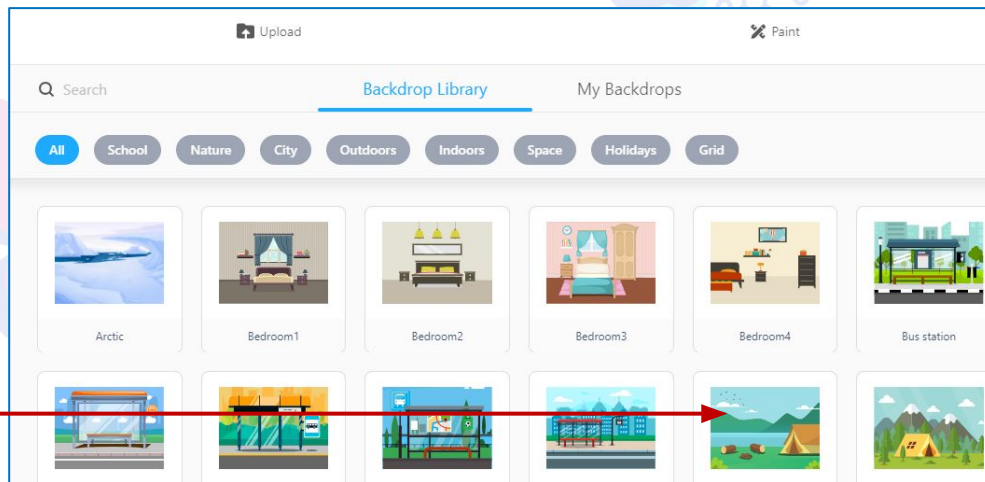
**On clicking +.**

**Background library opens:**

**The procedure of selecting background is similar to sprites.**

**Select the desired background (say Camp 2).**

**Click on ok.**





**Same stage has come alive.**

**Let us now see the procedure practically by adding a background to our last project.**





**Now who will add a background to his  
last project**

**Who will show & explain the code to everyone**





## **Procedure for:**

- 1. Deleting of Sprite**
- 2. Deleting/changing of Backgrounds**





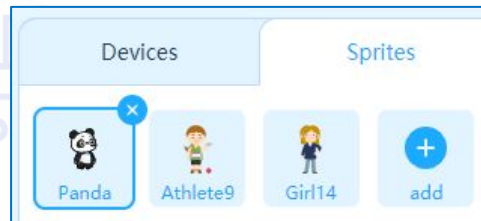
**Let us start by Deleting the Default sprite**



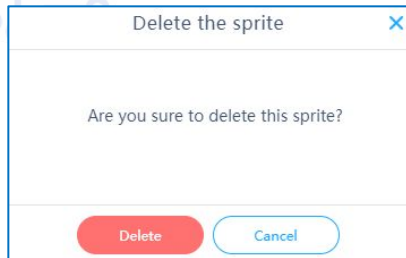


### To delete Default Sprite:

- In SIA select the sprite to be deleted (Panda).
- Click on X on right top of sprite.



- Window asking confirmation opens.
- Select delete.
- The sprite is deleted.







**Let us now see the following practically:**

- **Deleting of a sprite.**
- **Changing of a background.**
- **Deleting a background.**





## **To consolidate let us do a Small Coding Project**

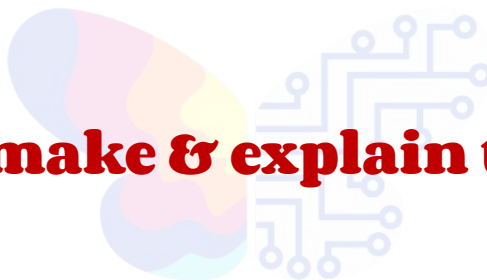
**Our coding story for this project is:**

**“There is a boy named Boy 17. He is standing on the left side of a bed. When Green Flag Clicked, he should move to the other side of the Bed”**





**Now who will make & explain this to everyone**





## **Let us Now do Some Changes**

Our coding story for the changes are:

Change 1: “Add dog 7 sitting on the bed.”

Change 2: “Change background to Forest 3”

Change 3: “Increase boys size to 150 & dogs size to 50. Position them for better look”





**Now who will make the final code  
& explain to everyone**





**So children!**

**Before we start coding for Mission Mars  
let us see what this module has taught us?**

- What is Coding
- **What are sprites**
- The Coding environment
- **Introduction to mBlock 5**
- Working with its Sprite & Background library
- **Need for a story**
- Our first few codes



## **In your own time:**

**Do read** lessons 1, 2 & 4 of the book Coding Essentials Vol 1 Scratch.

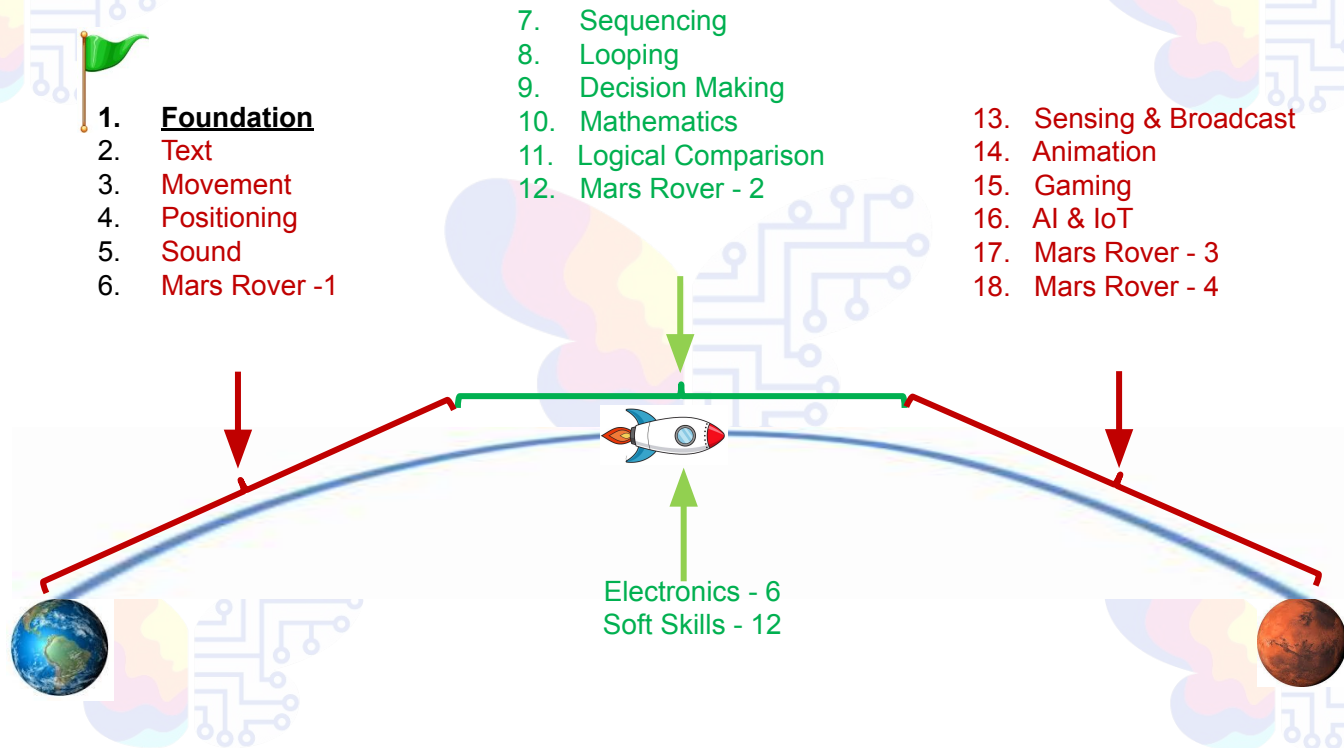
Think of small two line projects like the ones we have shown.

**Practice the procedure of Coding them** with & without backgrounds.





# Mission Mars Learning Status - Modules Crossed







**End of Module 1**



**Code Karega India Badhega**