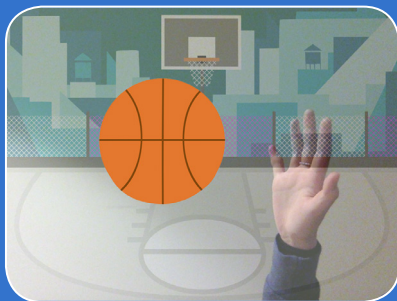
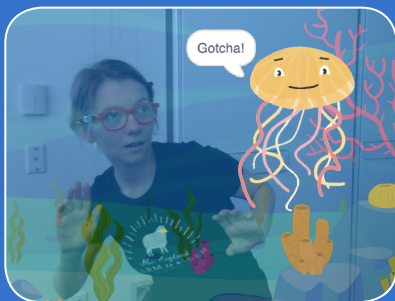


Video Sensing Cards



**Interact with projects using
Video Sensing.**

Video Sensing Cards

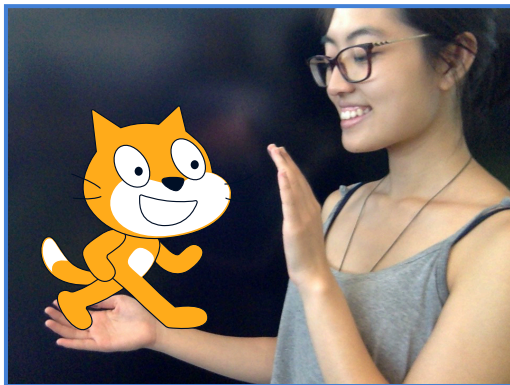
Try these cards in any order:

- **Pet the Cat**
- **Animate**
- **Pop a Balloon**
- **Play the Drums**
- **Keep Away Game**
- **Play Ball**
- **Start an Adventure**

Pet the Cat



Make the cat meow when you touch it.



Pet the Cat

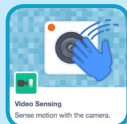
scratch.mit.edu



GET READY

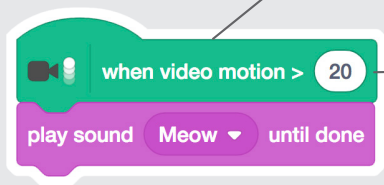


Click the **Extensions** button
(at the bottom left of the screen).



Choose **Video Sensing**
to add the video blocks.

ADD THIS CODE



This will start when it
senses video motion on
a sprite.

Type a number between
1 and 100 to change the
sensitivity.

1 will start with very
little movement, 100
requires a lot of move-
ment.

TRY IT

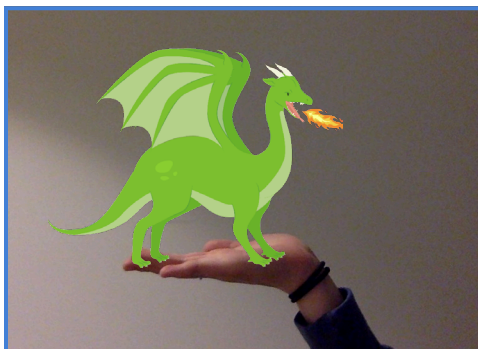
Move your hand to pet the cat.



Animate



Move around to bring a sprite to life.



Animate

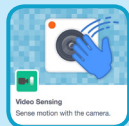
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GET READY



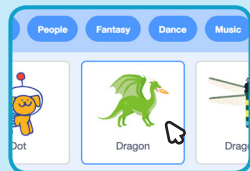
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite to animate.

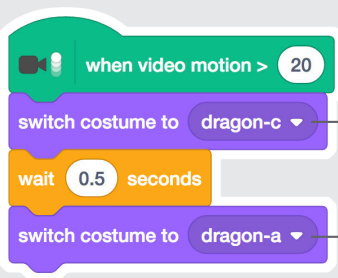


Pick a sprite with more than one costume.



Scroll over sprites in the Sprite Library to see their different costumes.

ADD THIS CODE



Choose one costume.

Choose a different costume.

TRY IT

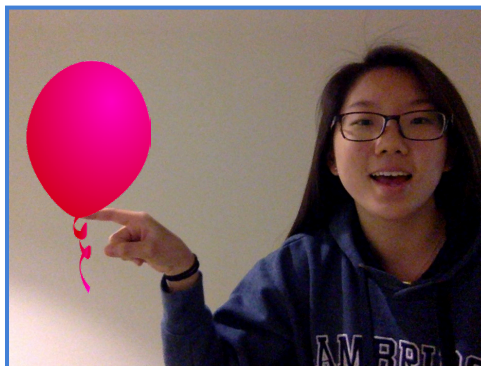
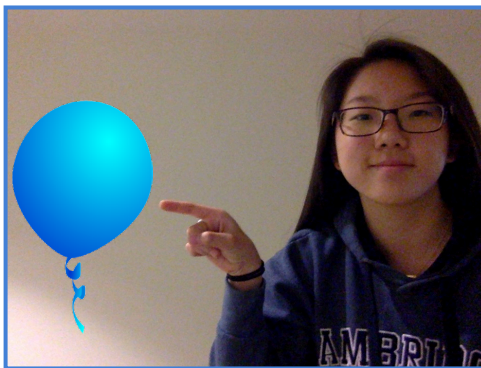
Move around to animate the dragon.



Pop a Balloon



Use your finger to pop a balloon.



Pop a Balloon

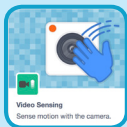
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GET READY



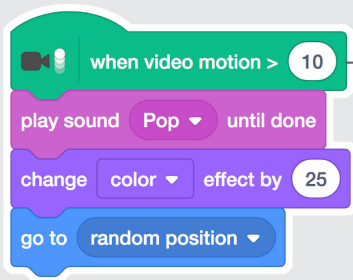
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like Balloon1.



ADD THIS CODE



Type a larger number to make it harder to

TRY IT

Use your finger to pop the balloon.



Play the Drums



Interact with sprites that play sounds.

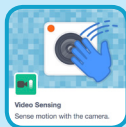


Play the Drums

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GET READY



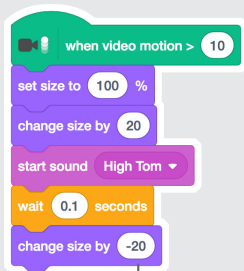
Click the **Extensions** button, then choose **Video Sensing**.



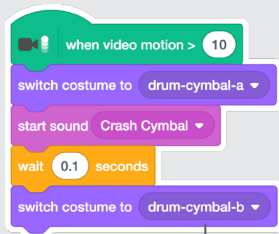
Choose two sprites, like Drum and Drum-cymbal.

ADD THIS CODE

Click on a drum to select it, then add its code.



Type a minus sign to get



Choose a different costume.

TRY IT

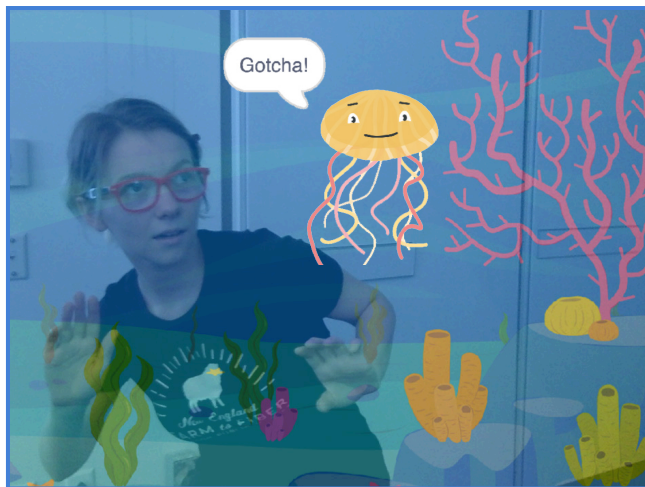
Use your hands to play the drums!



Keep Away Game



Move around to avoid a
sprite.



Keep Away Game

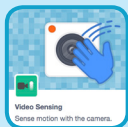
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GET READY



Click the **Extensions** button, then choose **Video Sensing**.



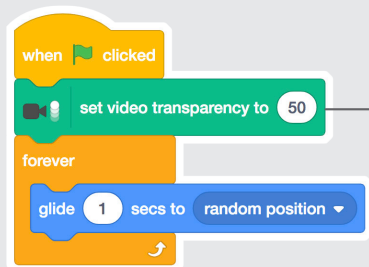
Choose a backdrop, like Ocean.



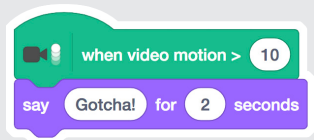
Choose a sprite, like Jellyfish.



ADD THIS CODE



Type a number between 0 and 100.
(0 to show the video, 100 to make the video transparent.)



TRY IT

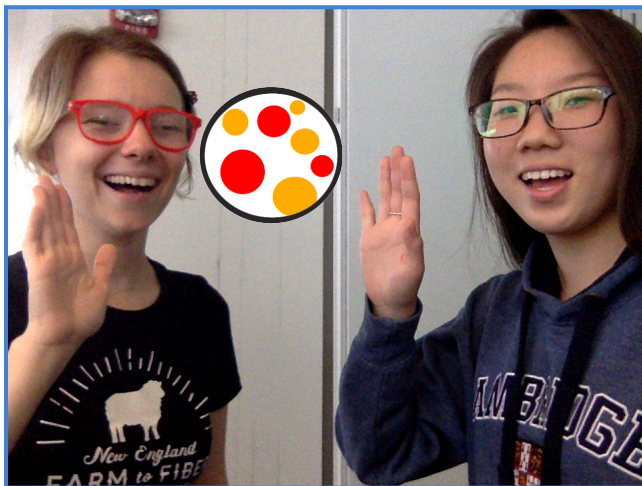
Move around to avoid the jellyfish.



Play Ball



Use your body to move a sprite across the screen.



Play Ball

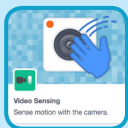
scratch.mit.edu



GET READY



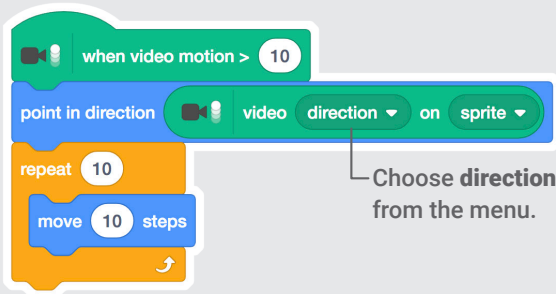
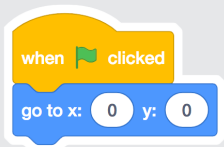
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like Beachball.



ADD THIS CODE



Choose **direction** from the menu.

TRY IT

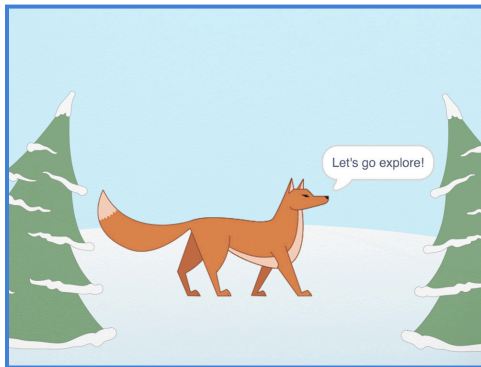


Use your hands to push the beach ball around the screen. Try it with a friend!

Start an Adventure!



Interact with a story by
moving your hands.



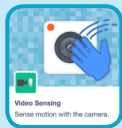
Start an Adventure!

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GET READY



Click the **Extensions** button.



Choose **Video Sens-**



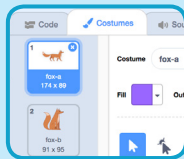
Choose a backdrop.



Choose a sprite.



Click the **Costumes** tab to see your sprite's other costumes.



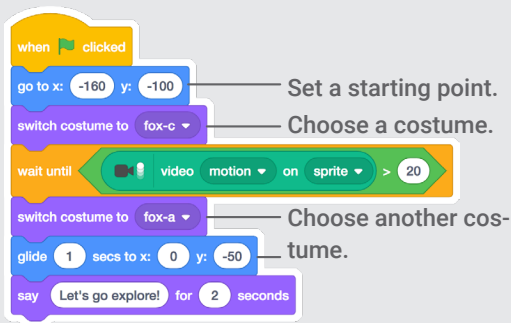
ADD THIS CODE



Code

Click the **Code** tab.

Insert the **video motion on sprite** block into the **greater than** block from the Operators category.



TRY IT

Click the green flag. Then wave to wake up the fox.