

## Greetings Card - Scratch 1.4

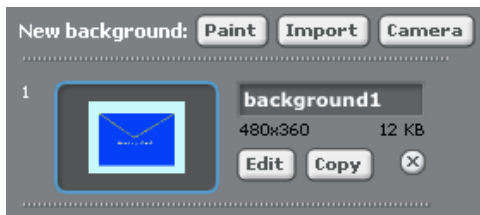
This resource has been simplified for users of Scratch 1.4. It is assumed that users have a basic knowledge of the Scratch application.

### Activity

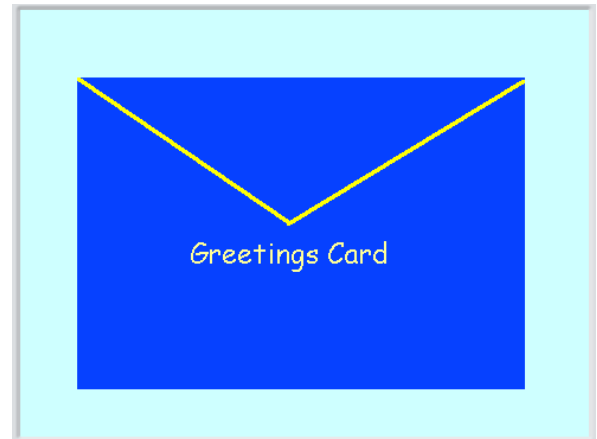
- 1 Open Scratch and save the project
- 2 Open Stage and edit the background to look like an envelope.

### Scratch

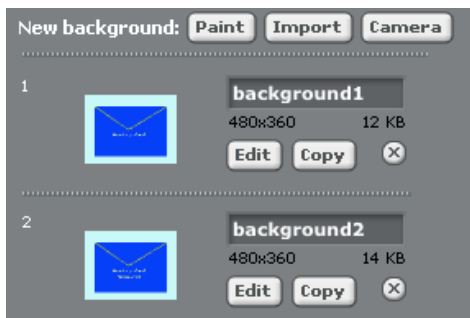
Save as Greetings\_Card



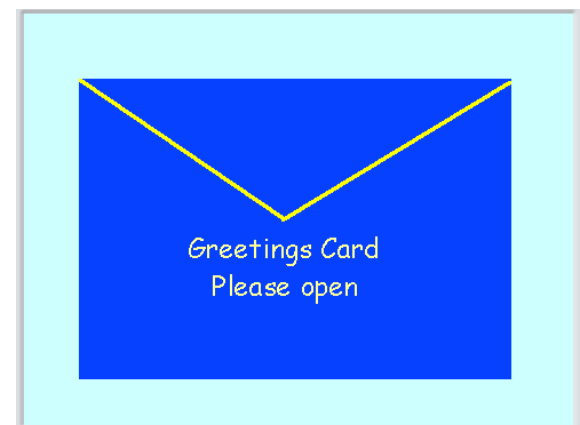
This creates background1



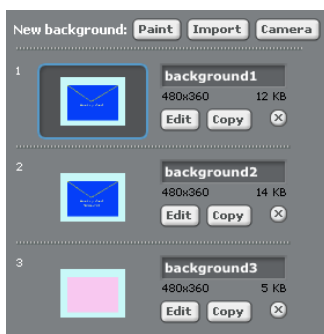
- 3 Copy background1 and edit the background and add extra text.



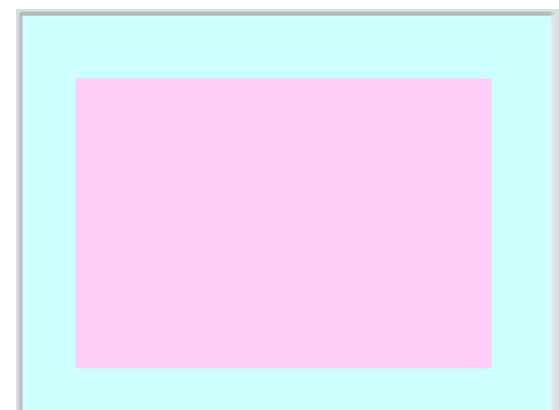
This creates background2



- 4 Copy background2 and change the envelope into a fancy card. With a little imagination you can create a fancy card.



This creates background3

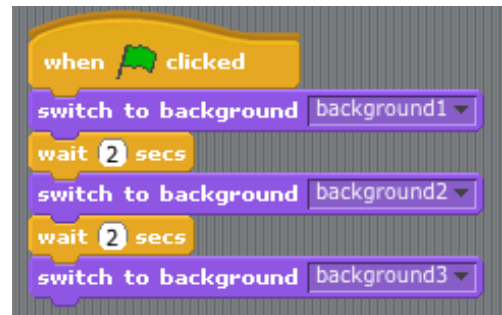


- 5 Enter the script to test out the three backgrounds.

Click the green flag to start the animation and the red octagon to stop the the script.



This script will be modified later in step 8



- 6 Insert a new sprite from the sprite list.



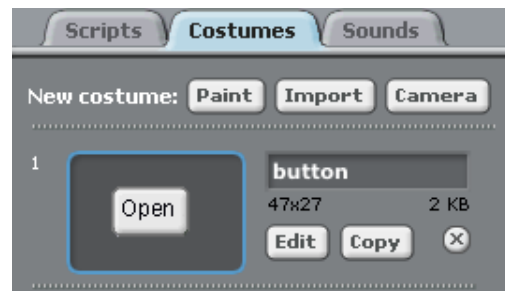
Choose a new sprite from file. Import fantasy1-a

Delete the default cat sprite



- 7 Insert a new button sprite from the sprite list.

Edit the sprite and add text Open.



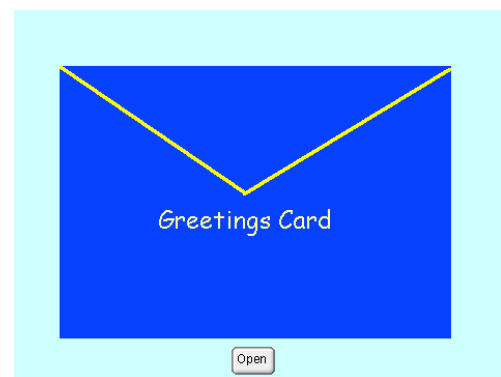
Place the button sprite as shown on the stage. The stage and two sprites are now complete



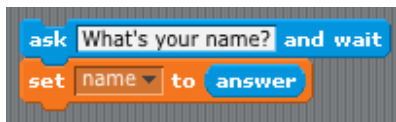
fantasy1-a



button

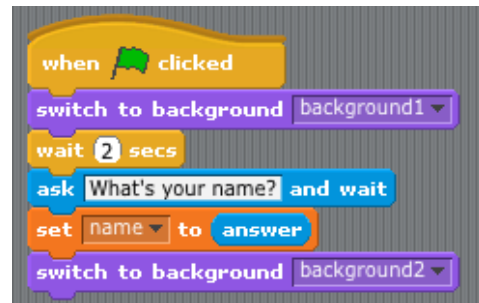


- 8 To personalise the greeting inside the card add the following script:

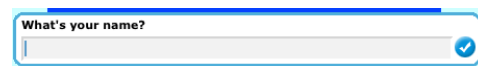


The sensing script asks the user to add their name. The variable name is created to remember the answer. Insert this script in the code block in step 5.

Delete the last two lines of code in step 5 this will be inserted in stage 10



Test this code block and enter your name, press the keyboard enter key or click the tick box. (Nothing will happen at this stage until step 11 has been completed).



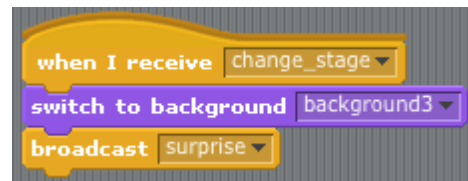
- 9 Write script to the button sprite (Sprite2)

Test the animation by selecting the button sprite



- 10 Add another code block to the stage

This will switch to background3 when it receives change\_stage it will also broadcast surprise

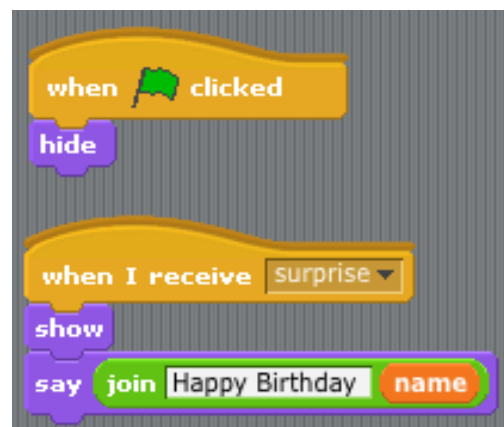


- 11 Add script to fantasy-1a (Sprite1)

The first code block hides Sprite1 on start

The second code block receives surprise broadcast then shows Sprite 2 with the birthday message.

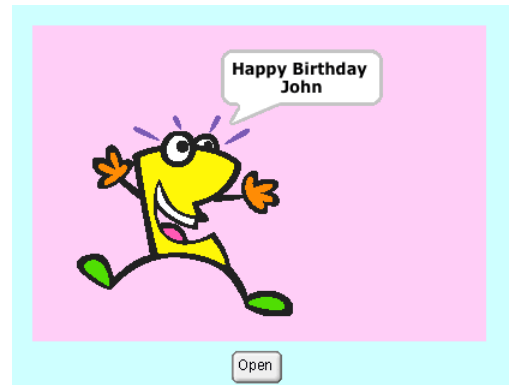
Test the animation



- 12 Bring it all together! The code is now complete

Test the animation in the project window

Remember to save your completed project.



### 13 Challenges

Change the code blocks to add a button to add a sound effect to celebrate the occasion.

Create a code block to repeat the program script.