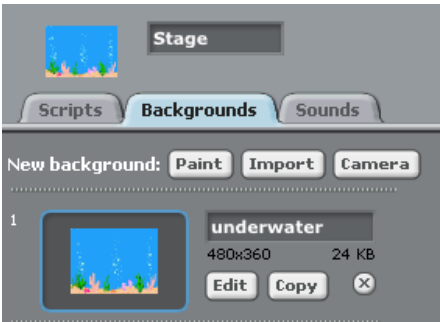

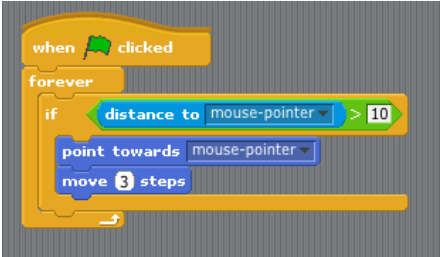

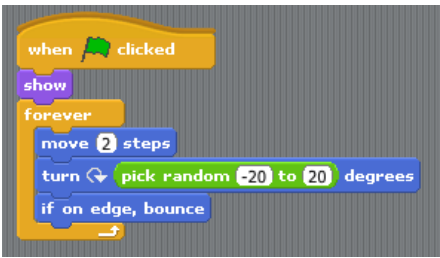


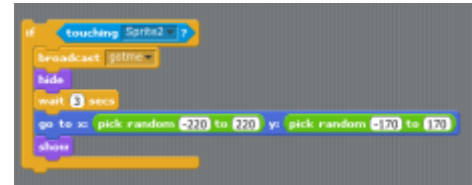
Chomping Fish - Scratch 1.4

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

Activity	Scratch
1 Open Scratch and save the project	Save as Chomping_Fish
2 Open Stage and import the background under water Delete the original stage	
3 Insert a new sprite from the sprite list.	
Choose a new sprite from file. Import new costume sprites fish_1a and fish_1b	
Rename these sprites HungryFish and SatisfiedFish	
It maybe necessary to resize the sprite to fit in the screen. Use the edit control.	
4 Delete the default cat sprite Allow the fish to follow the mouse pointer. There are three actions: Control, Operator and Motion. If the distance to the mouse pointer is greater than 10 ...	
Test the animation by selecting the Green Flag Stop the animation select the Red Circle	
5 Write a script for the starfish sprite. The starfish will move 2 steps in a random fashion, if it meets the edge of the screen it will bounce back into play. It will repeat forever! Test the animation by selecting the green flag.	

- 6 What will happen if the hungry fish catches a starfish sprite?

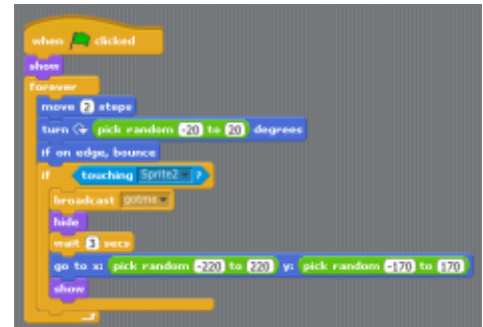
When the hungry fishes catches the starfish, the script will broadcast 'gotme' to another part of the program. It will then hide and show again in another random position.



- 7 Connect step 5 and 6 together to complete the script.

Sprite 2 in this case is the Hungry Fish

Test the animation

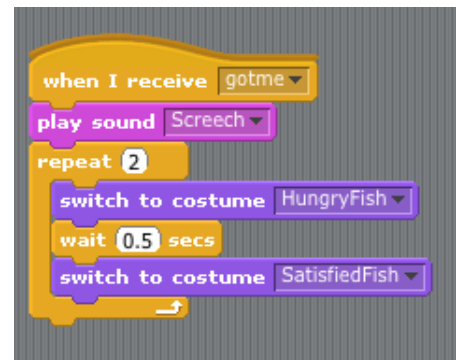


- 8 What happens when the Hungry Fish catches a starfish sprite?

Add this script to the Hungry Fish sprite.

It will be necessary to import a suitable sound for your program from the library.

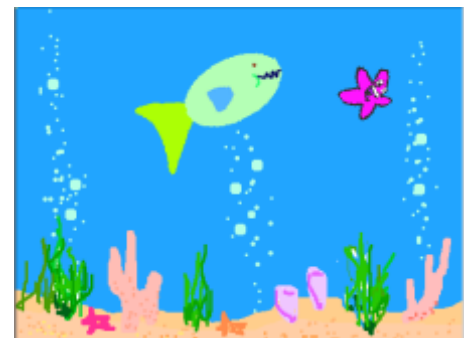
Test the animation



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

Test the animation in the project window

Remember to save your completed project.



- 10 Challenges:

Duplicate the Starfish sprite. Right click on a Sprite and select Duplicate from the menu.

The code from the first sprite will be automatically duplicated for each additional sprite.

