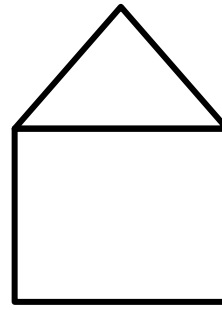


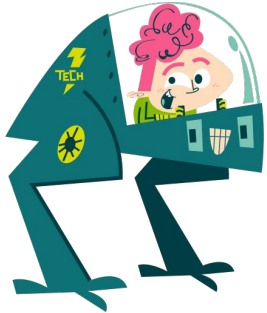
A cartoon illustration of a young girl with long brown hair, wearing a dark blue shirt and pink socks with black stripes. She is sitting on a green cushion, looking intently at a yellow laptop. The laptop screen displays a red smiley face icon. The girl has a determined expression on her face.

The Scratch logo, featuring the word "PLAY WITH" in a colorful, blocky font above the word "SCRATCH" in a large, orange, bubbly font.

CHALLENGE #1



Scratch builds houses !



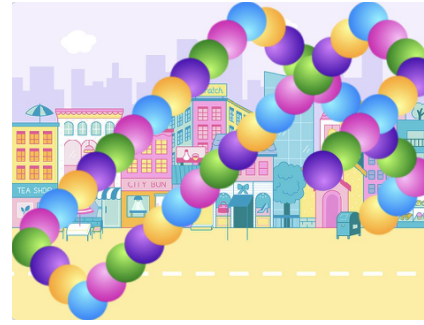
1. *Scratch asks the user for the length of one side of the house.*
2. *Scratch draws the requested house.*
3. *Scratch indicates the perimeter of the house.*



It's your turn !

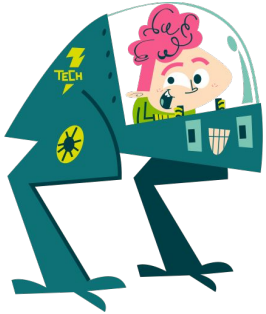
CHALLENGE #2

Scratch plays ball !



PLAY WITH
SCRATCH

- 1. Scratch moves continuously.*
- 2. It starts with a 45° angle*
- 3. It changes color and leaves a trail of its movements.*
- 4. It bounces off the edges of the screen.*



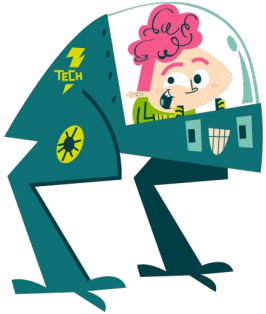
It's your turn !

CHALLENGE #3



Scratch plays with insects !

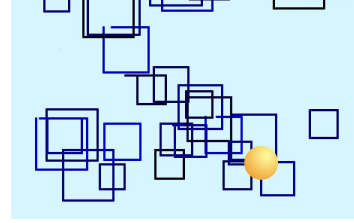
- 1. Pressing the x or x arrows on the keyboard makes the insect go up or down.*
- 2. Pressing the x or x arrows on the keyboard allows you to move the insect left or right.*
- 3. When it touches the edge of the screen, the game is lost.*
- 4. When the insect touches the bowl, the game is won.*



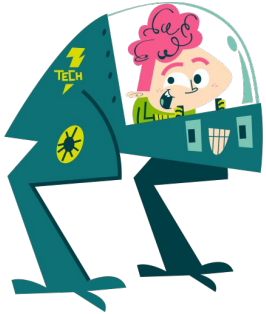
It's your turn !

CHALLENGE #4

Scratch plays the artist !



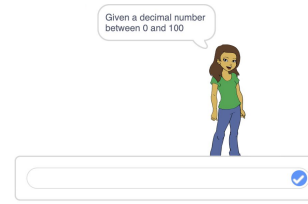
1. *Each time you press the "space" key the ball moves randomly on the stage and draws a square.*
2. *The size and color of the square are chosen randomly by the program.*
3. *The player can draw as many squares as he wants.*



It's your turn !

CHALLENGE #5

Scratch is looking for the mystery number !



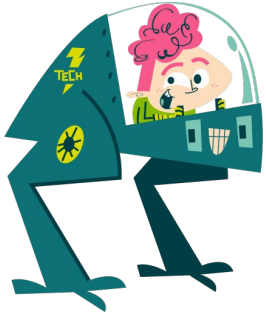
PLAY WITH
SCRATCH

1. The program randomly generates a mystery number, between 0 and 100 and which can have up to two decimal places.
2. Abby asks the player to come up with a decimal number between 0 and 100.

Depending on the answer, she replies:

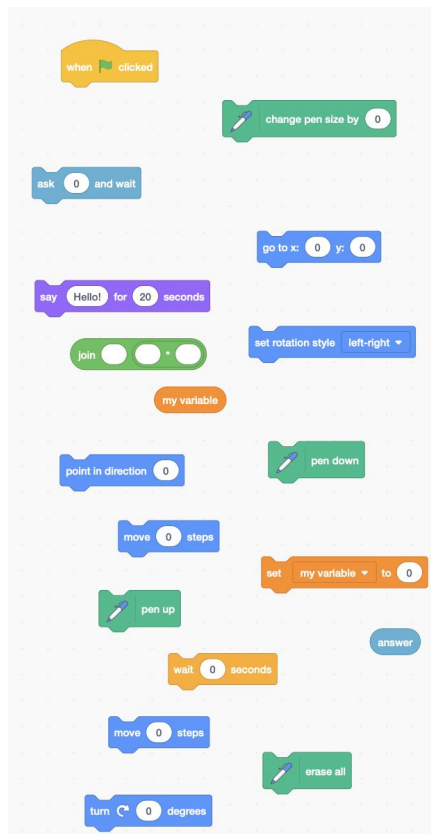
- "the number is greater"
- "the number is smaller"
- "Bravo, you have found the mystery number"

3. The player offers another number until he discovers the mystery number.

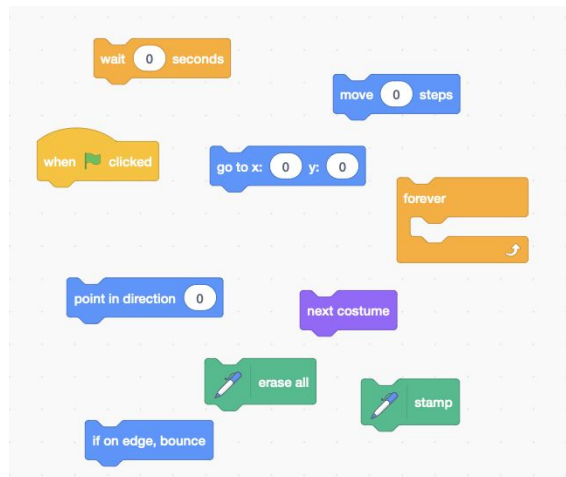


It's your turn !

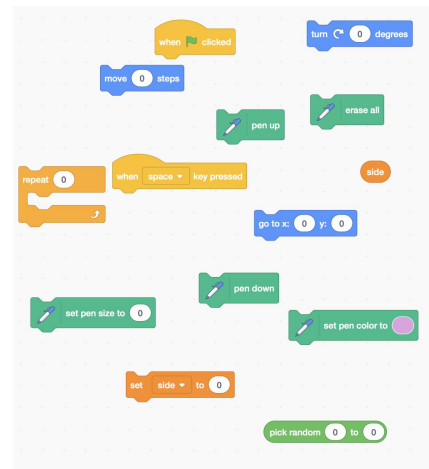
CHALLENGE #1



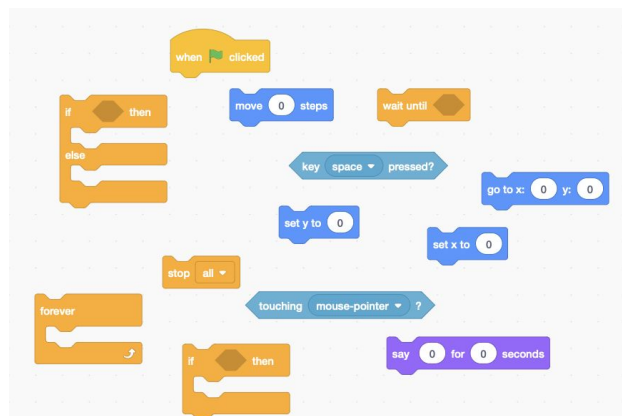
CHALLENGE #2



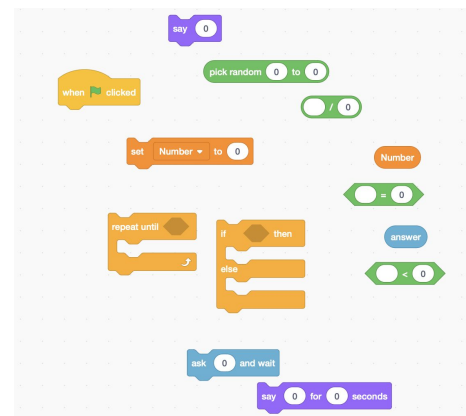
CHALLENGE #4



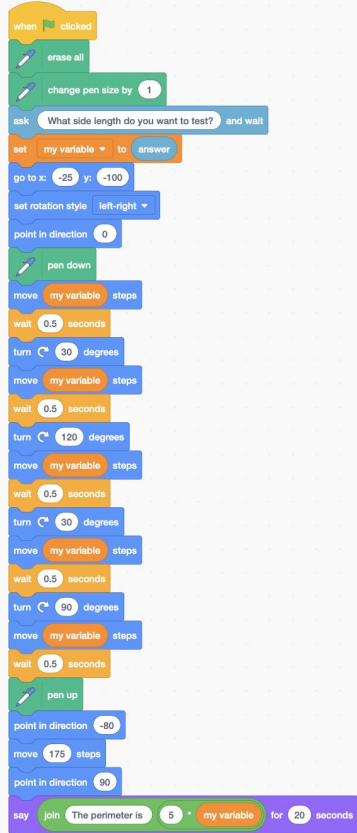
CHALLENGE #3



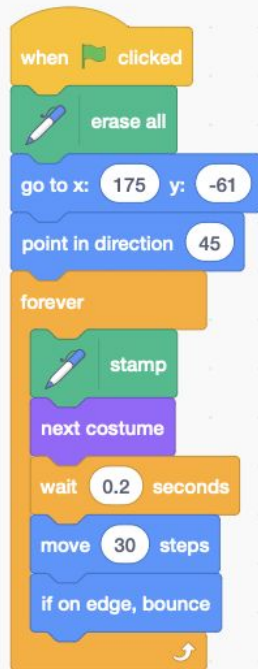
CHALLENGE #5



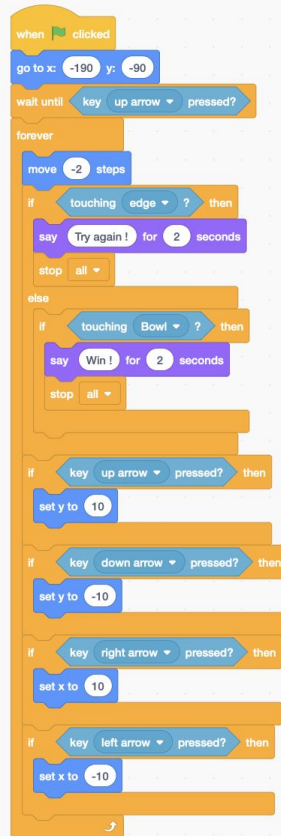
CHALLENGE #1



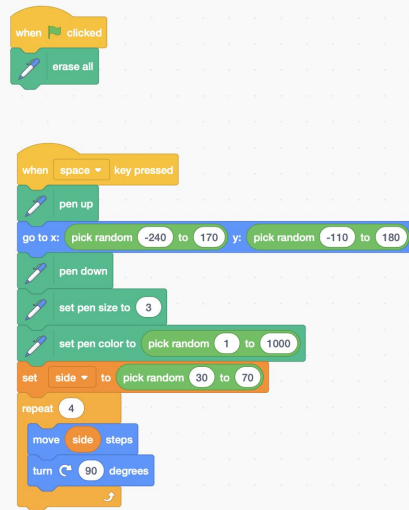
CHALLENGE #2



CHALLENGE #3



CHALLENGE #4



CHALLENGE #5

