

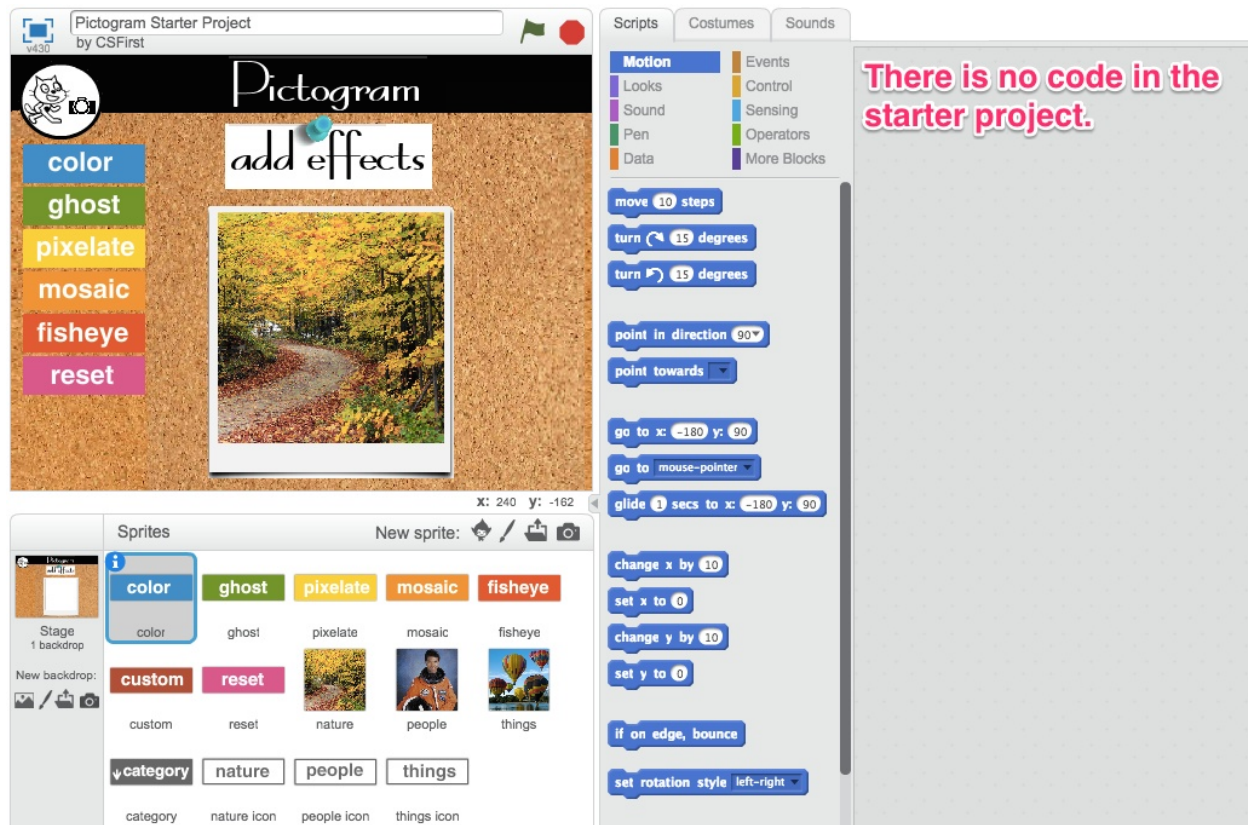
Activity 4: Pictogram

Video 1: Pictogram Introduction

In this video, club members will:

1. Click the Pictogram Starter Project link.
2. Click remix, and sign in.

NOTE: Club members will not code any parts of this project until after they watch the second video.

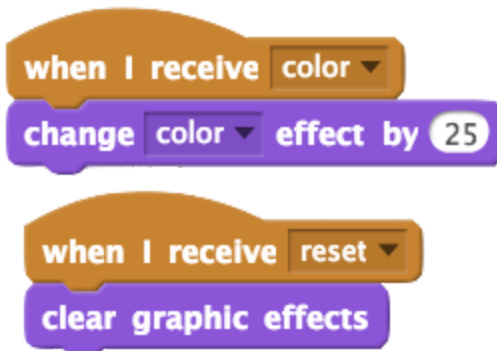
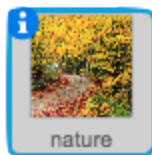


Video 2: Change Color and Reset

In this video, club members will:

1. Program the color sprite to broadcast a message when clicked.
2. Program the nature sprite to change color when it receives that message.
3. Program the reset sprite to broadcast a message when clicked.
4. Program the nature sprite to clear graphic effects when it receives that message.

Code for the following sprites:



Video 3: Ghost, Pixelate, Mosaic, and Fisheye Effects

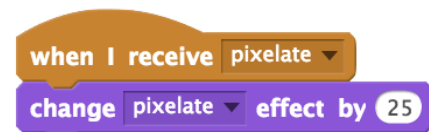
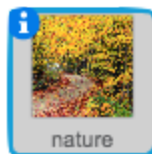
In this video, club members will:

1. Program the ghost, pixelate, mosaic, and fisheye sprites to broadcast messages when clicked.
2. Program the nature sprite to change ghost, pixelate, mosaic, and fisheye effects when it receives those messages.

Code for the effect sprites:



Code for the nature sprite:



Video 4: Choose Your Image

In this video, club members will:

1. Select another image to display in their program.
2. If choosing a costume from the people or things sprites, copy the code from the nature sprite.
3. If uploading their own image, edit it to fit in the image slot on the stage.

Code for the people
and things sprites:



```
when I receive color ▾  
change color ▾ effect by 25
```



```
when I receive ghost ▾  
change ghost ▾ effect by 25
```

```
when I receive pixelate ▾  
change pixelate ▾ effect by 25
```

```
when I receive mosaic ▾  
change mosaic ▾ effect by 25
```

```
when I receive fisheye ▾  
change fisheye ▾ effect by 25
```

```
when I receive reset ▾  
clear graphic effects
```

Add-On: On to the Next One

In this video, club members will:

1. Program an image sprite to change costume when a key is pressed.

Code for any of the image sprites:



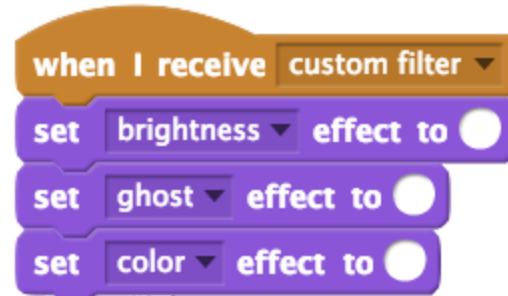
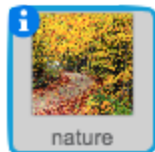
Add-On: Custom Filter

In this video, club members will:

1. Duplicate a button sprite, and rename the sprite to the filter name.
2. Program this new sprite to broadcast a message when clicked.
3. Program an image sprite to receive this message and change its look using at least one "set effect to" block.

NOTE: Club members pick their own effects in the "set effect to" blocks and set their own values. Club members pick their own name for their custom filter.

Code for the custom sprite:



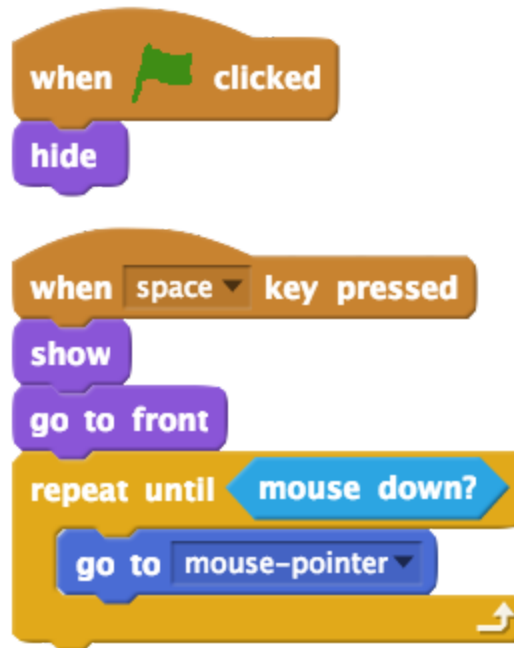
Add-On: Secret Item

In this video, club members will:

1. Download an item from the Secret Item Image Library.
2. Upload the item to their project.
3. Program it to hide when the flag is clicked.
4. Program a keypress event to make the item show and follow the mouse pointer.

NOTE: Club members can pick any sprite from the Secret Item Image Library for their secret item. Club members can choose any event to make the secret item show.

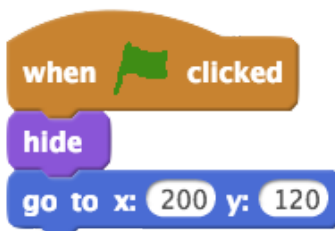
Code for the secret item sprite:



Add-On: Choose Image Category

In this video, club members will:

1. Show the category sprite.
2. Program the category icons to glide down like a dropdown menu and to broadcast messages when clicked.
3. Program the image sprites to show or hide based on which icon sprite is clicked.





```
when green flag clicked
hide
go to x: 200 y: 120
```

```
when I receive display categories
show
glide 0.5 secs to x: 200 y: 70
```

```
when this sprite clicked
broadcast people
```



```
when green flag clicked
hide
go to x: 200 y: 120
```

```
when I receive display categories
show
glide 0.5 secs to x: 200 y: 45
```

```
when this sprite clicked
broadcast things
```

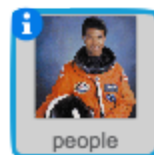

Code for the nature sprite:



Show each image sprite when it receives the message that matches the sprite's name.

The nature sprite shows when the message "nature" is received.

Code for the people sprite:



The people sprite shows when the message "people" is received.

Code for the things sprite:



The things sprite shows when the message "things" is received.

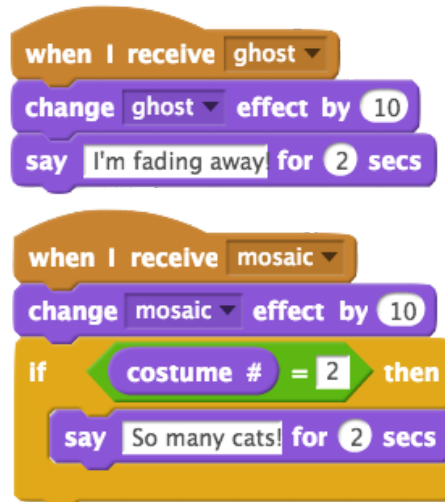
Add-On: Talking Pictures (Challenge)

In this video, club members will:

1. Program the image sprite to say something when it receives a message to change its appearance.

NOTE: Club members' code will vary. Club members can code any of the image sprites and make them say different things when they receive any of the messages. Below is an example:

Code for the
image sprites:



Add-On: Sound Effects (Challenge)

In this video, club members will:

1. Program the sprites to make sounds when clicked.

NOTE: Club members' code will vary. Club members can add any sound to any of the sprites or the stage. Below is an example:

Code for any of the
effect sprites:

