Scratch That Project

After downloading the program, I looked through all of the different options. After figuring out that I wanted to do something that had to do with space, I chose two characters and a rocket ship. I wanted to make it something funny so I chose to make the rocket ship looking like it had crashed, one character looking happy that it’s crashed and the other looking very serious. I then added, “YAY!!!” in the word bubble for the happy character and “What did you do??” for the serious character. I then wanted to make the rocket ship sound like it was crashing, so I went to the sound effects to see if they had that specific sound. Alas, they did not. So I searched the Internet for a crashing sound and found a funny sound of a car brakes and crash. I thought this would add to the levity of the entire scene.

My experience with *Scratch That* is very limited, but I feel like it’s the new way to play with “color forms.” If you don’t know what they are: they were these plastic shapes that would stick to a background by static electricity. I had a “Masters of the Universe” set. I feel like you can make very intricate scenes with this if you wanted to. I noticed that script concepts are present in this as well with the Operators and Variables. This would add to the complexity of what you are making if you take the time to do so.

Overall, I would feel that this “plug and play” style of coding would make regular coding simpler to do. If only someone would think of a way to do that with javascript and html.