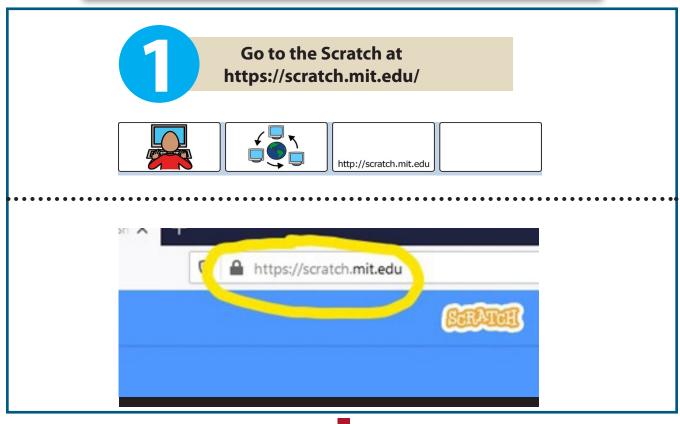
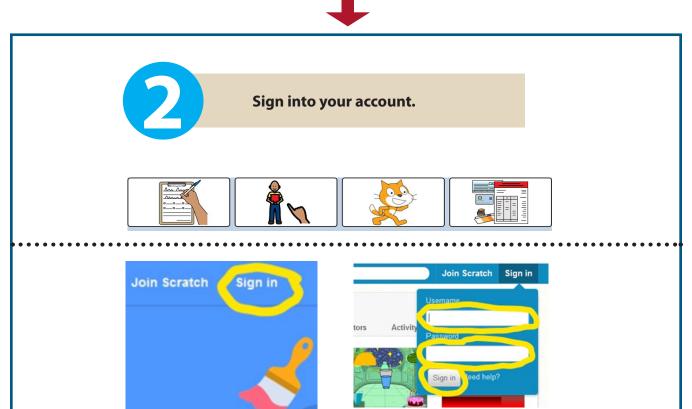
Unit 0 Session 4

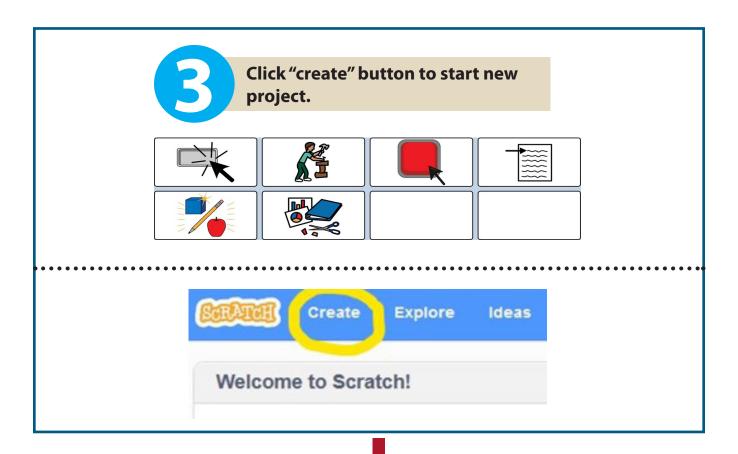
A Scratch Surprise Project Handout

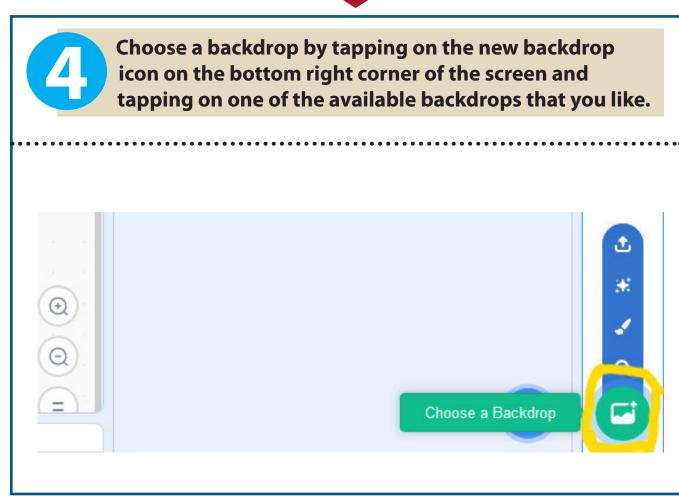
A Scratch Surprise Project

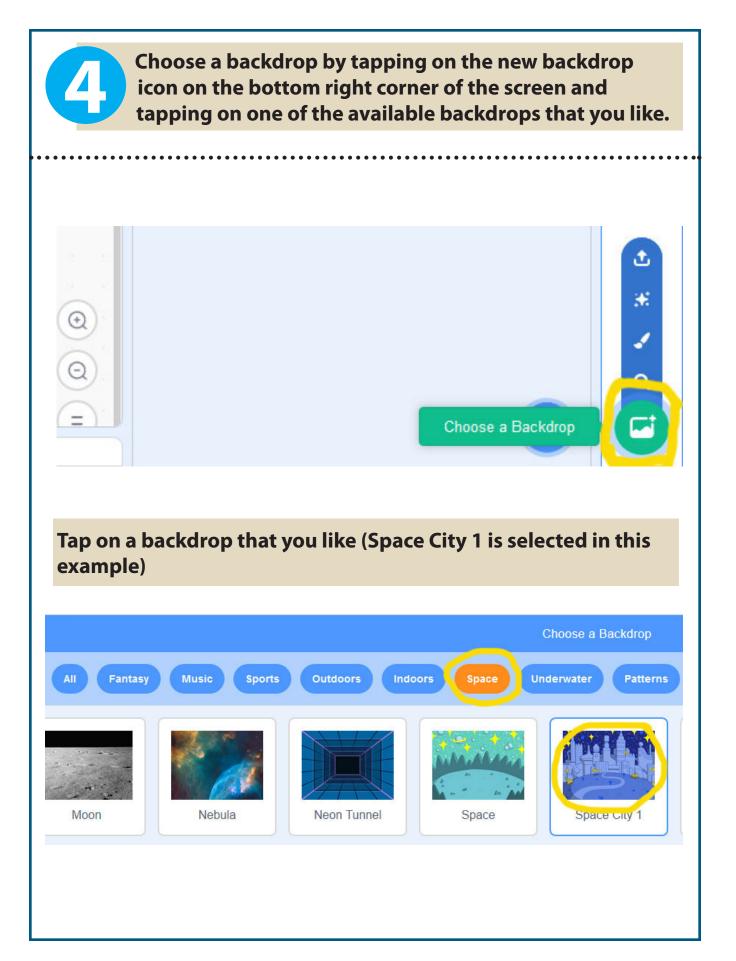


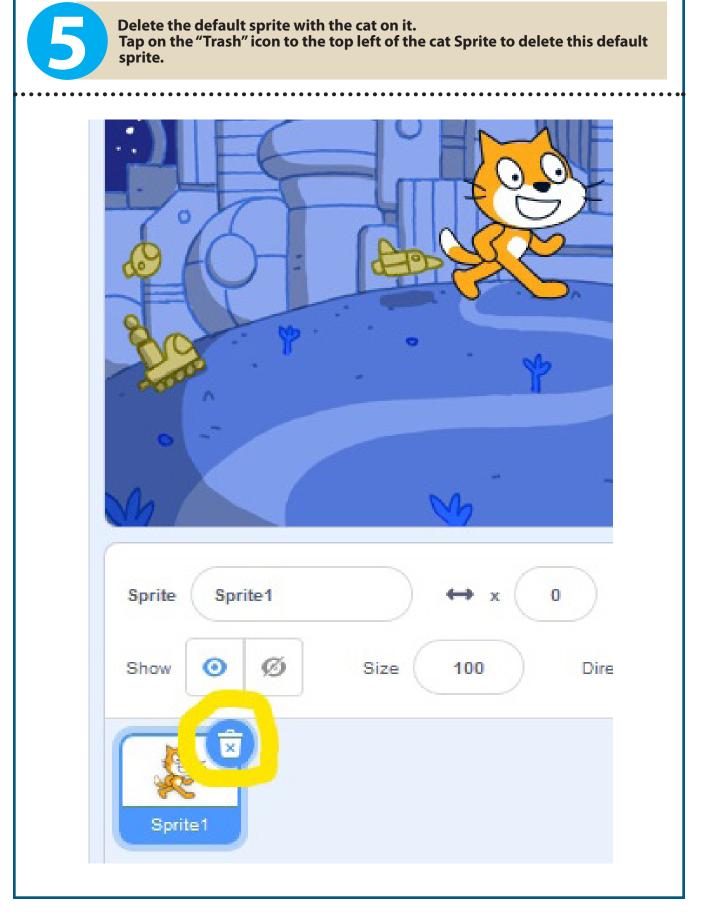


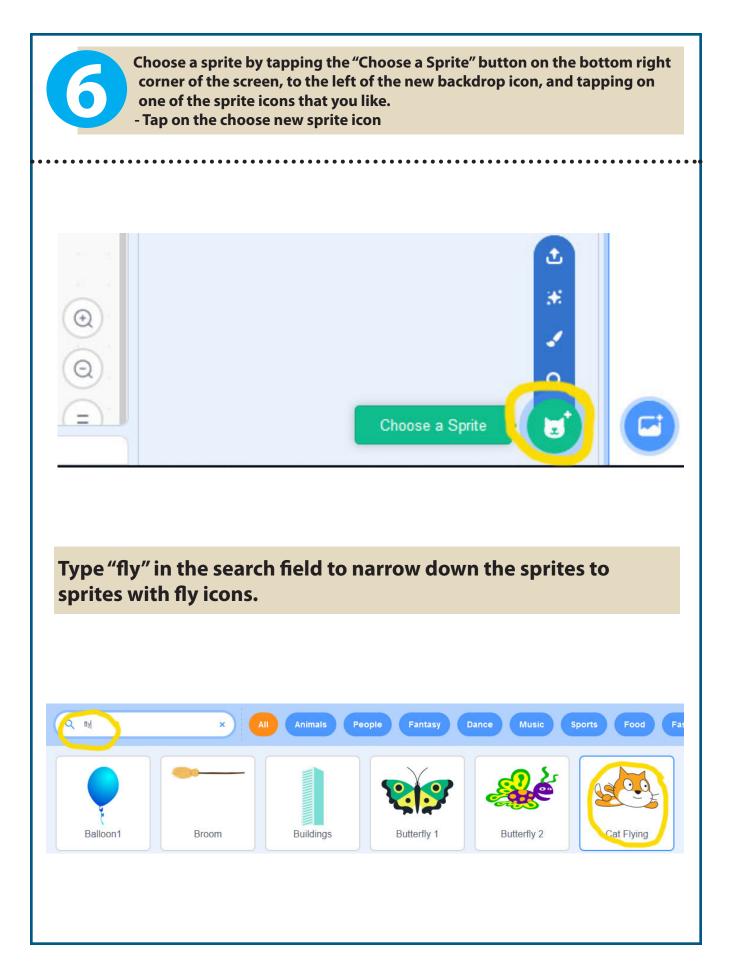


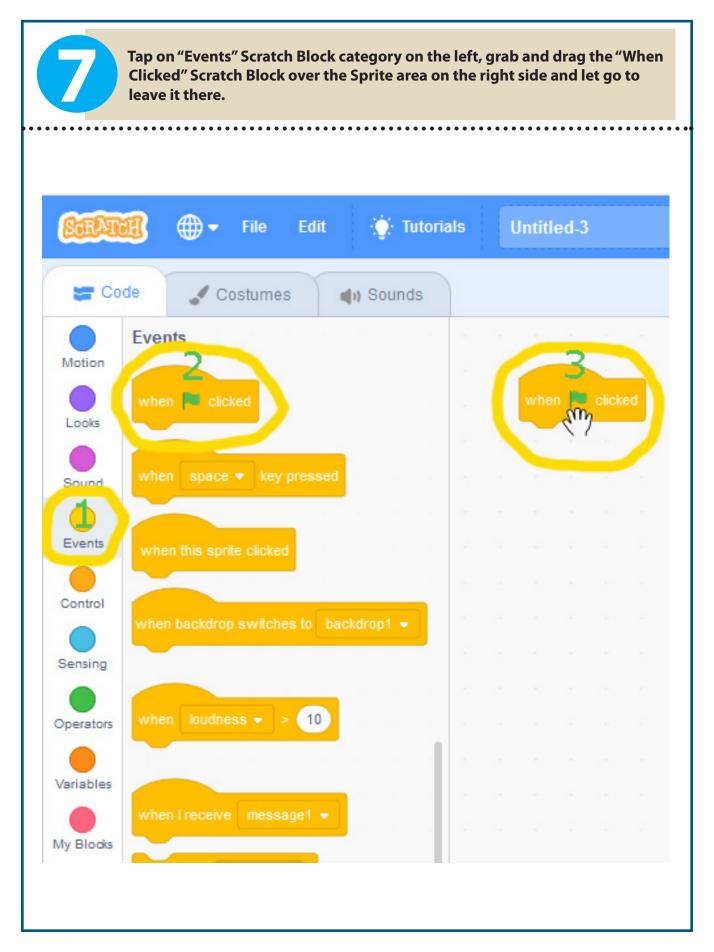






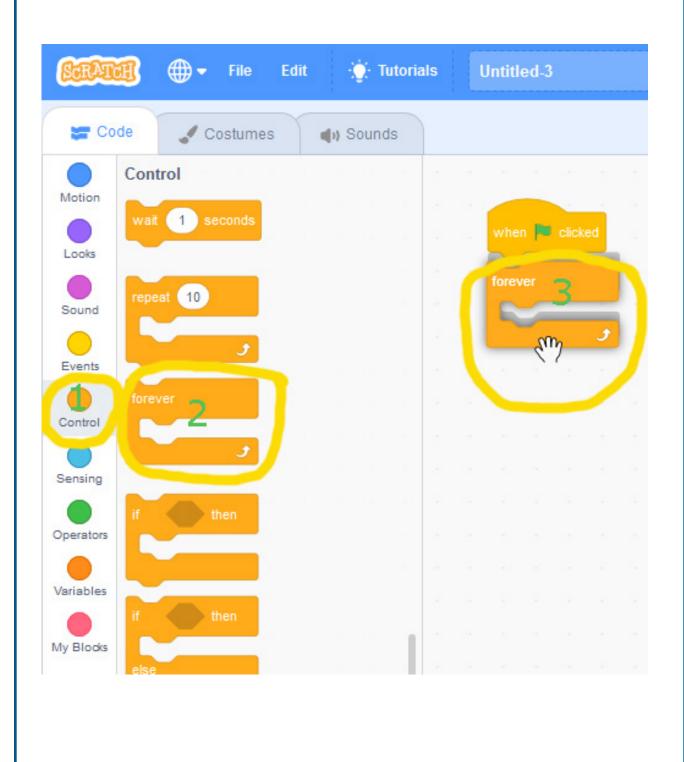




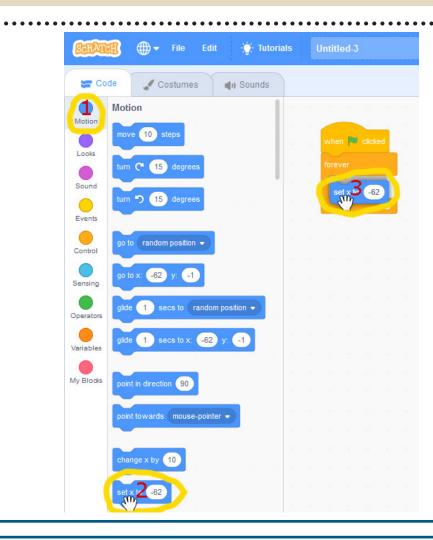


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Tap on "Events" Scratch Block category on the left, grab and drag the "When Clicked" Scratch Block over the Sprite area on the right side and let go to leave it there.



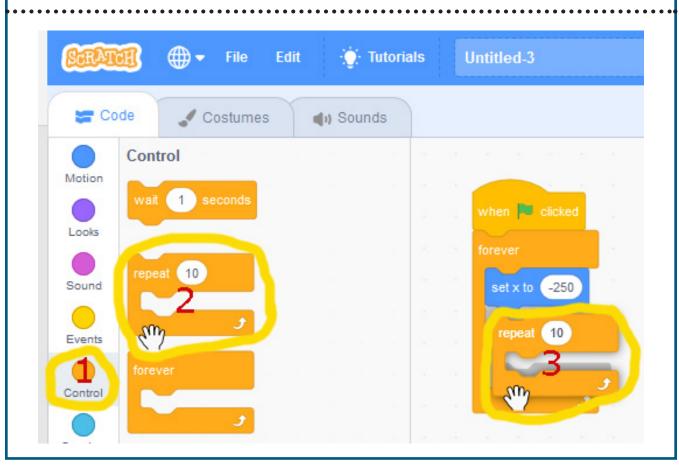
Tap on "Motion" Scratch Block category on the left, grab the "set x to" Scratch Block and drag it to over just within the "forever" Scratch Block, and let go when you see the dark shadow around it indicating a snapping effect.



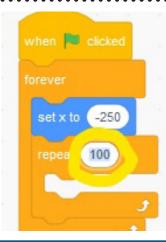
Tap on the value for the x (this is -62 in the example above) and change it to -250



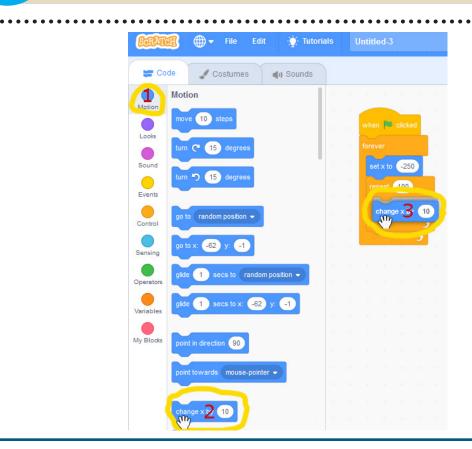
Tap on "Control" Scratch Block category on the left, grab "repeat" Scratch Block and drag it to over just below the "set x to" and within "forever" Scratch Block, and let go when you see the dark shadow around it indicating a snapping effect.



Tap on the value in front of the "repeat" (this is 10 in the example above), and change it to 100.



Tap on "Motion" Scratch Block category on the left, grab the "set x to" Scratch Block and drag it to over just within the "forever" Scratch Block, and let go when you see the dark shadow around it indicating a snapping effect.



Tap on the green flag to play your project, and the octagonal red icon to stop.

