

Unit 4

Session 3

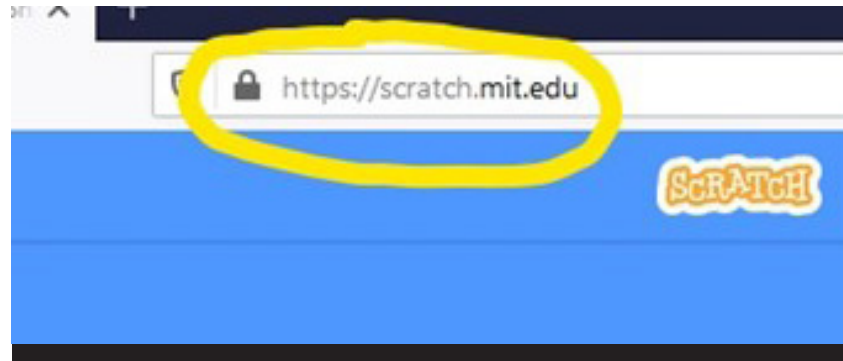
Score Handout

Score



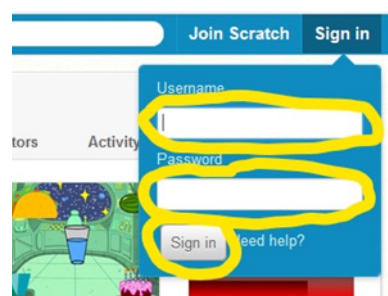
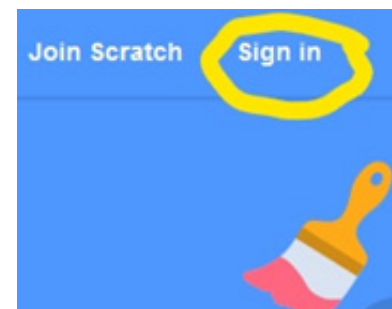
1

Go to the Scratch at
<https://scratch.mit.edu/>



2

Sign into your account.



3

Go to the Fish Chomp project page at: <http://scratch.mit.edu/projects/10859244>.



4

(1) read the instructions to learn what you need to do to complete this project, and
(2) tap on "Remix" to start improving and/or revising this Fish Chomp project. (



Fish Chomp - Starter Project
by mchung

2

Remix

See inside

Instructions

1

Guide the big fish with your mouse to eat the little fish. See how many little fish you can catch!

Remix notes: How can you keep score of how many little fish are captured?

Notes and Credits

This project is based on the Fish Chomp project by mres.

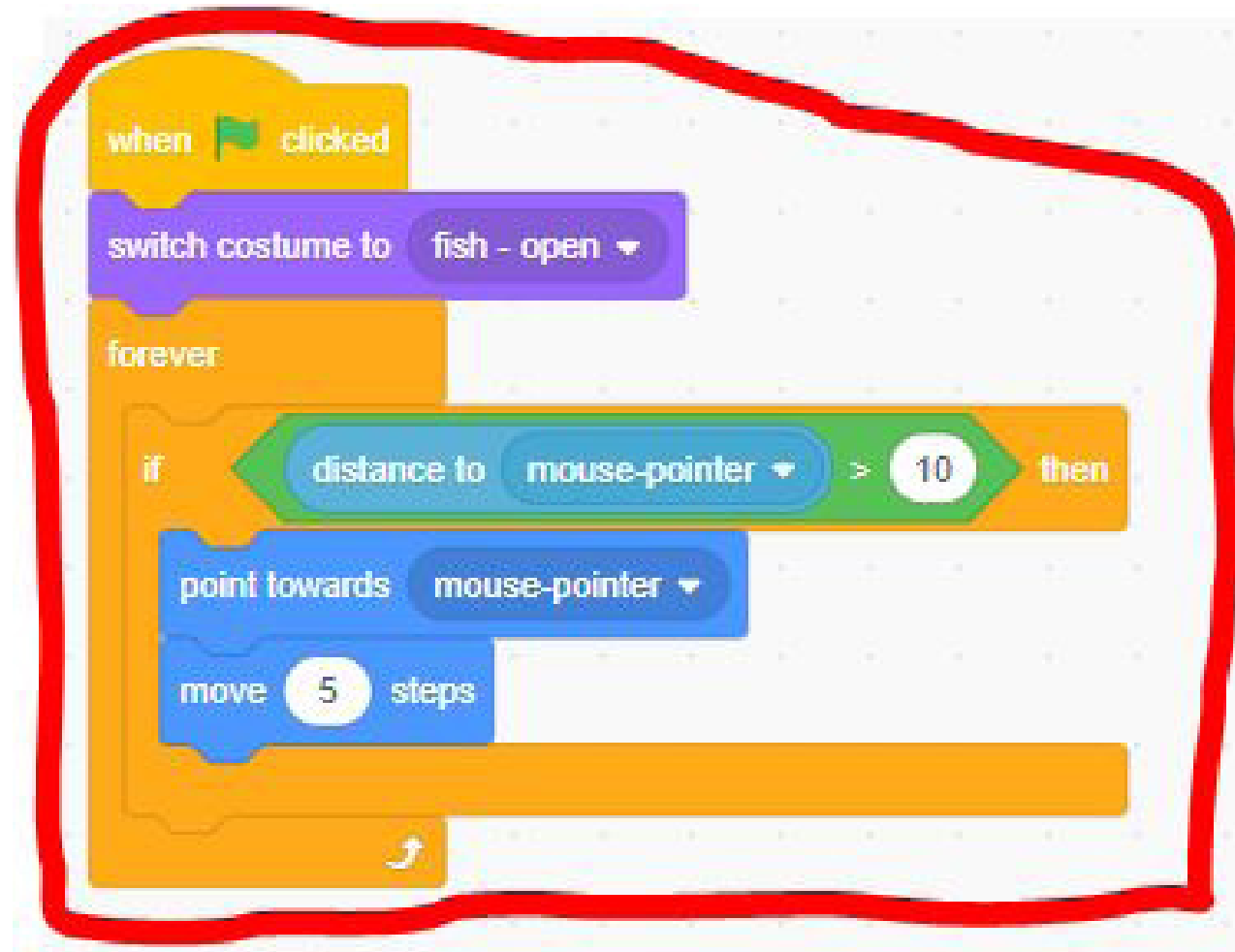
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Tap on the green flag to play the project and understand how it functions.



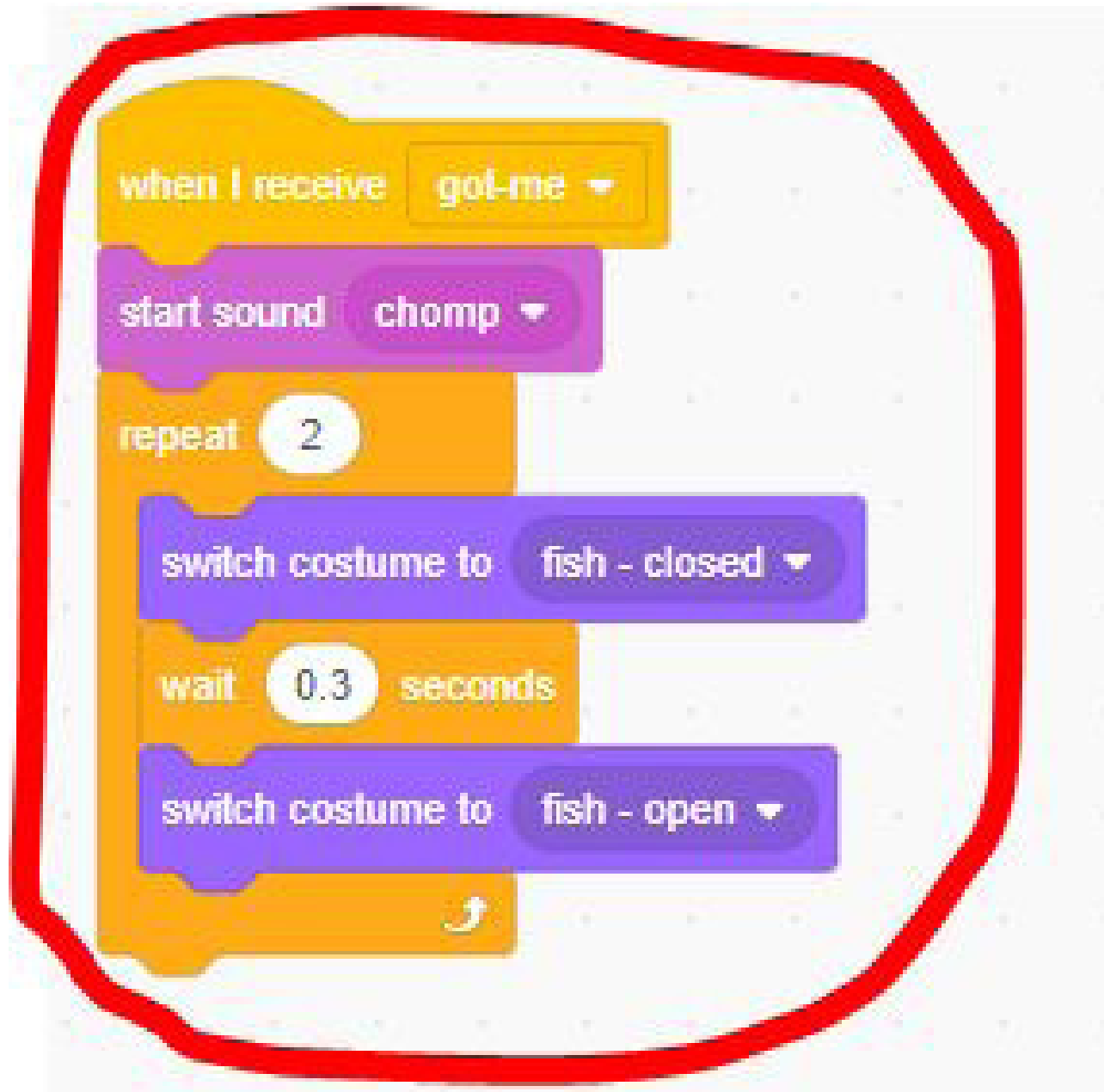
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Examine the first Scratch block sequence attached to “hungry fish” sprite. Understand that this sequence runs when the green flag is clicked, and moves the fish toward the mouse pointer.



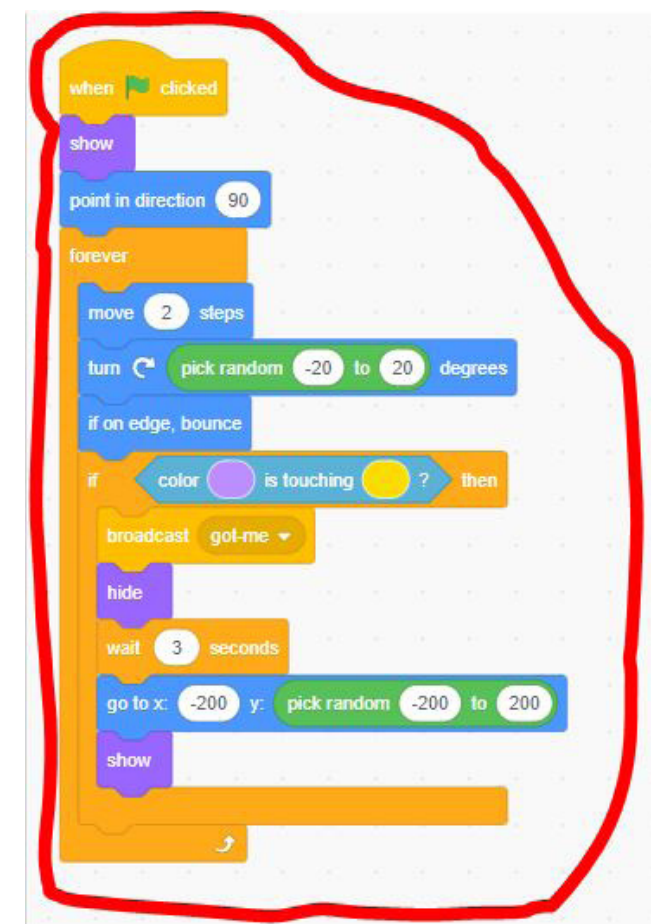
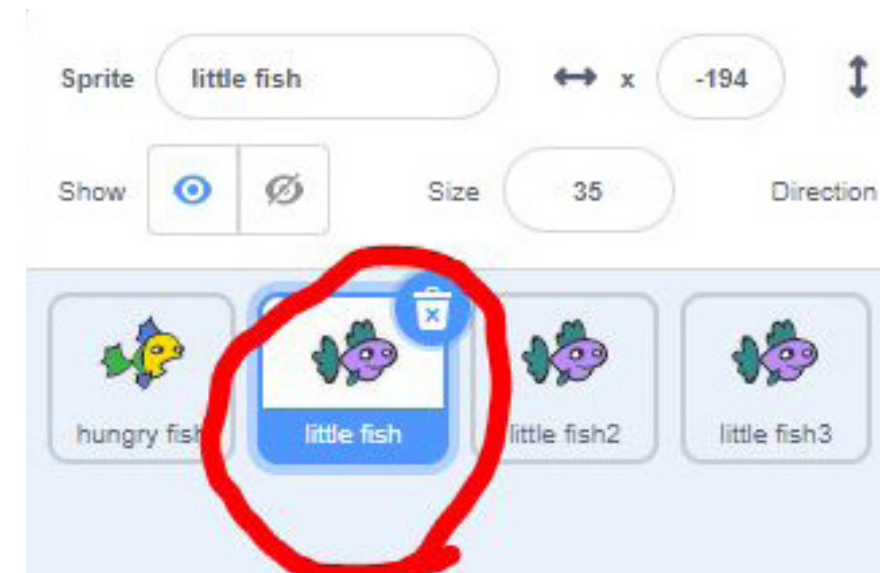
7

Examine the second block sequence attached to “hungry fish” sprite. Understand that this sequence plays when the big fish receives “got-me” message. After receiving the “got-me” message, this sequence plays the eating sound for the fish, and switches between open-mouth and close-mouth fish costumes every 0.3 seconds.



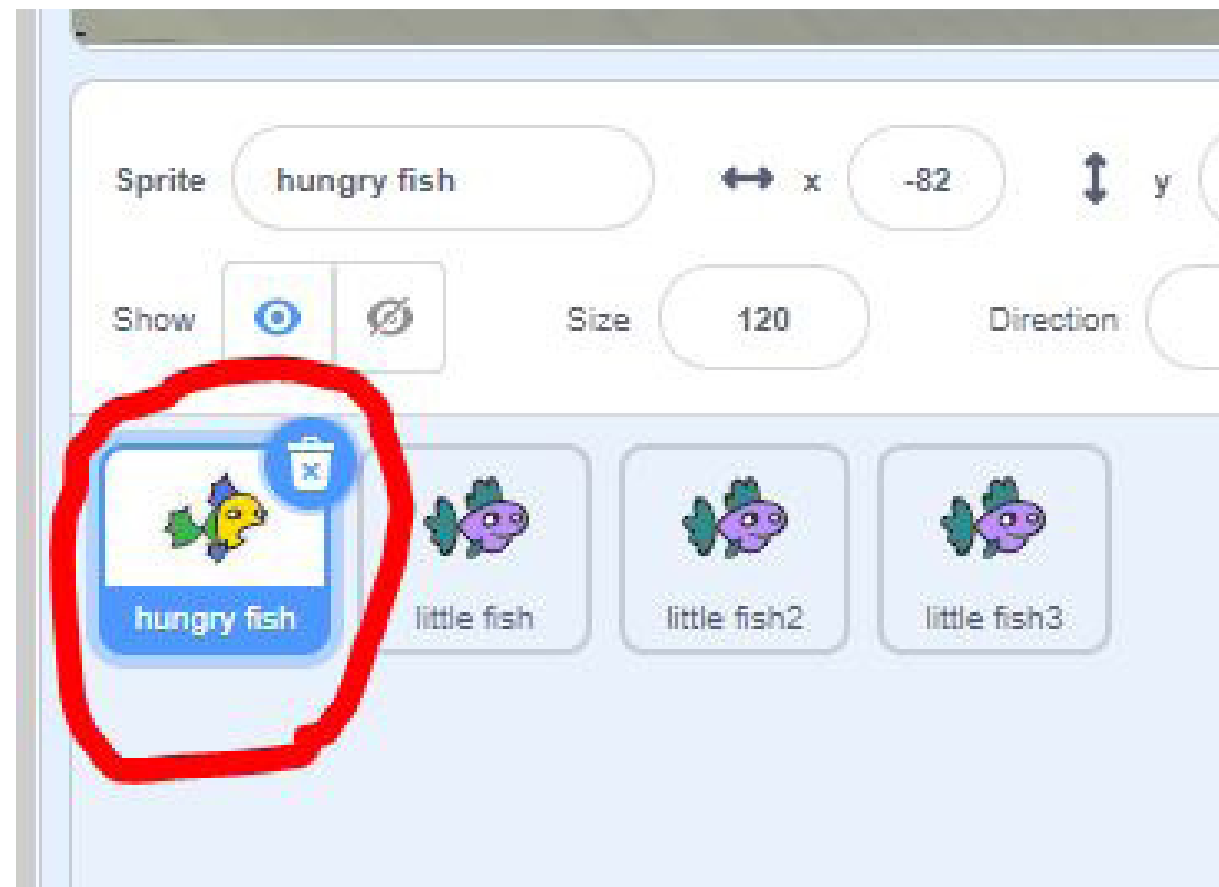
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Tap on the little fish sprites, and examine the block sequences attached to these. Understand that the exact same block sequence attached to these little fishes. Also understand that, when purple color (the body of the little fishes) touch the yellow color (the body of the big fish), the little fishes broadcast a message, “got-me”.



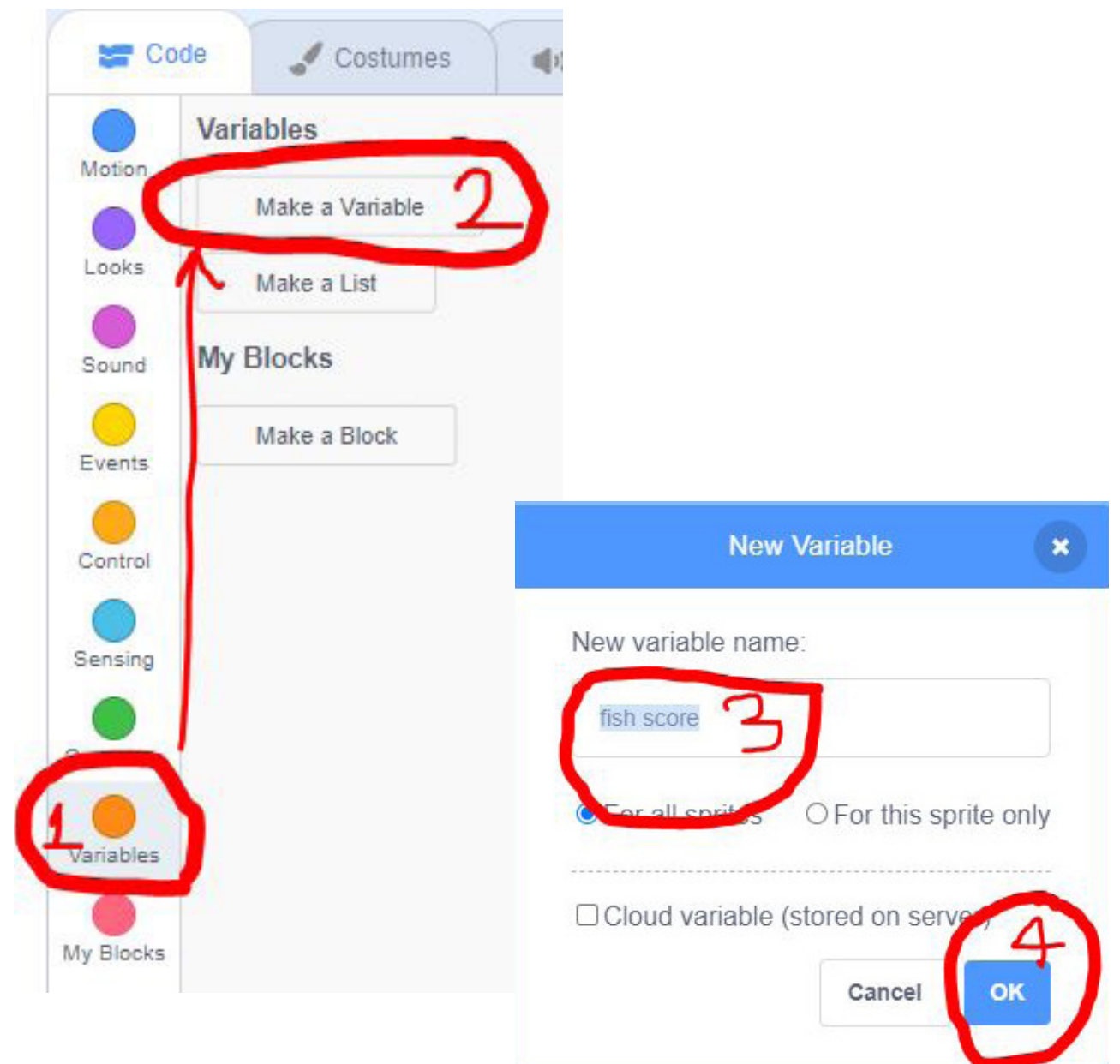
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Tap on the sprite for the big fish to take another look at the blocks attached to hungry fish sprite. This sprite is called "hungry fish".



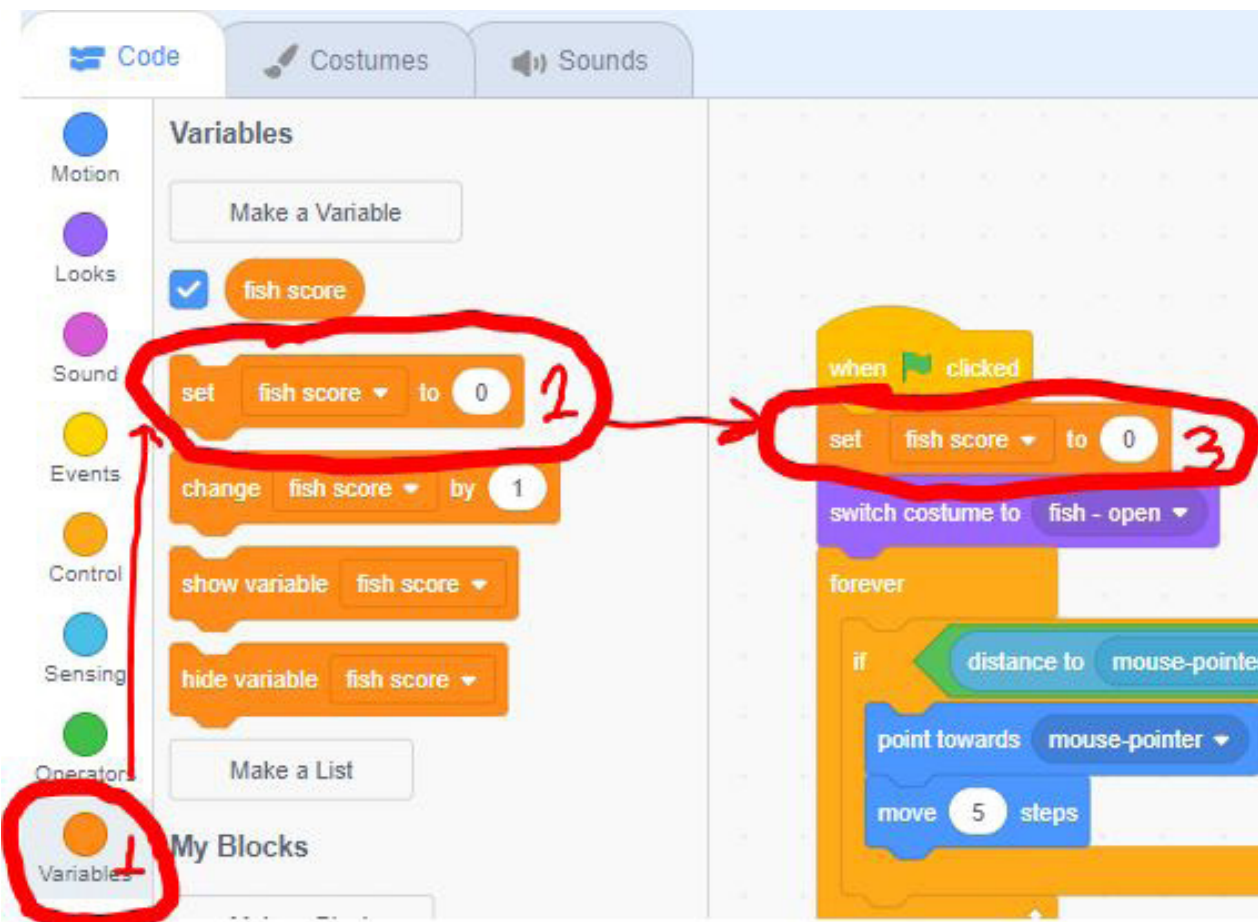
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(1) Tap on "Variable" block category,
(2) tap on "Make a Variable" button,
(3) name the variable, and (4) tap OK to create your variable.



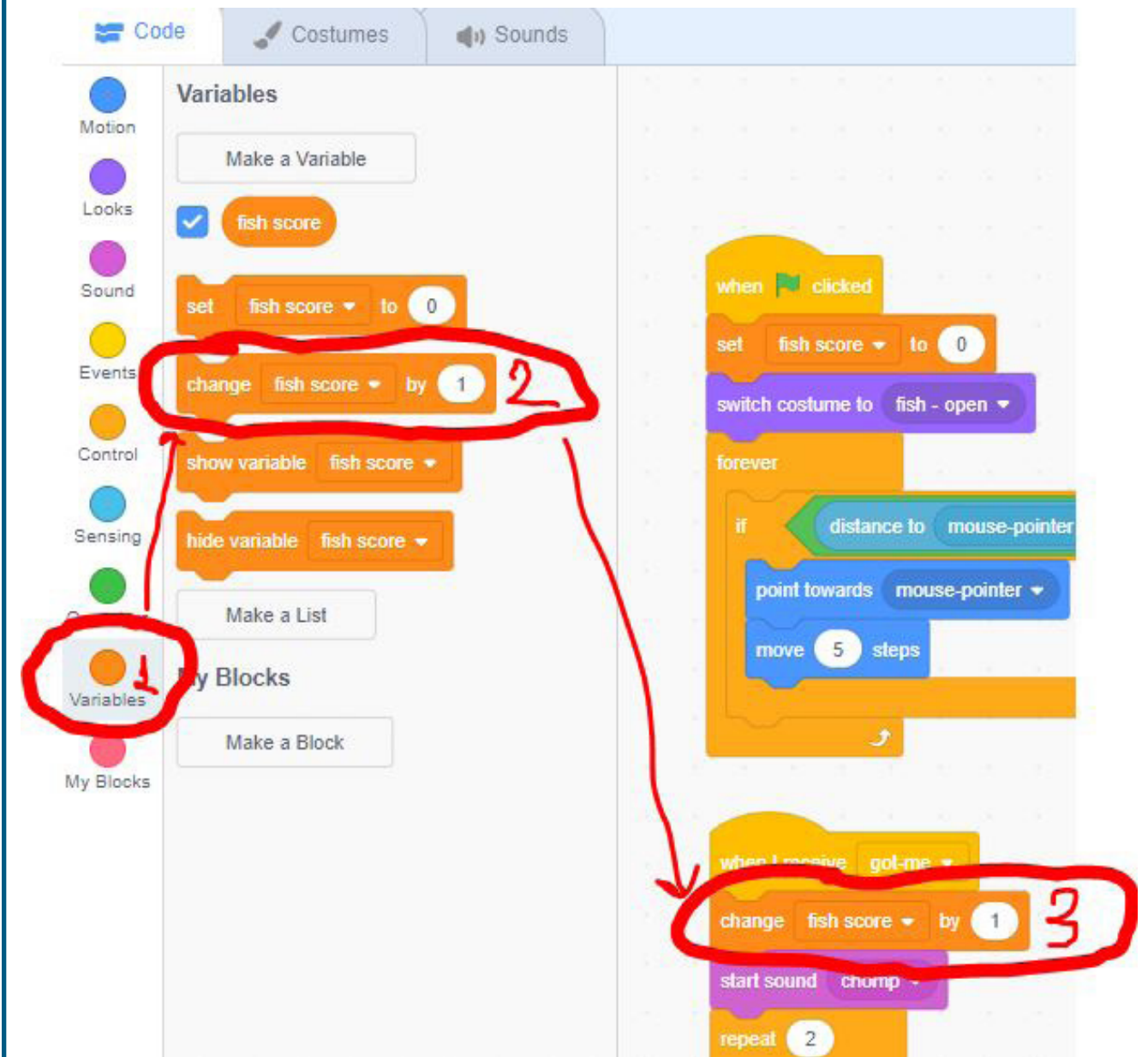
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- (1) In the same Variable block category,
- (2) grab "set fish score to 0" block, and
- (3) drag and drop it right under "when green flag clicked" block.



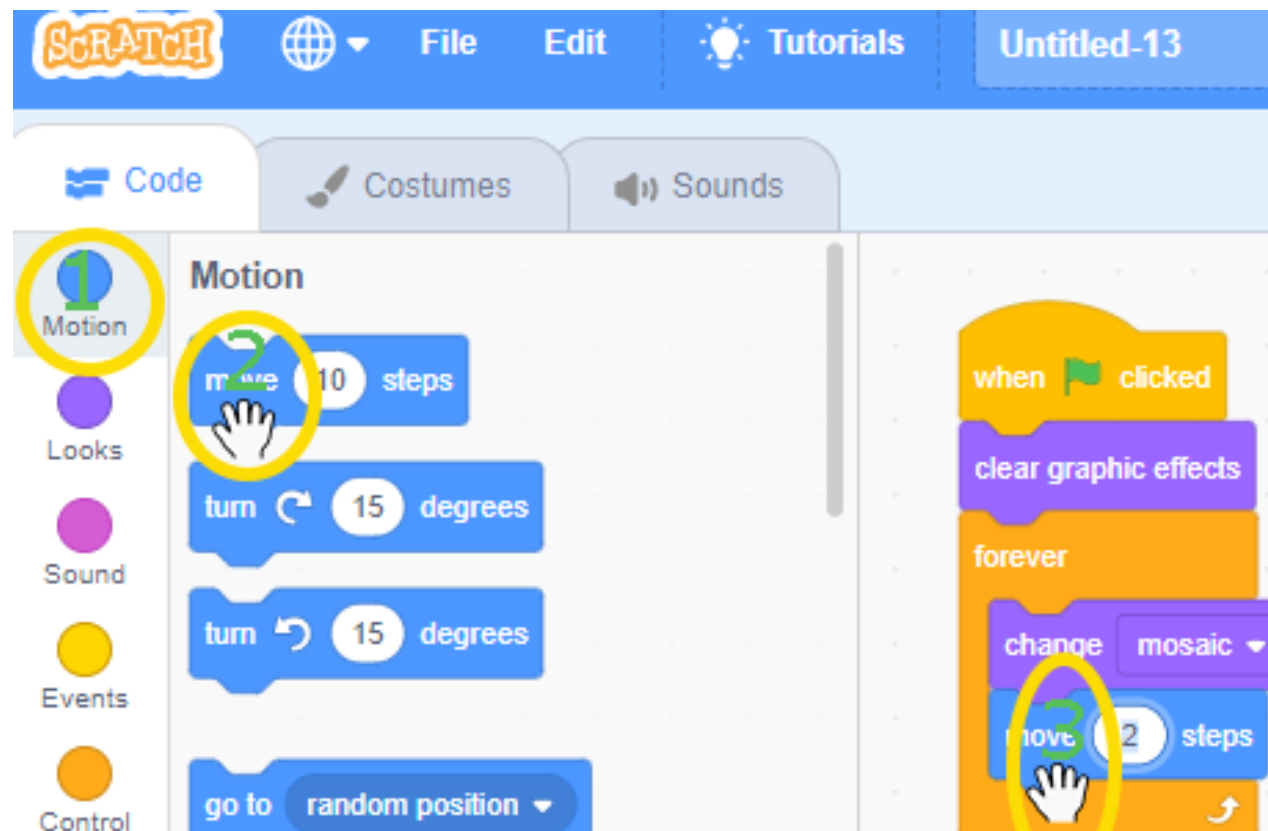
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- (1) In the same "Variables" category,
- (2) grab "change fish score by 1" block,
- (3) drag and drop it right after "when I receive got-me" block.



15

Tap on "Motion" Scratch Block category on the left, grab the "Move 10 steps" Scratch Block and drag it to just below the "Change mosaic by 25" Scratch Block, and tap on the number "10" and change it to "2".



16

Grab the "if on edge, bounce" Scratch Block and drag it to just below the "move 2 steps" Scratch Block, and let go.

