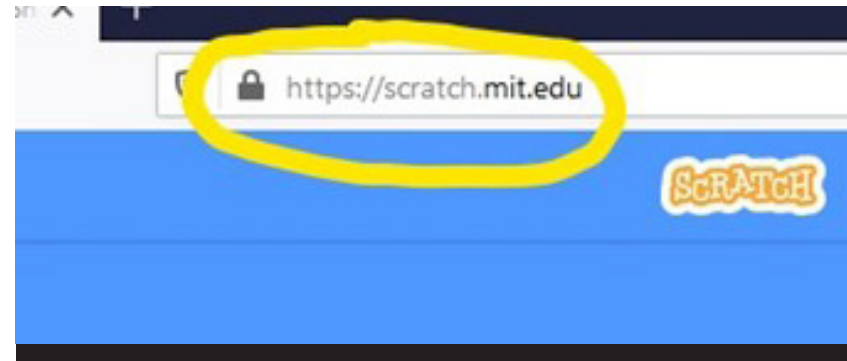


Cloning



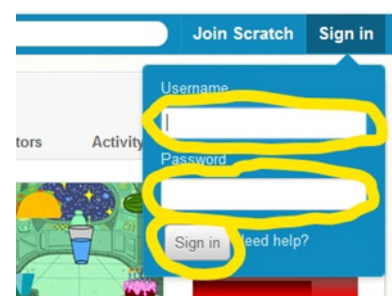
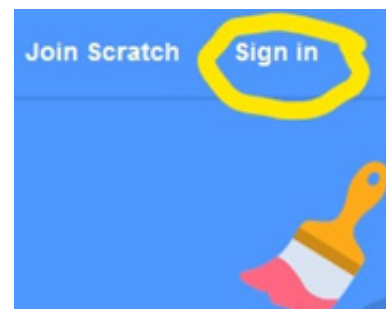
1

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



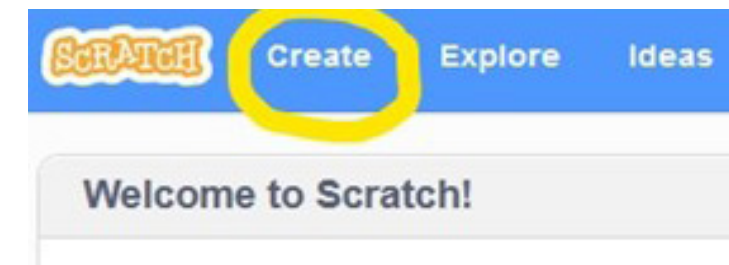
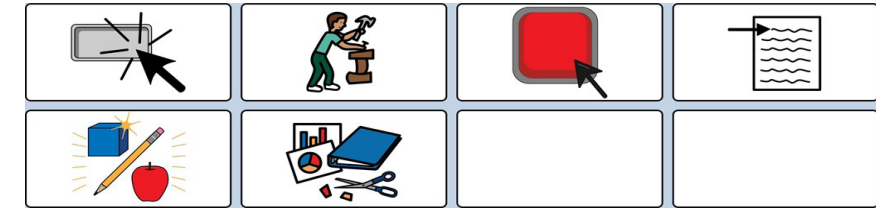
2

Sign into your account.



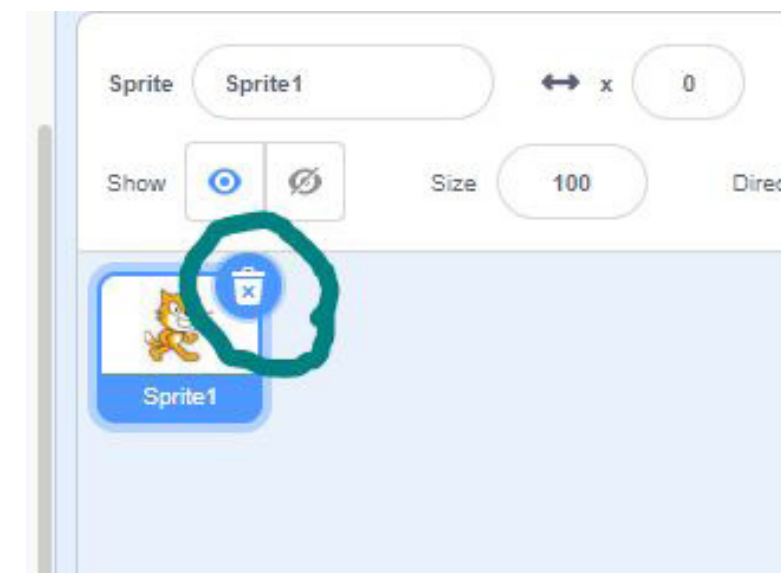
3

Click "create" button to start new project.



4

Tap on "trash" icon on the top left corner of the "Cat" sprite/character to delete this sprite.



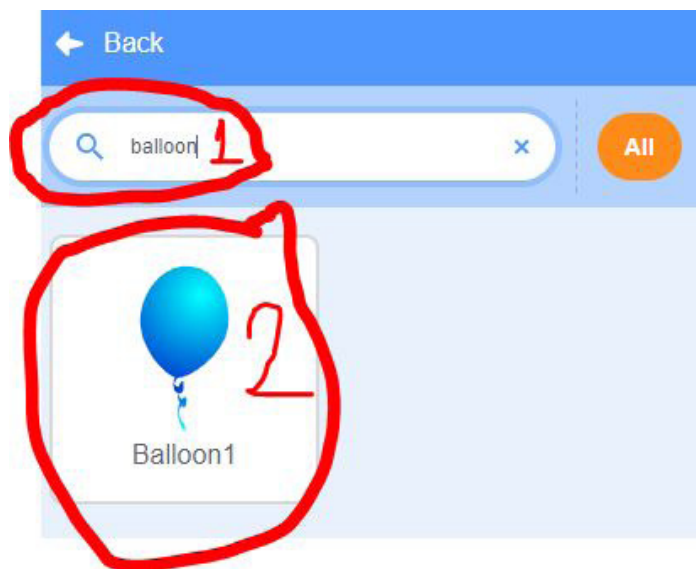
5

Mover over to the “cat” icon on the bottom left corner of the Sprite panel to choose a new sprite.



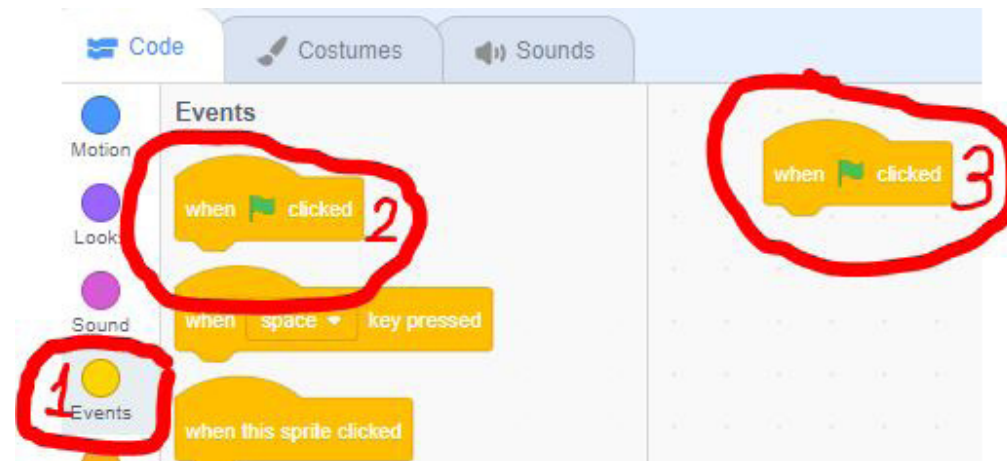
6

1) Type “balloon” in the search box, and
(2) choose the “Balloon1” sprite



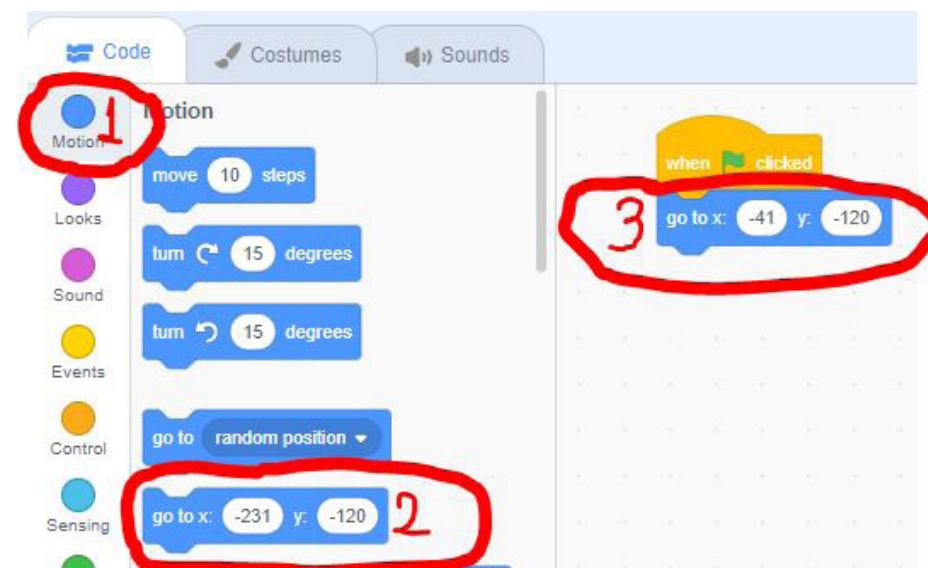
7

(1) choose “Events” category,
(2) grab “when the green flag clicked” block, and
(3) drag and drop it into the scripting area



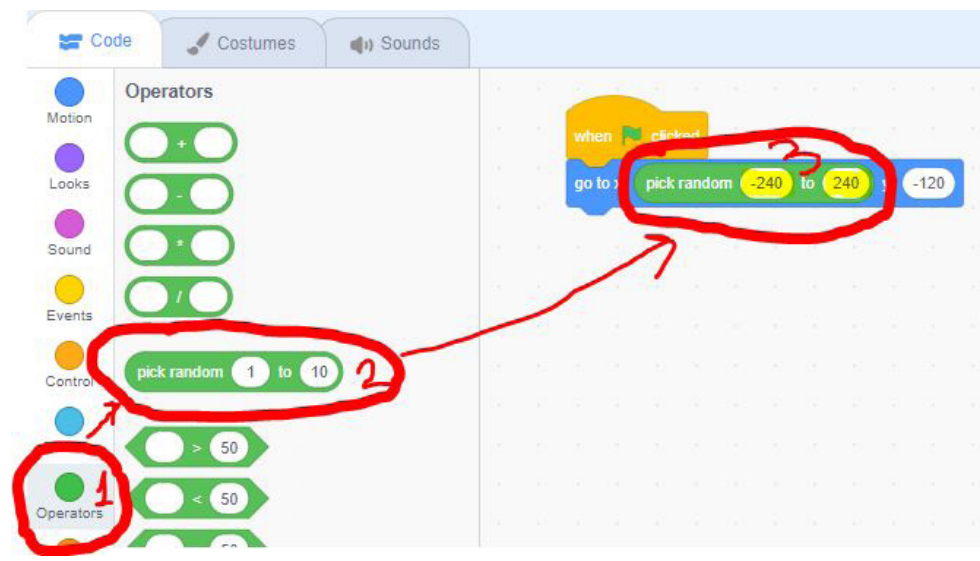
8

(1) choose “Motion” category,
(2) grab “go to x: and y: ” block, and
(3) drag and drop it under “when green flag clicked” block and set the y value to “-120”.



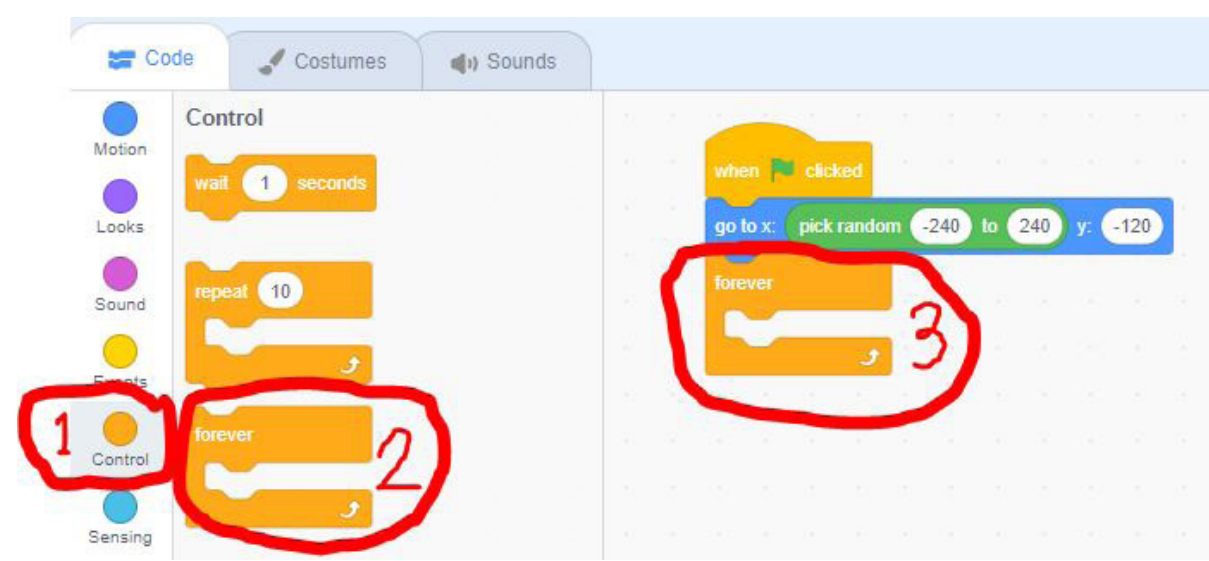
9

- (1) choose "Operators" category,
- (2) grab "pick random 1 to 10" block, and
- (3) drag and drop it in place of the "x" value, and change the random value range from "-240" to "240".



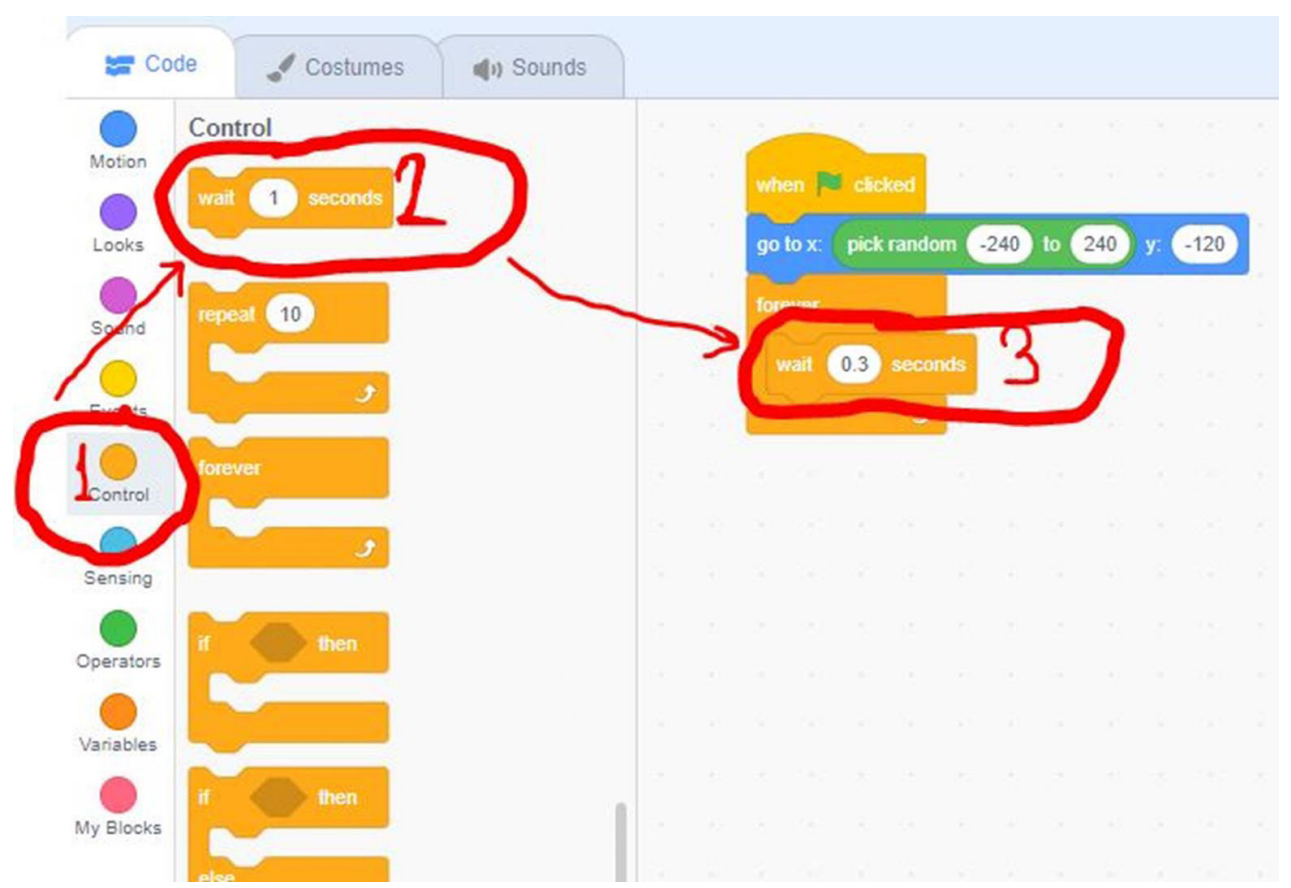
10

- (1) choose "Control" category,
- (2) grab "forever" block, and
- (3) drag and drop it under "go to x: y: " block.



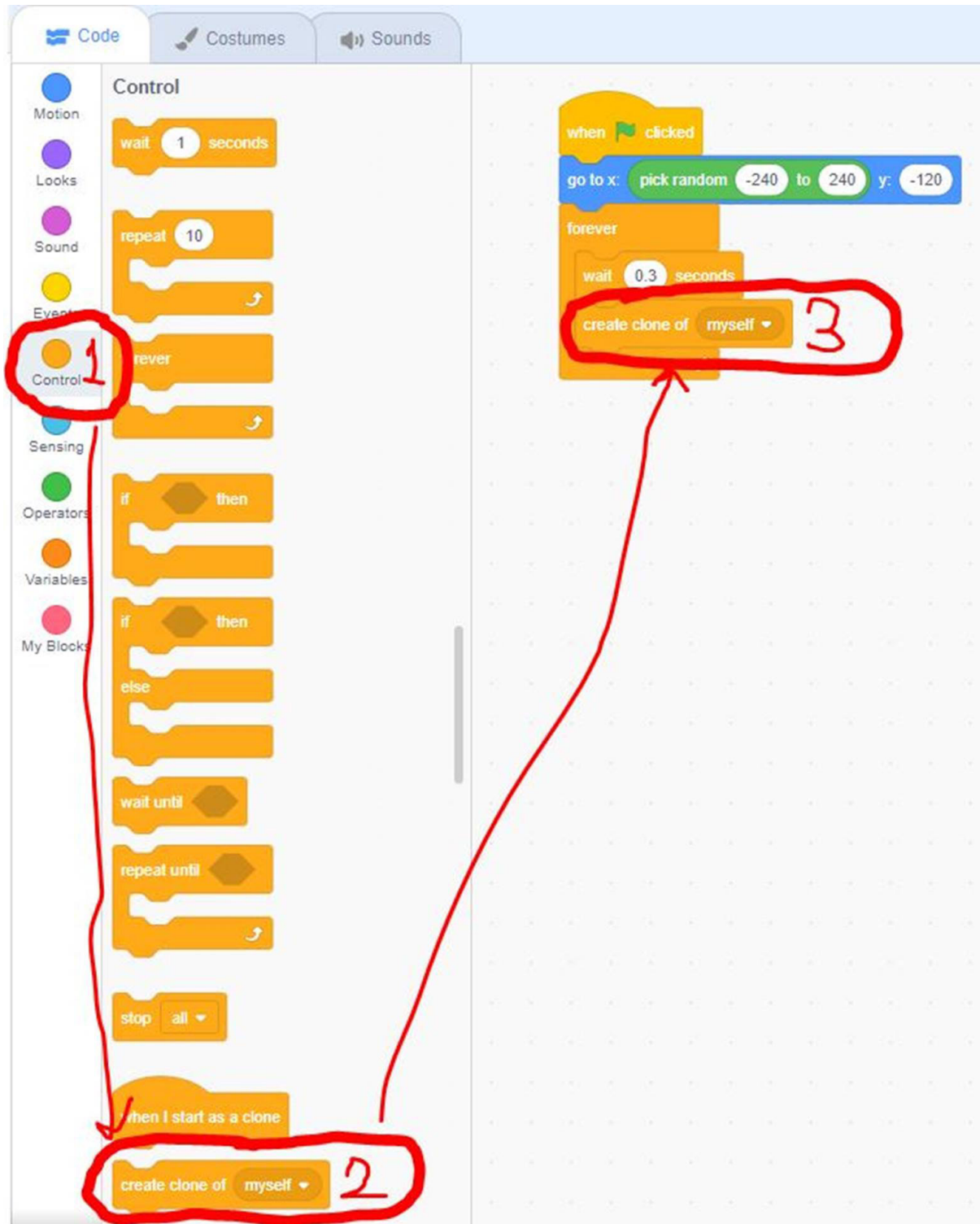
11

- (1) In the "Control" category,
- (2) grab "wait 1 seconds" block, and
- (3) drag and drop it inside the "forever" block and change the time value to whatever you want.



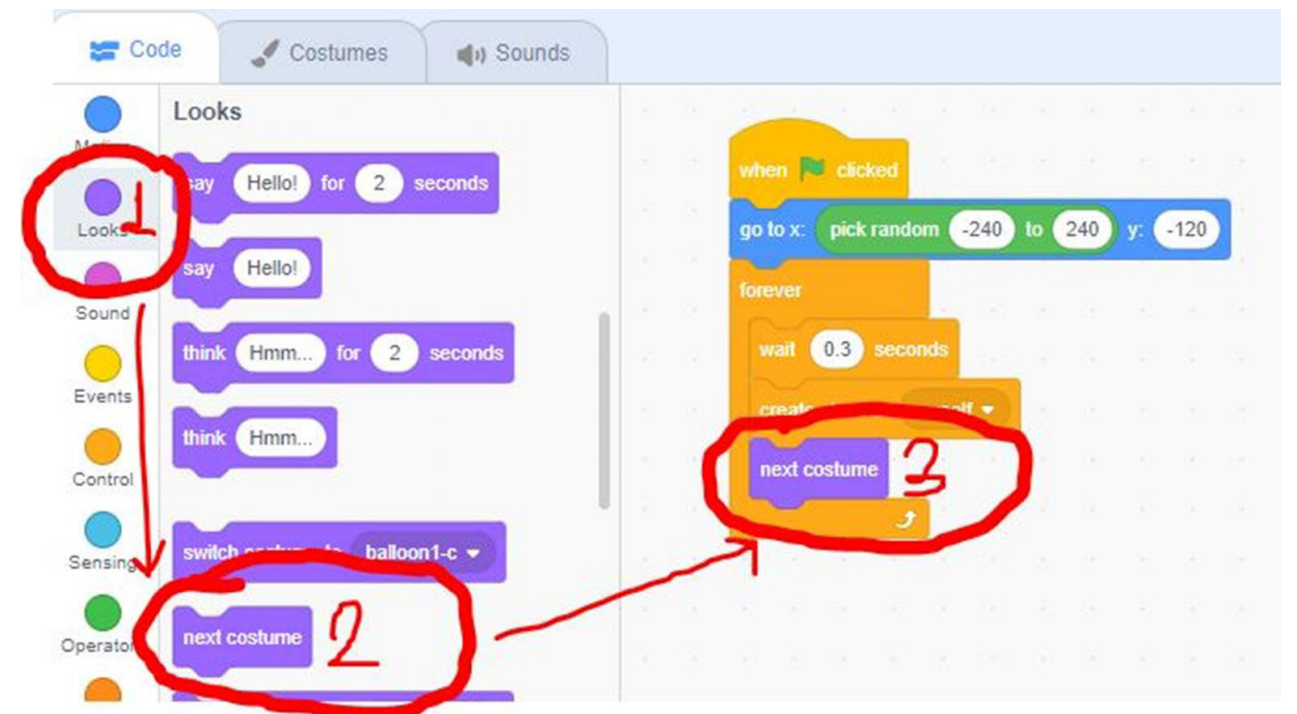
12

- (1) In the "Control" category,
- (2) grab "create clone of myself" block, and
- (3) drag and drop it under "wait 0.5 seconds" block



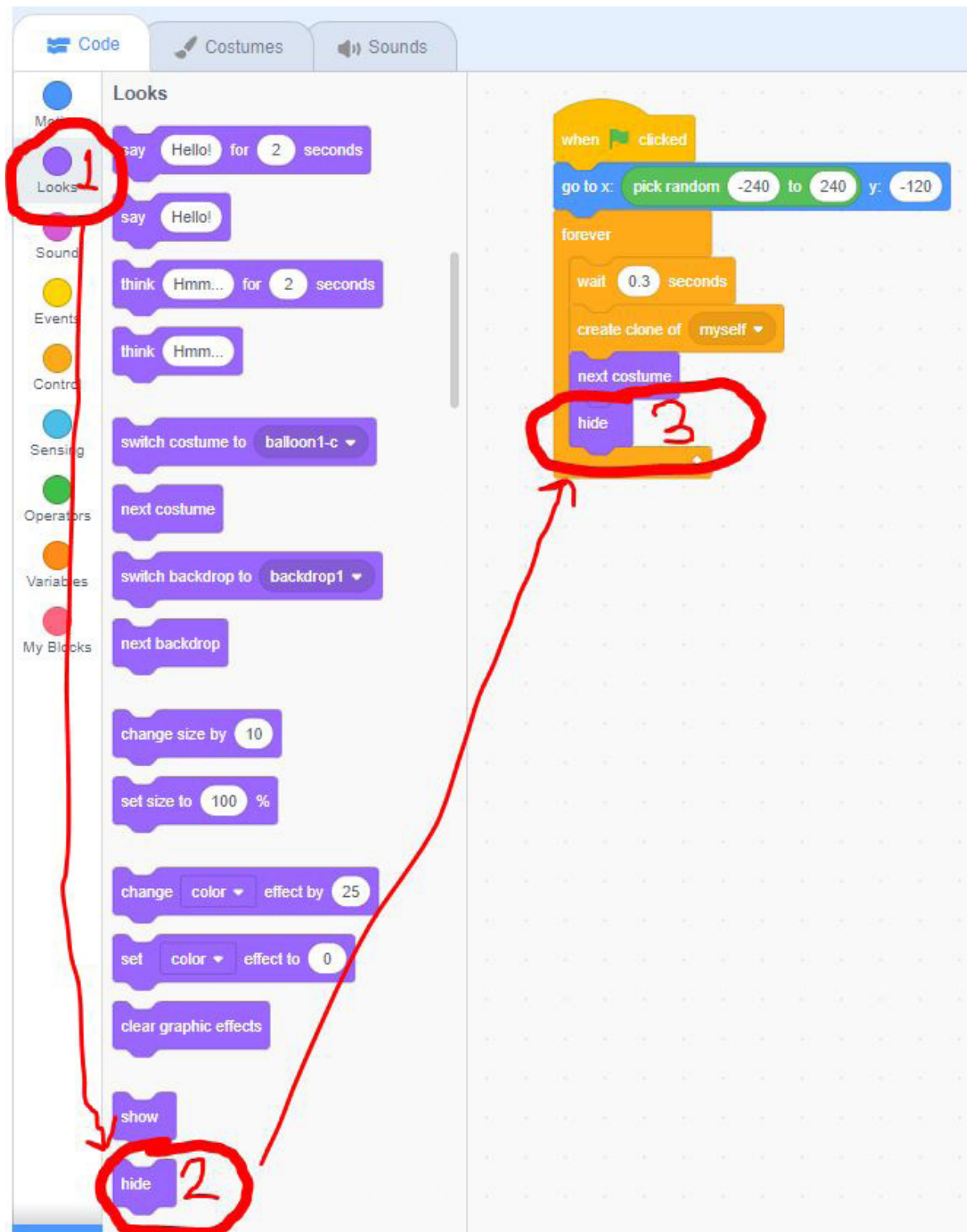
13

- (1) choose "Looks" category,
- (2) grab "next costume" block, and
- (3) drag and drop it under "create clone of myself" block.



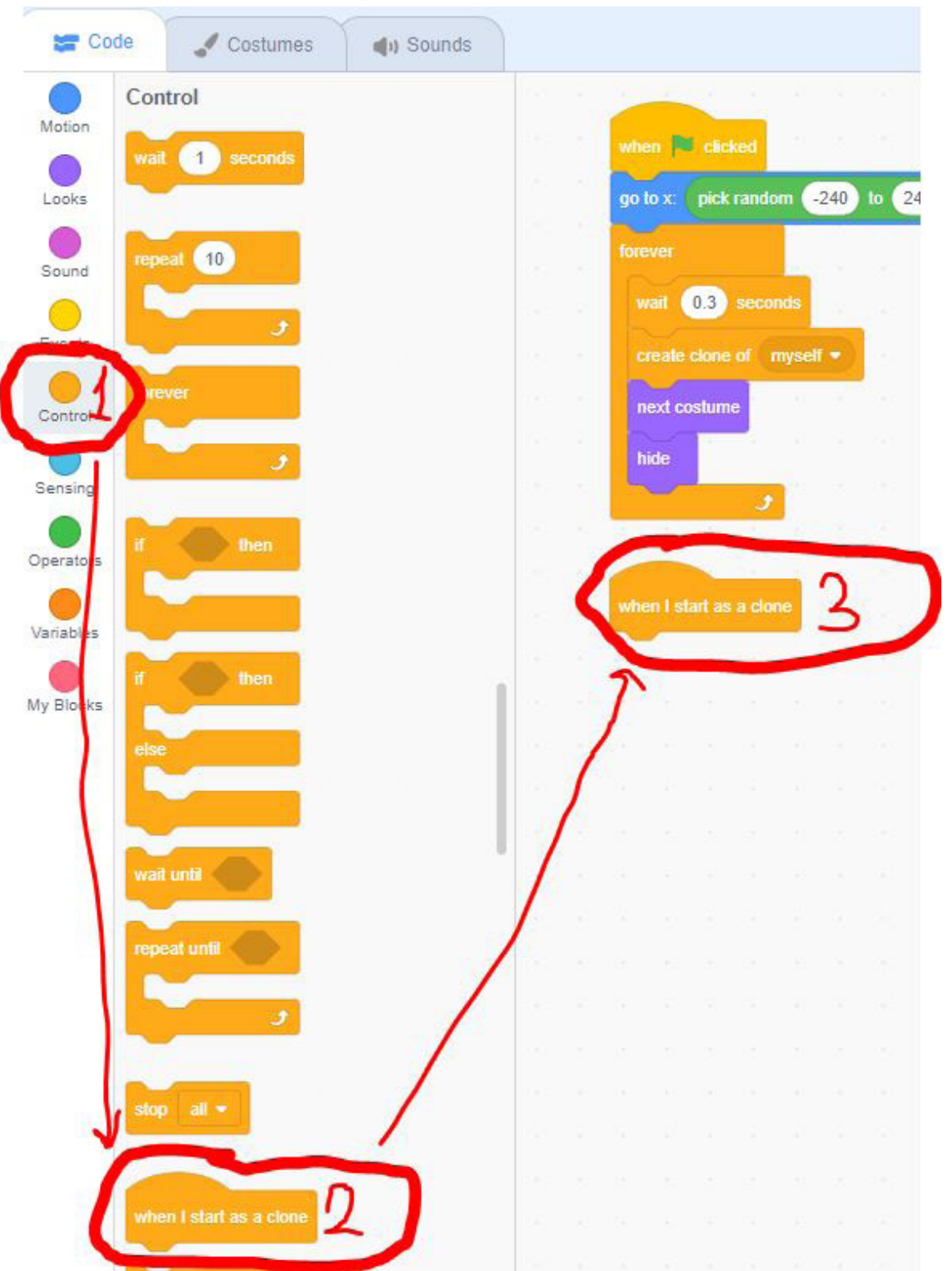
14

- (1) In the "Looks" category,
- (2) grab "hide" block, and
- (3) drag and drop it under "next costume" block.



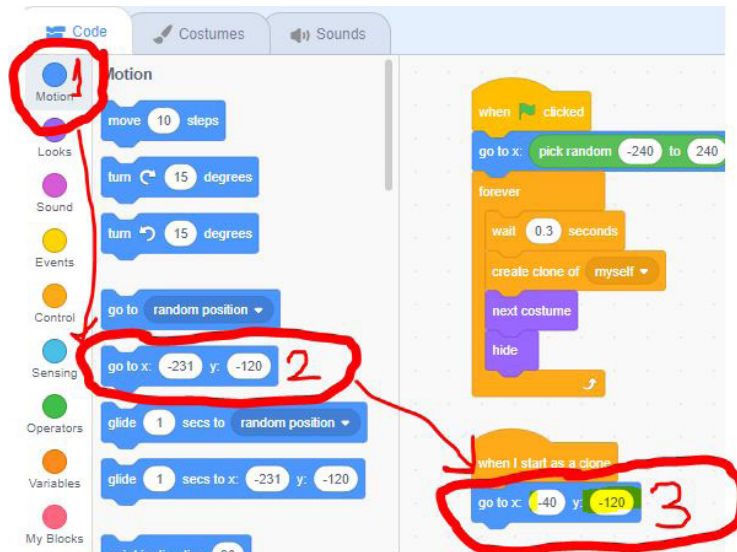
15

- (1) Choose "Control" category,
- (2) grab "when I start as a clone" block, and
- (3) drag and drop it into the scripting area.



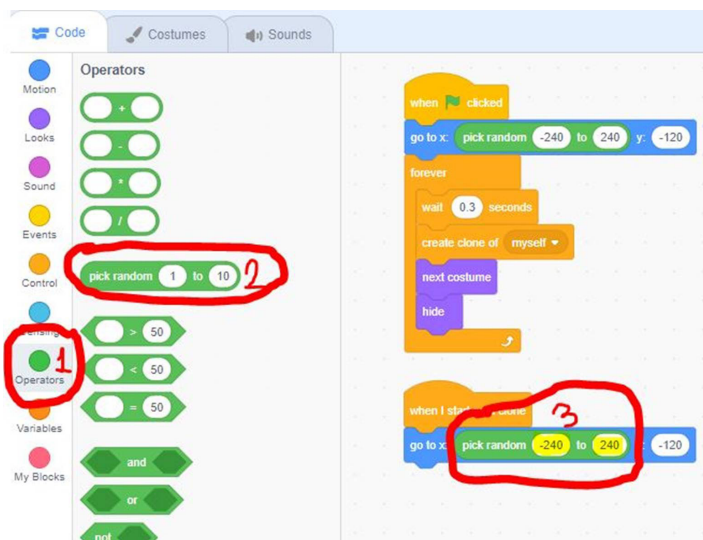
16

- (1) choose "Motion" category,
- (2) grab "go to x: and y: " block, and
- (3) drag and drop it under "when green flag clicked" block and set the y value to "-120".



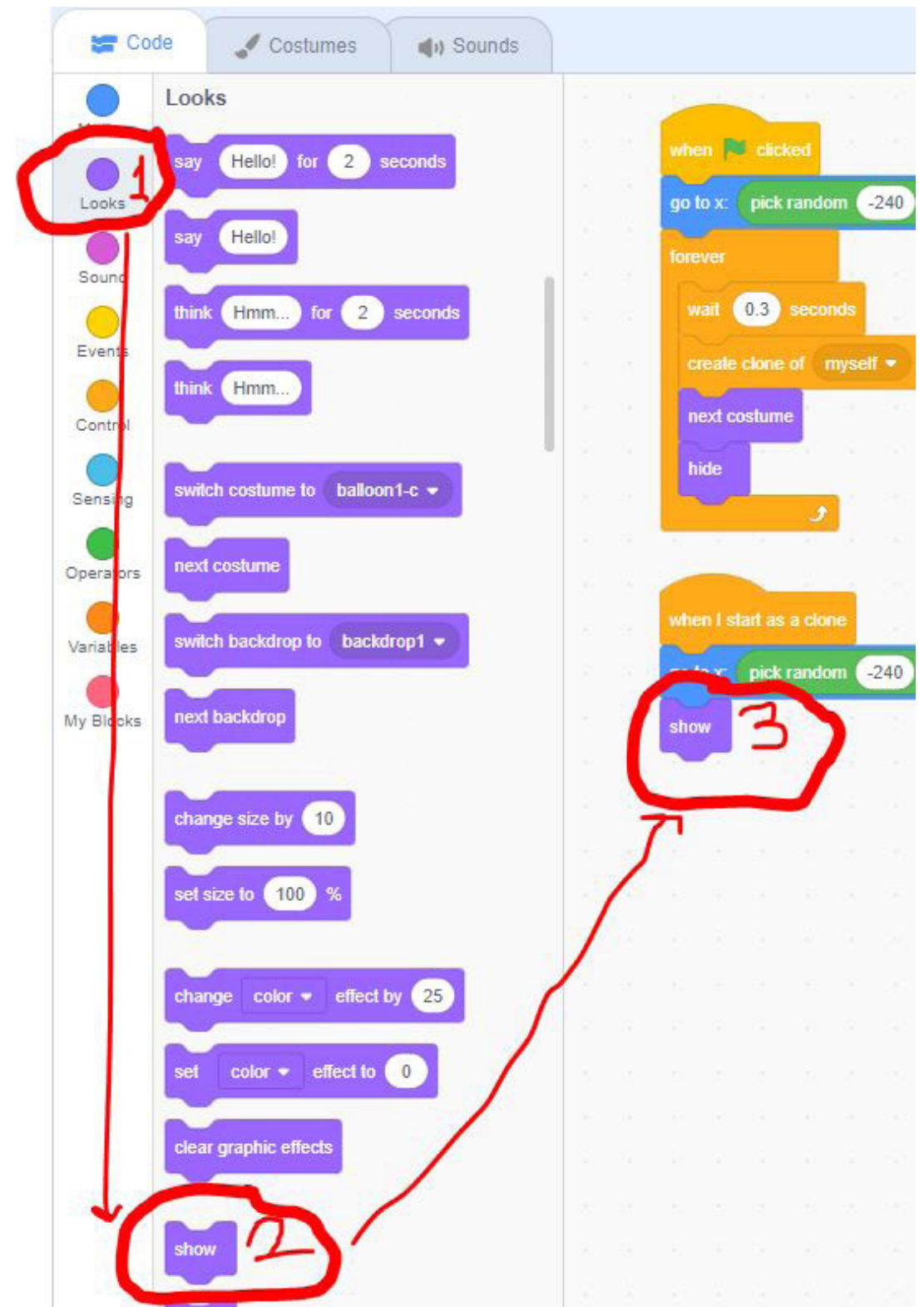
17

- (1) choose "Operators" category,
- (2) grab "pick random 1 to 10" block, and
- (3) drag and drop it in place of the "x" value, and change the random value range from "-240" to "240".



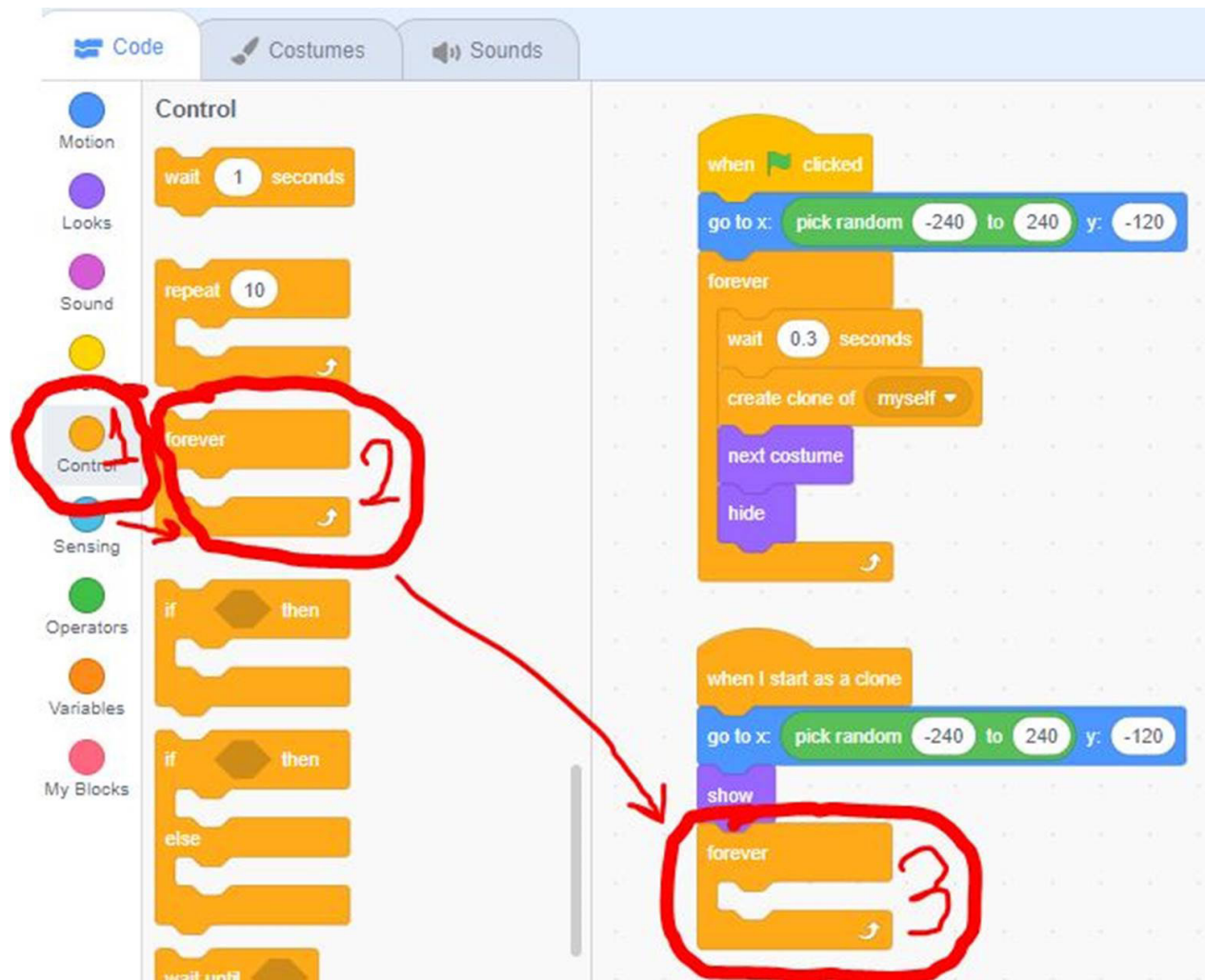
18

- (1) In the "Looks" category,
- (2) grab "show" block, and
- (3) drag and drop it under "next costume" block.



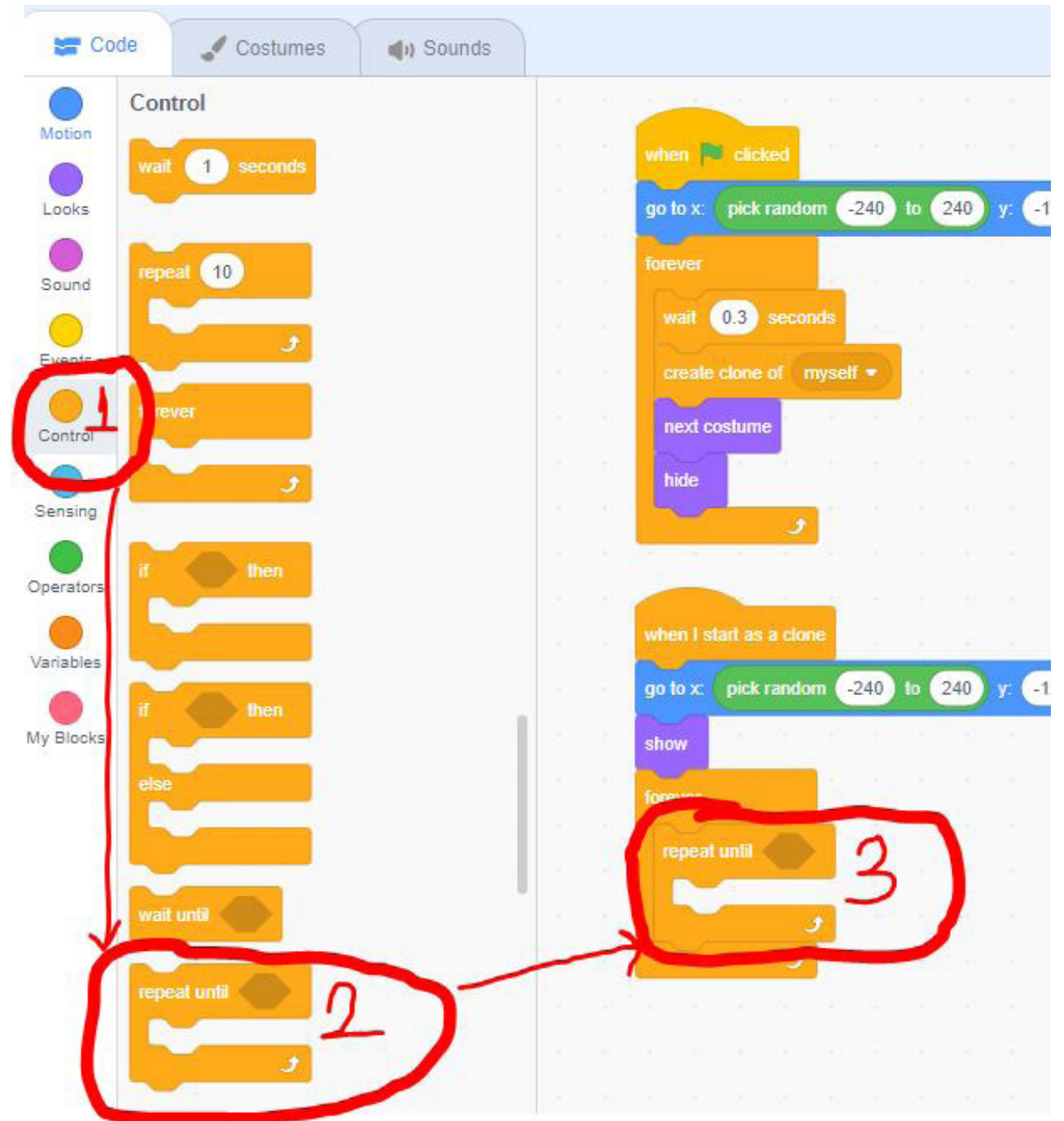
19

- (1) choose "Control" category,
- (2) grab "forever" block, and
- (3) drag and drop it under "go to x: y: " block.



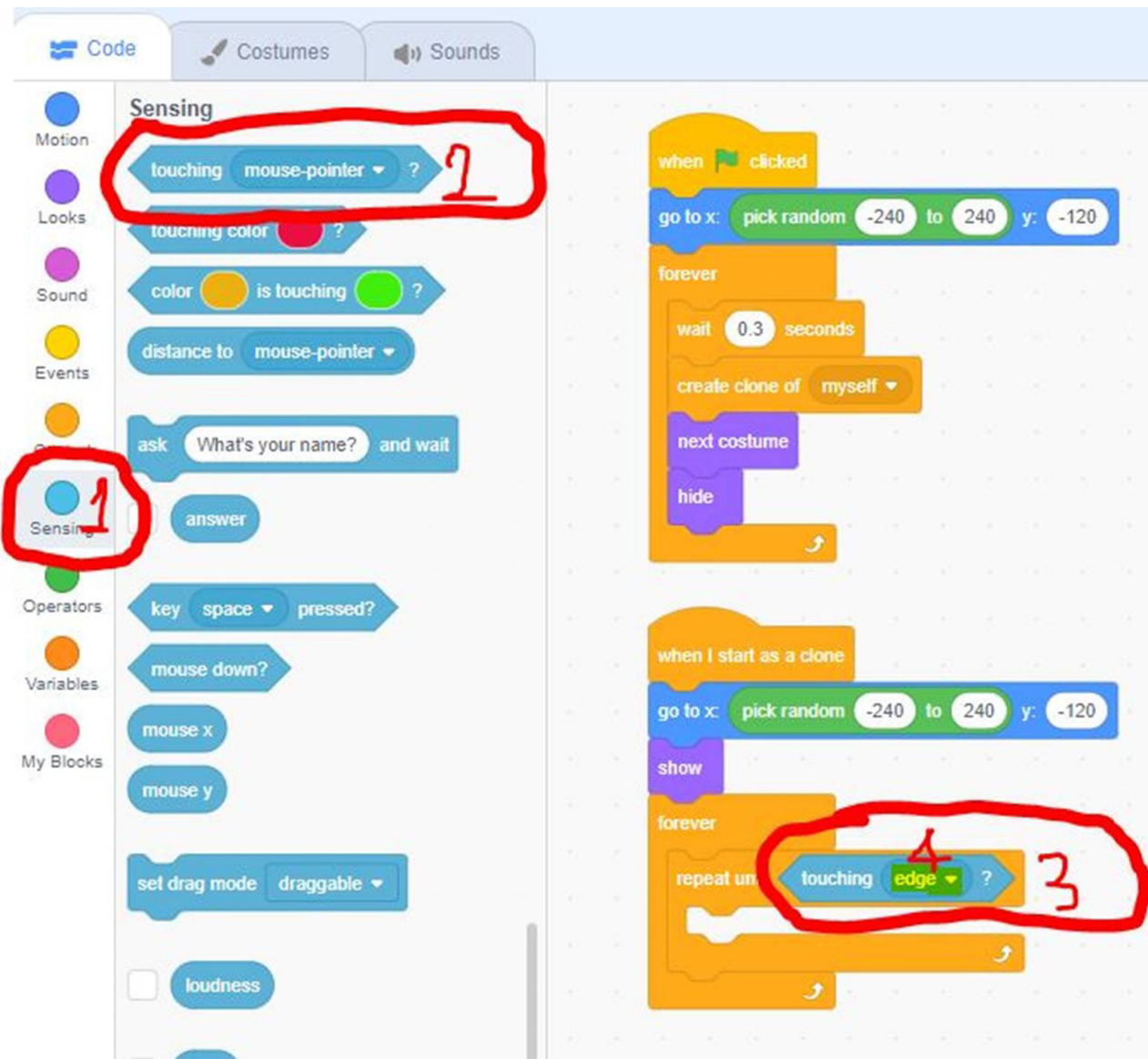
20

- (1) In the "Control" category,
- (2) grab "repeat until" block, and
- (3) drag and drop it inside the "forever" block.



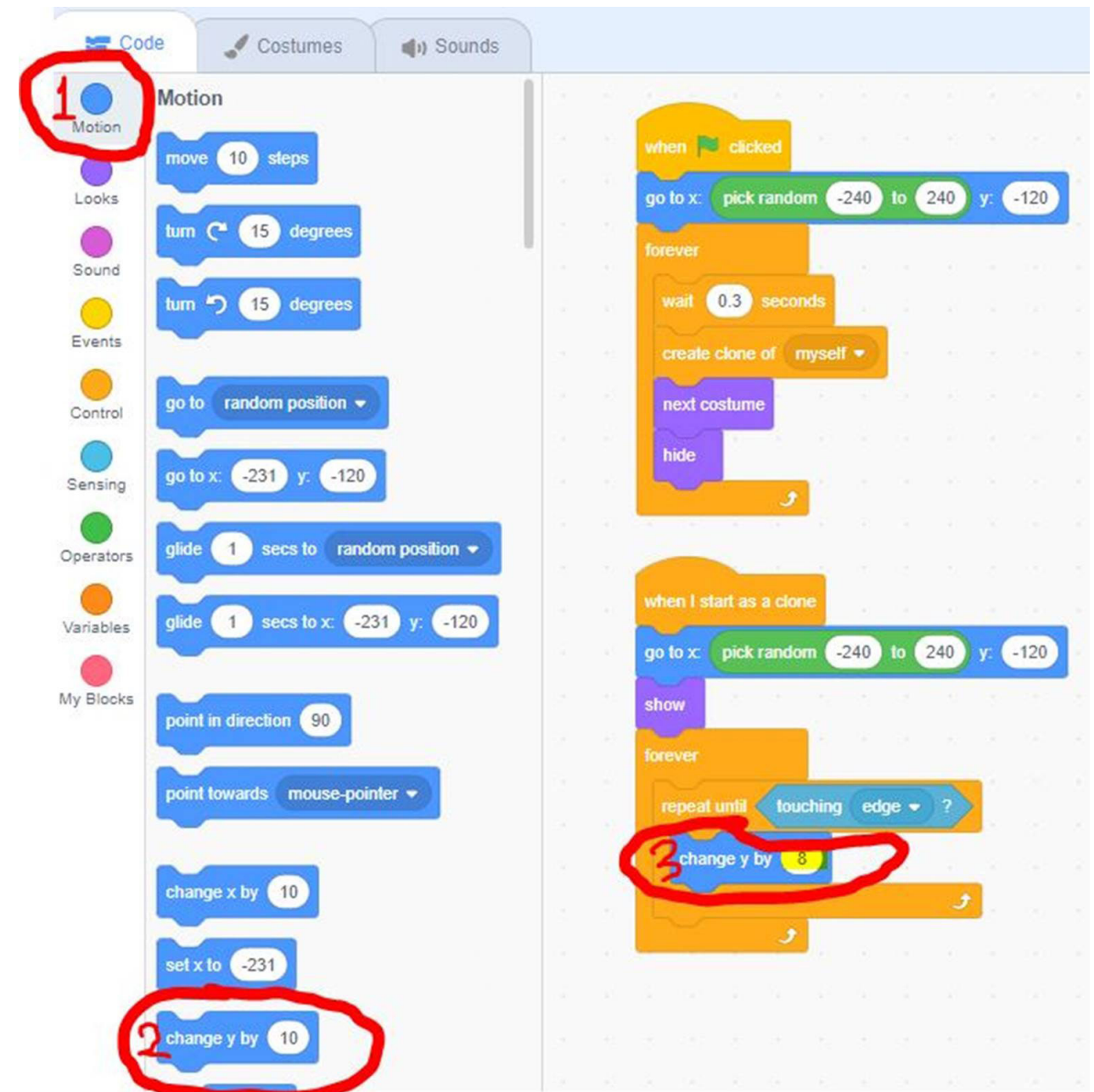
21

- (1) choose "Sensing" category,
- (2) grab "touching mouse-pointer" block,
- (3) drag and drop it inside "repeat until" block, and
- (4) change the drop-down menu option from "mouse-pointer" to "edge".



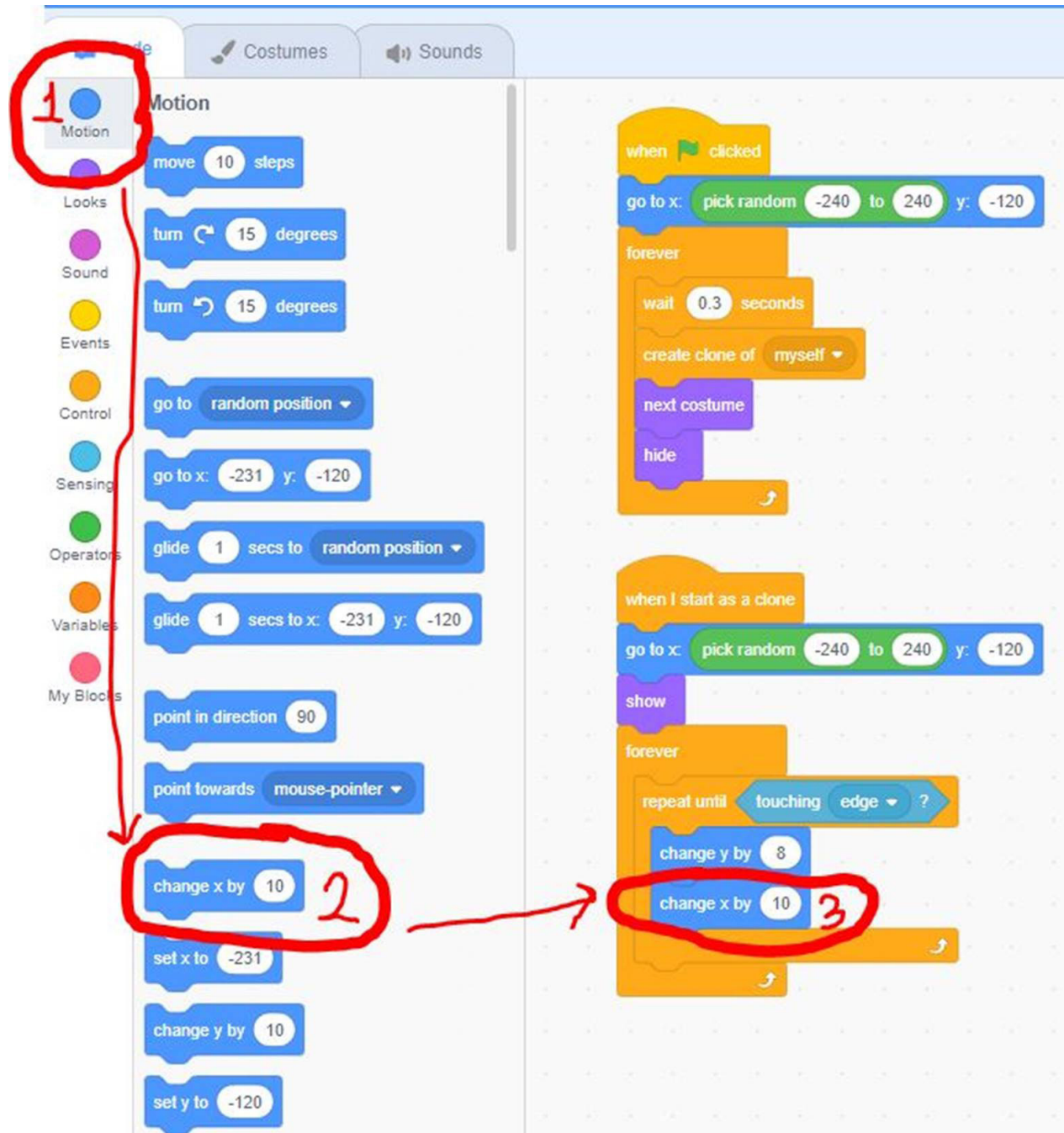
22

- (1) In the "Motion" category,
- (2) grab "change y by 10" block, and
- (3) drag and drop it inside "repeat until" block.



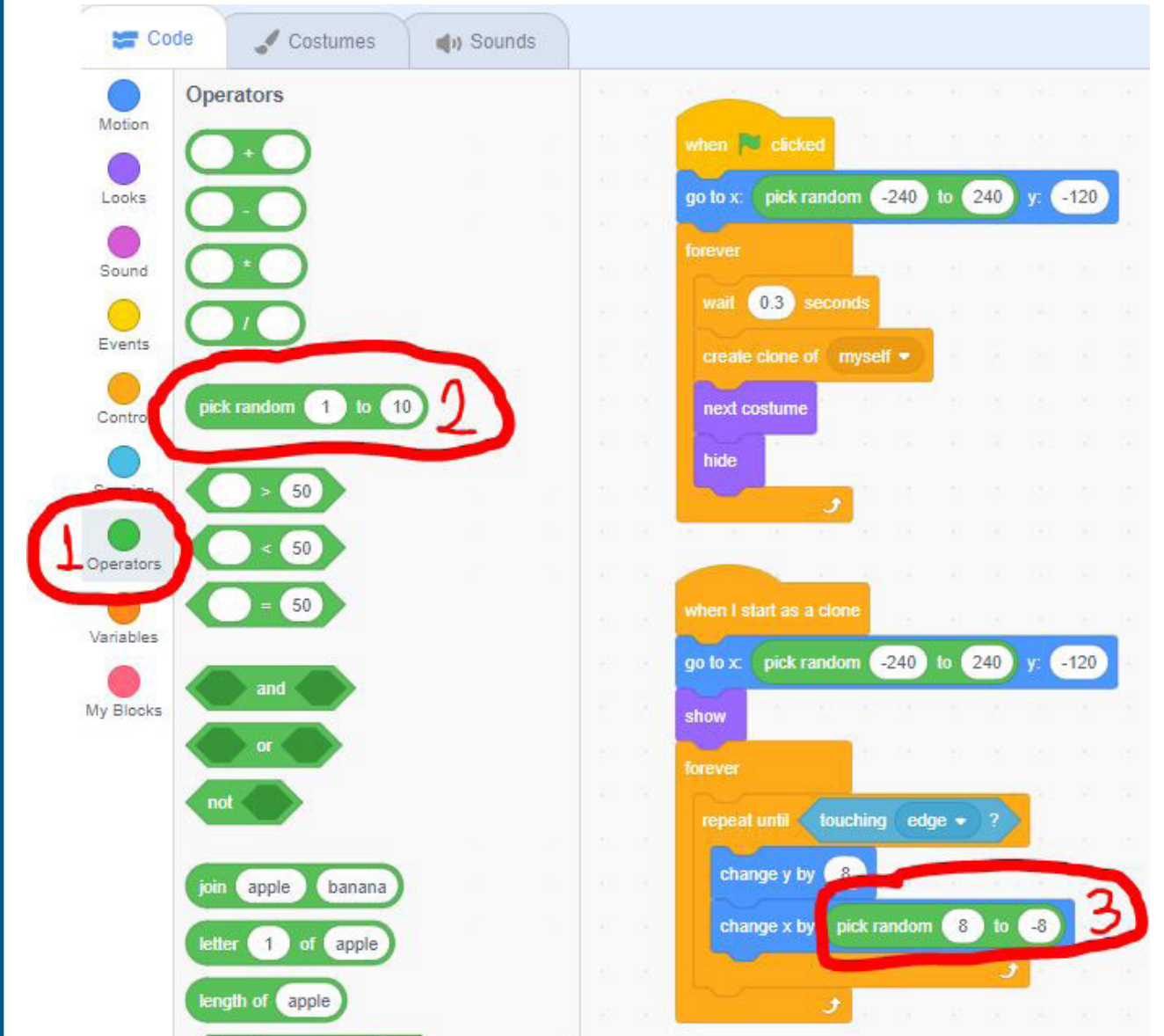
23

- (1) In the "Motion" category,
- (2) grab "change x by 10" block, and
- (3) drag and drop it under "change y by 8" block.



24

- (1) In the "Operators" category,
- (2) grab "pick random 1 to 10" block, and
- (3) drag and drop it in place of the value for the "change x by" block.



25

- (1) Choose "Control" category,
- (2) grab "delete this clone" block, and
- (3) drag and drop it under "repeat until" block.

