Extension

1
Go to the Scratch at https://scratch.mit.edu/

http://scratch.mit.edu

https://scratch.mit.edu
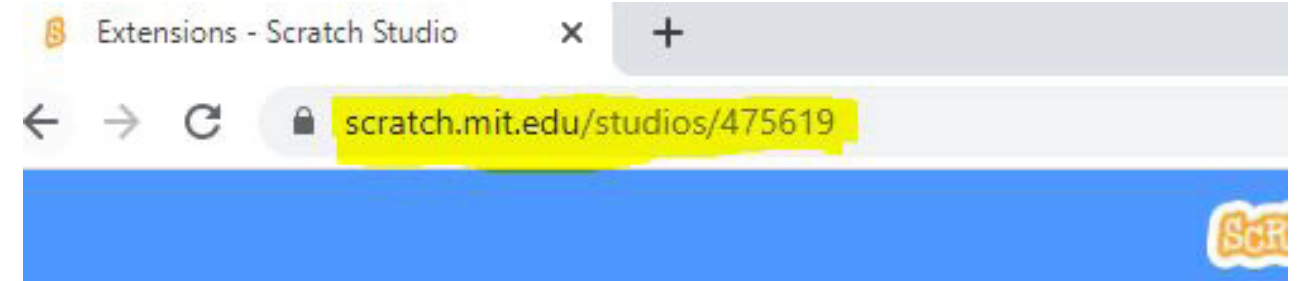
SCRATCH

2
Sign into your account.

Join Scratch   Sign in

Join Scratch   Sign in

Username

Password

Sign in   Need help?
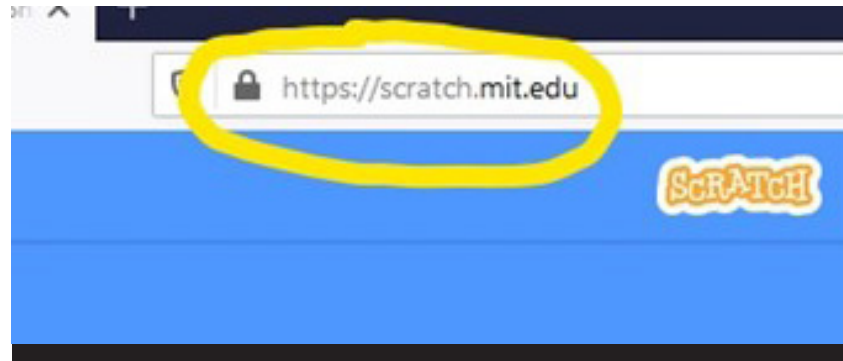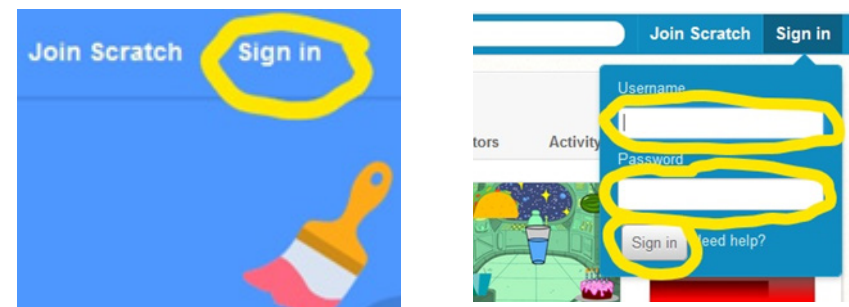
3
Go to the Extensions studio at: http://scratch.mit.edu/studios/475619.

Extensions - Scratch Studio   ×   +

scratch.mit.edu/studios/475619

4
Tap on one of the projects to extend and reimagine.

Projects

START

RESTART

Multiplayer
ScratchEdTeam

Menu
ScratchEdTeam

Restart
ScratchEdTeam

Mouse
ScratchEdTeam

Rewards
karenb

Timer
karenb

Enemies
karenb

Levels
karenb

Score
karenb
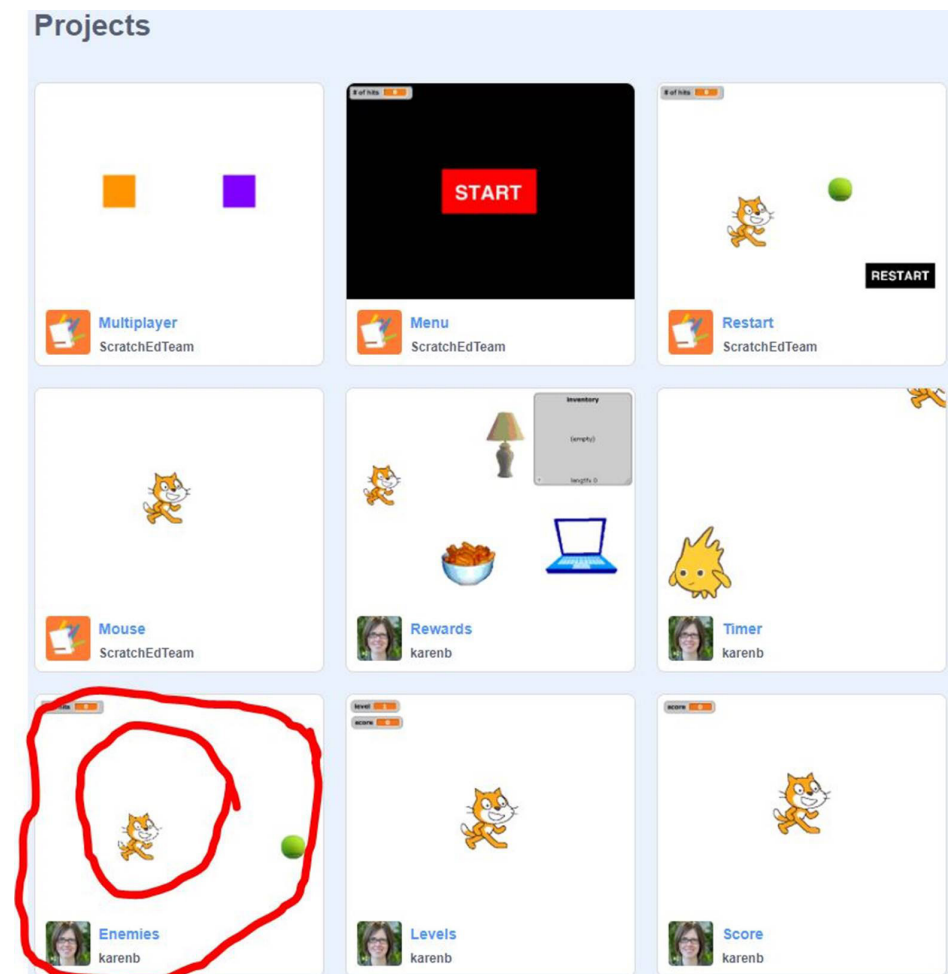
**5** **(1) Read notes and credits to understand what the project does, and (2) tap on remix to start extending the project.**

Enemies
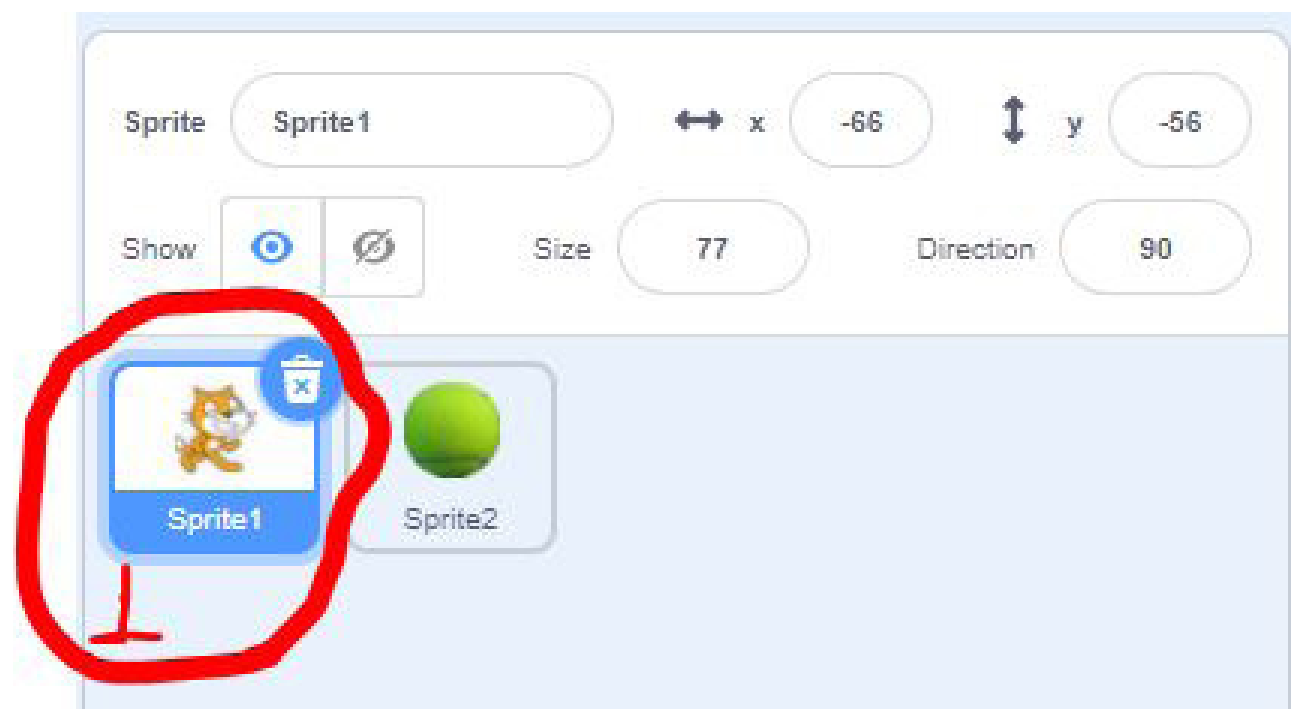by karenb

Notes and Credits

A very basic project that demonstrates how to add an enemy.

Help Scratch cat avoid the crazy tennis ball using the up and down arrow keys.

2 Remix   See inside
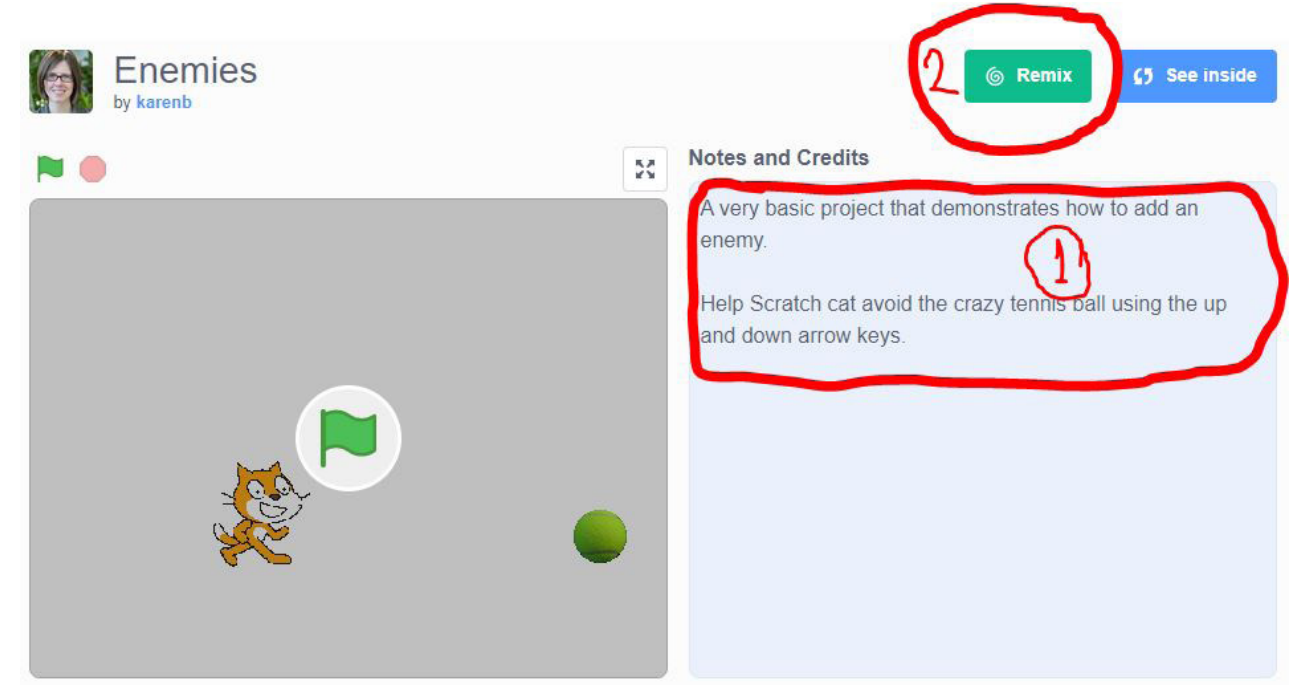
6 **Tap on the Green Flag on the top-left corner of the stage to play the project and understand how the game runs.**

# of hits   0
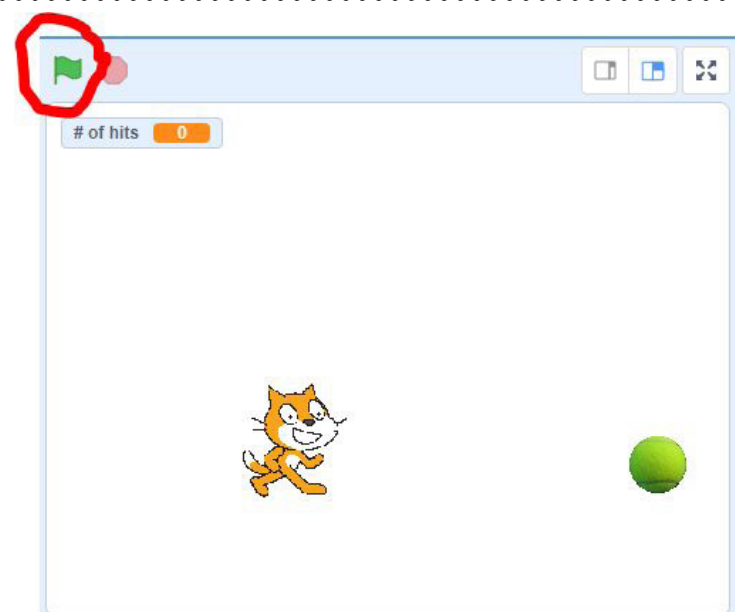
7 **(1) Tap on Sprite1 to see the block sequences attached to this sprite, and (2) understand that the seqeunces attached to this sprite moves the cat up and down upon pressing up and down arrows.**

Sprite   Sprite1   x   -66   y   -56

Show   Size   77   Direction   90

Sprite1   Sprite2

when up arrow key pressed
change y by 20

when down arrow key pressed
change y by -20

8 (1) Tap on Sprite2 to see the block sequences attached to this sprite, and (2) understand that the first set of sequence moves the ball from right side of the screen to the left and the second set of sequence keeps a score of the number of hits by increasing the "# of hits" variable by one each time the ball sprite (Sprite2) touches the cat sprite (Sprite1).
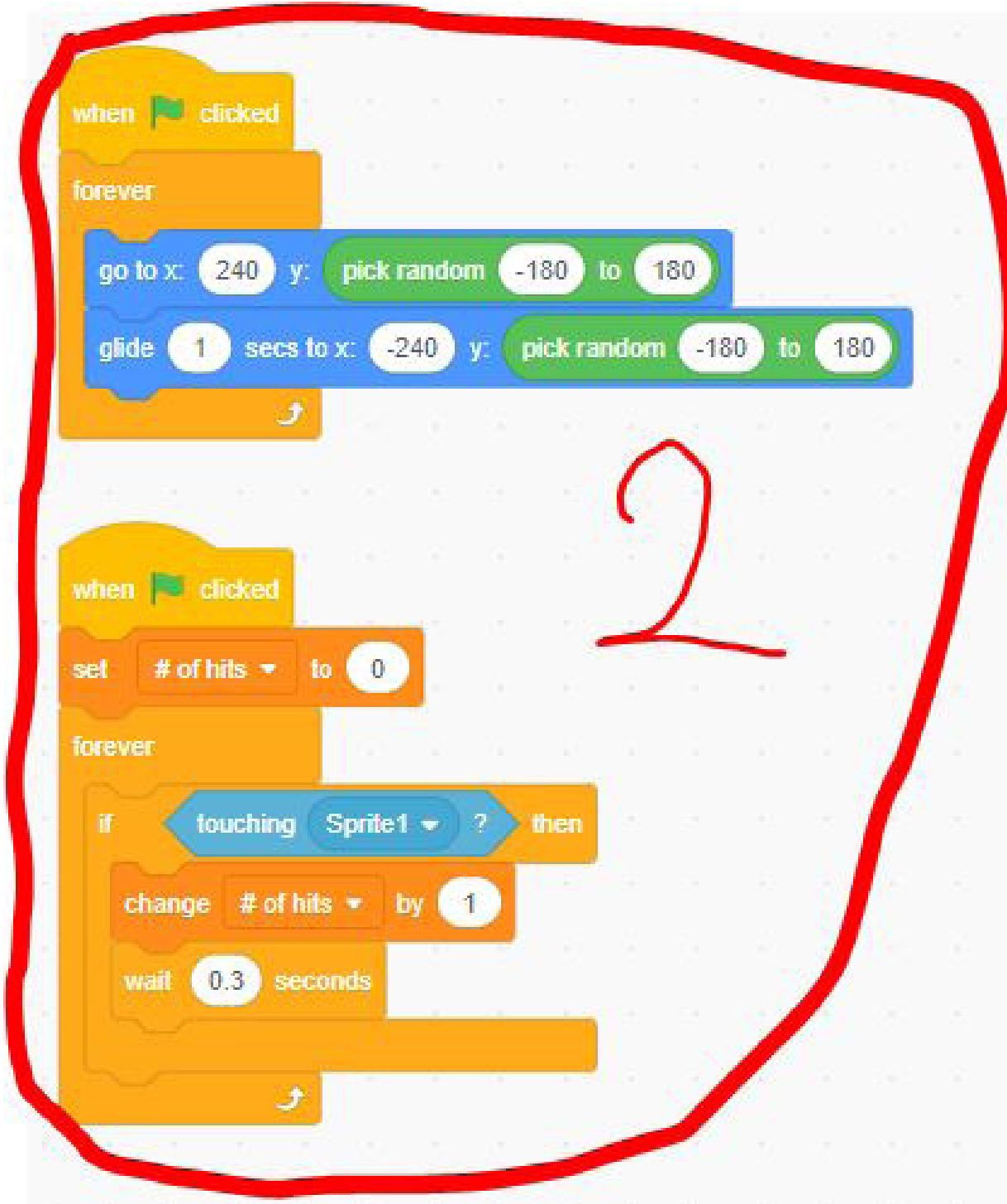

9 (1) Tap on the "Sound" block category, tap on the "Sound" tab on the top, and go to the bottom of the "Sound" panel to choose "Choose a Sound" icon to insert a cat sound
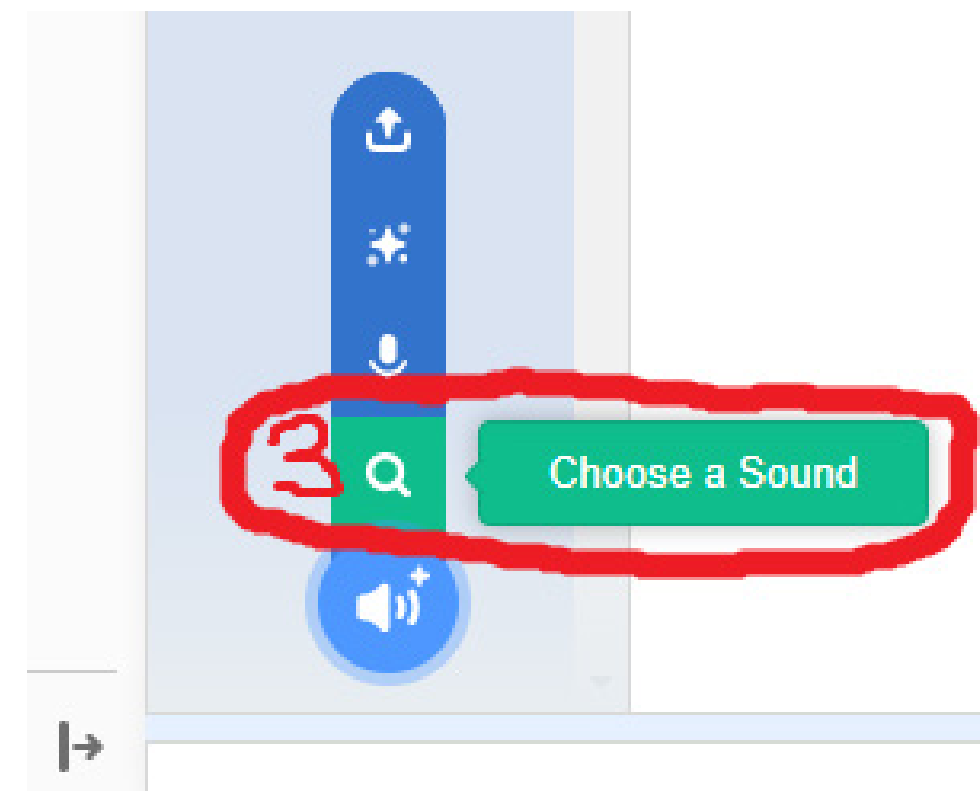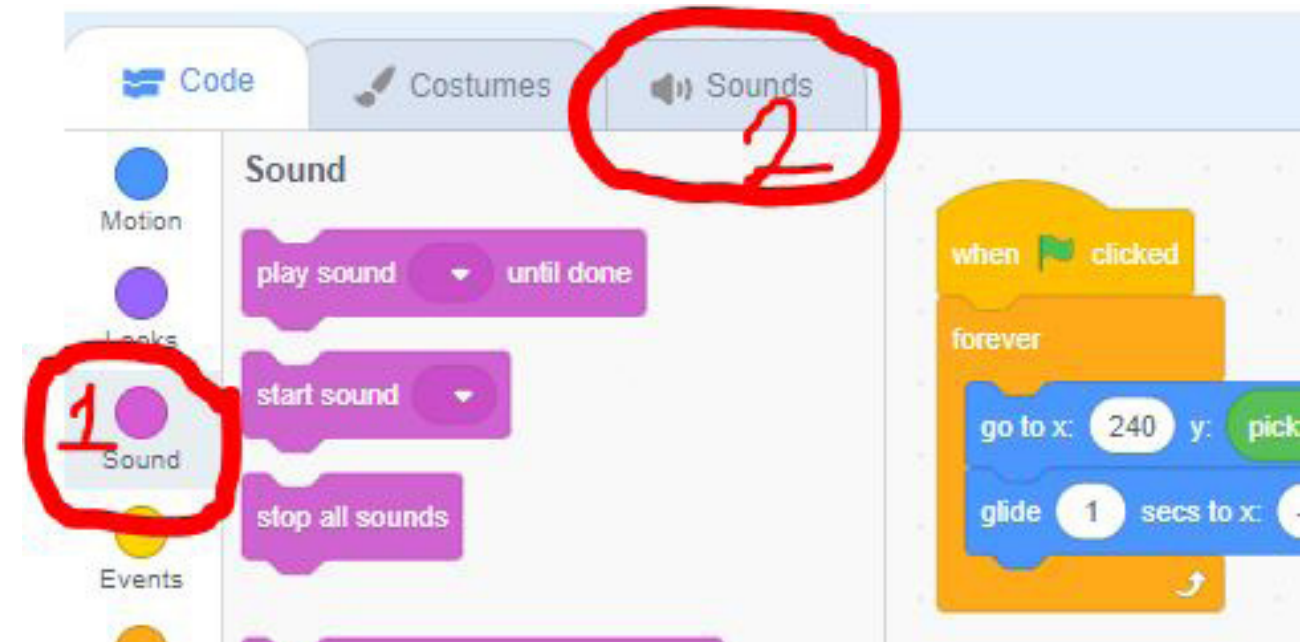
10 After choosing "Choose a Sound" icon in the prior step,
(1) type in "cat" into the search box to search for sounds in the library related to cats,
(2) choose one of these cat sounds, and
(3) tap on Code tab to go back to the code block sequences attached to Sprite2 (the ball sprite).
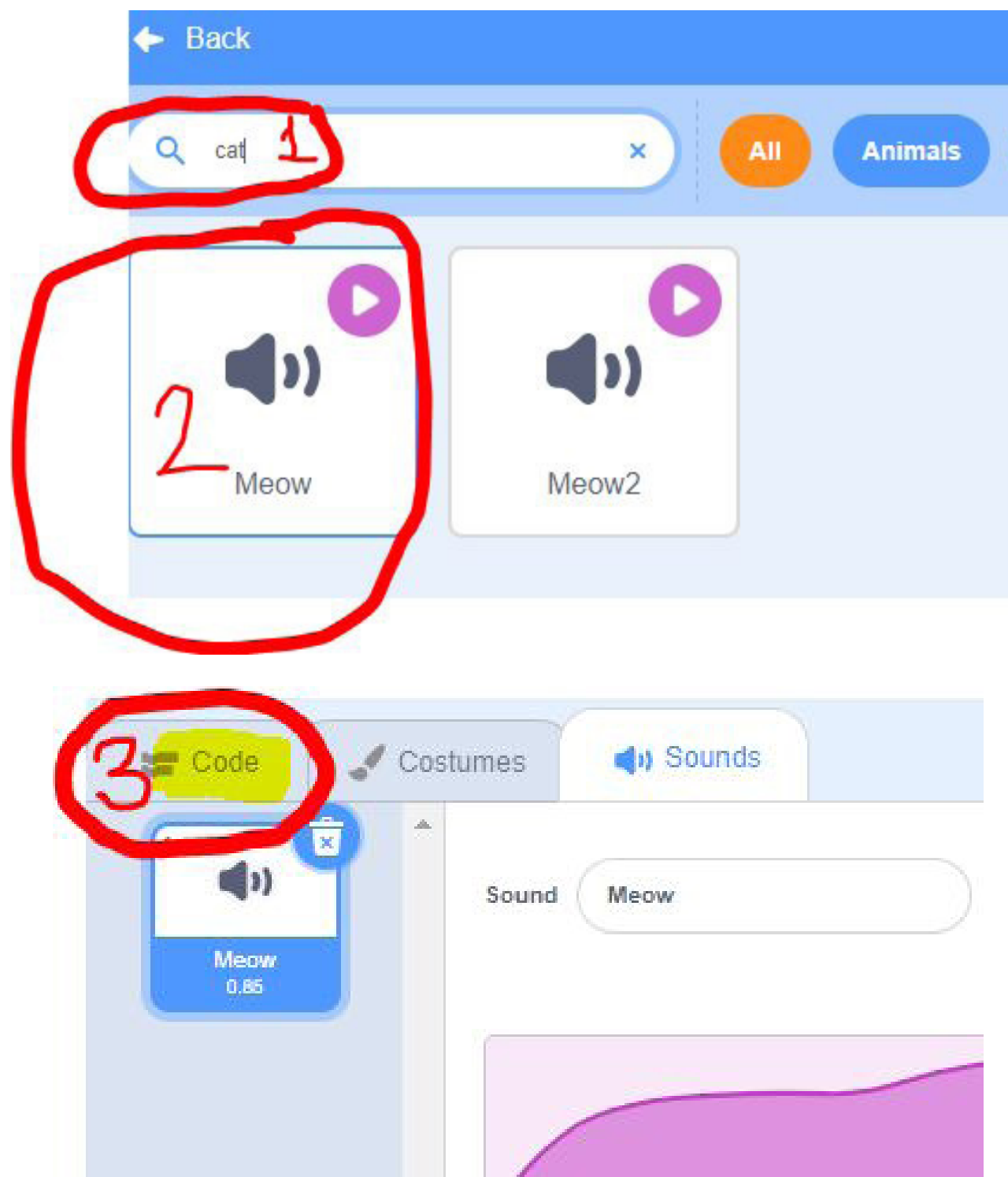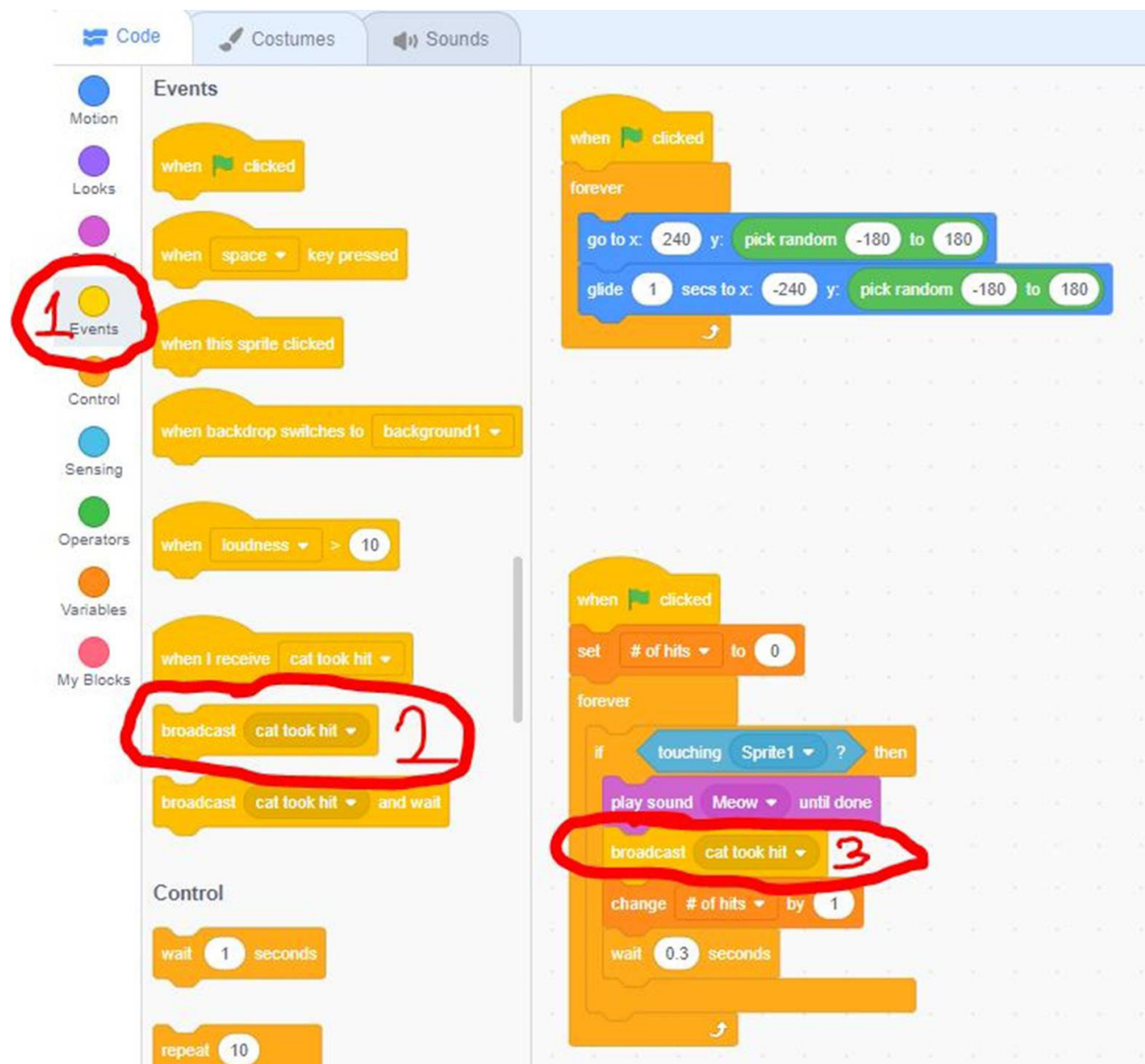

11 (1) Grab and drag the "start sound Meow until done" block, and
(2) drop it above "change # of hits by 1" block within the second block sequence attached to Sprite2.
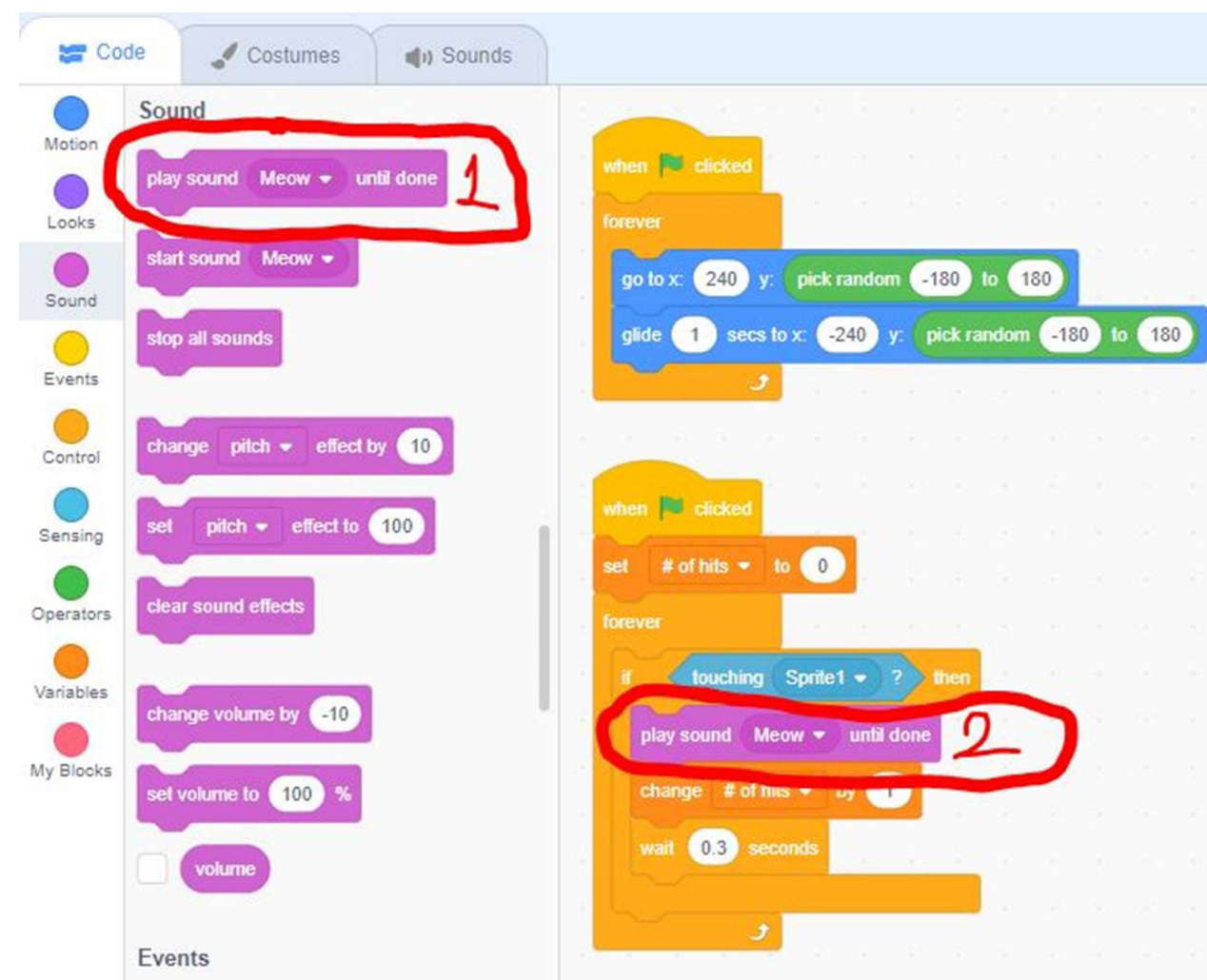
12 **(1) Tap pn "Events" category,**
(2) grab the broadcast" events,
(3) drop it under "play sound Meow until done" block and create a new broadcast message (i.e., cat took hit).

13 **(1) Tap on Sprite1 to see the code sequences attached to this sprite,**
(2) in the "Events" category,
(3) grab and drag "when I receive cat took hit" block, and (4) drop it into the scripting area.
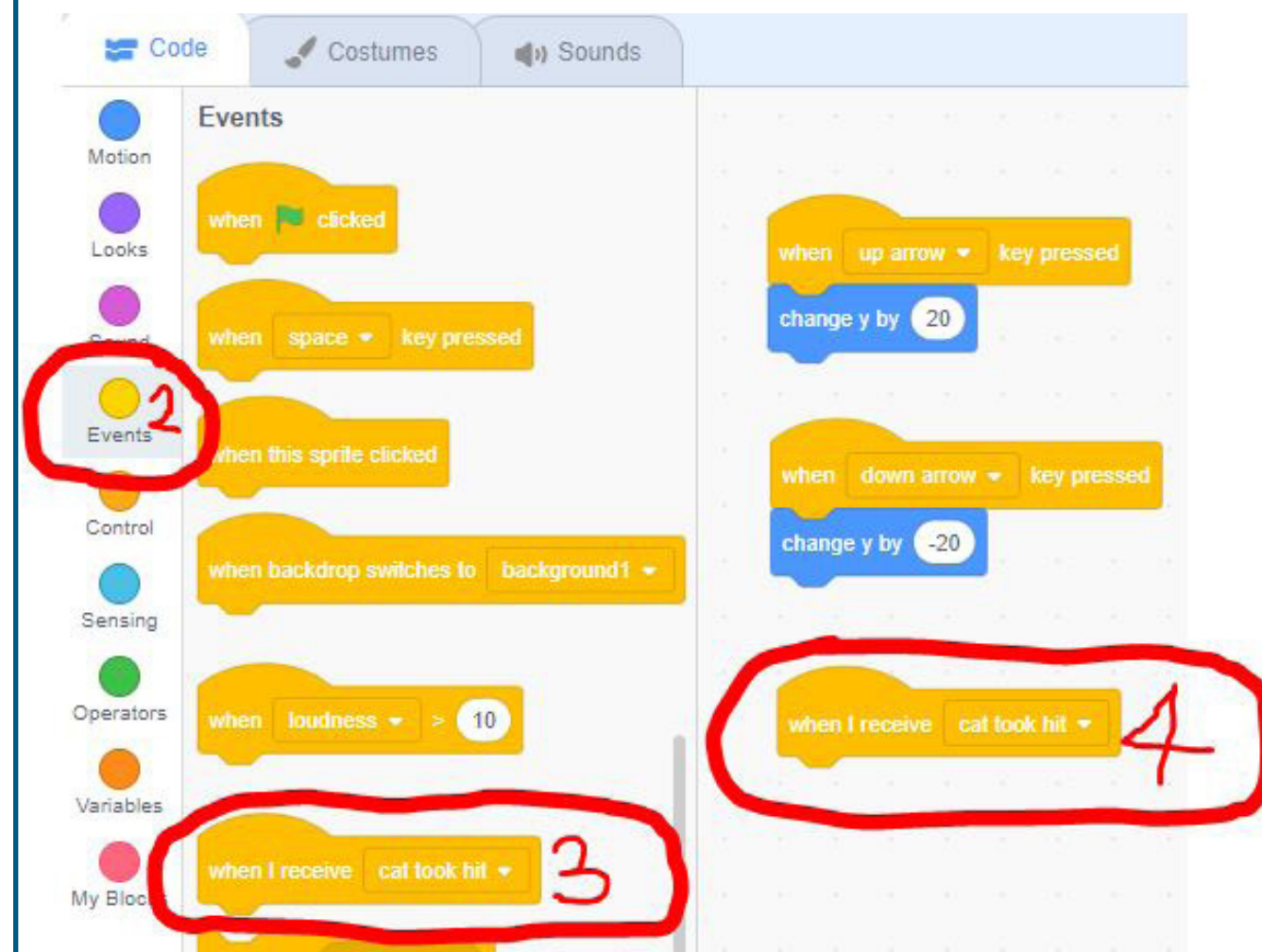
14 **(1) Tap on "Looks" block category,**
(2) grab and drag "change color effect by 25" block, and
(3) drop it under "when I receive cat took hit" block.