

Unit 2

Session 4

It's Alive

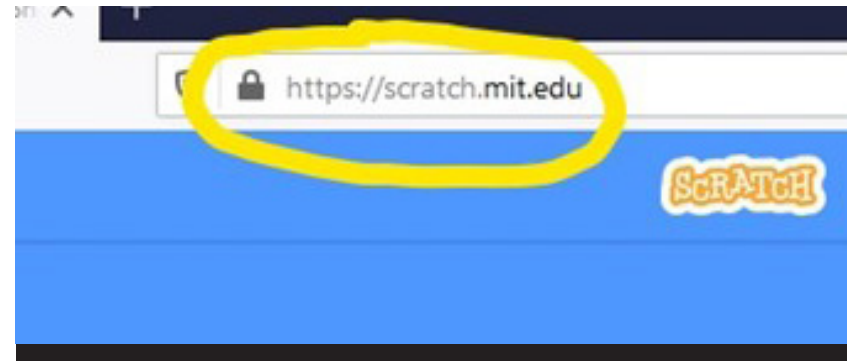
Handout

It's Alive



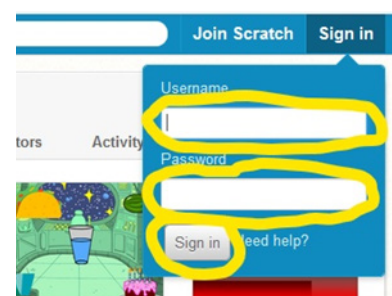
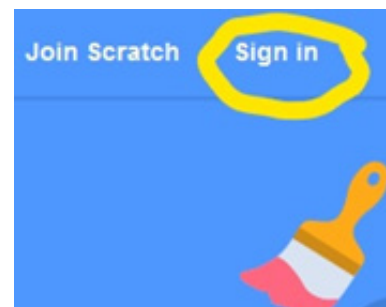
1

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



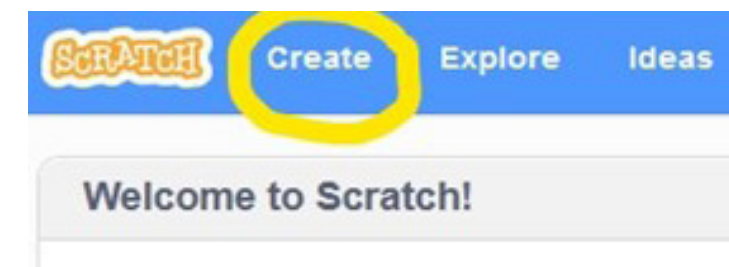
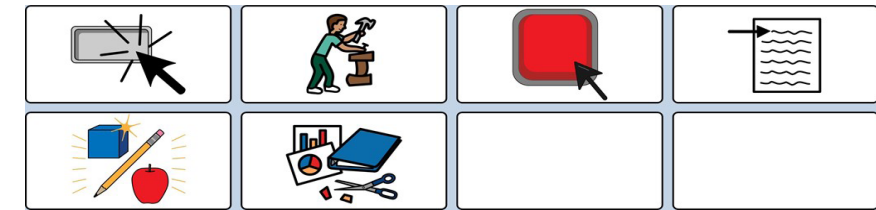
2

Sign into your account.



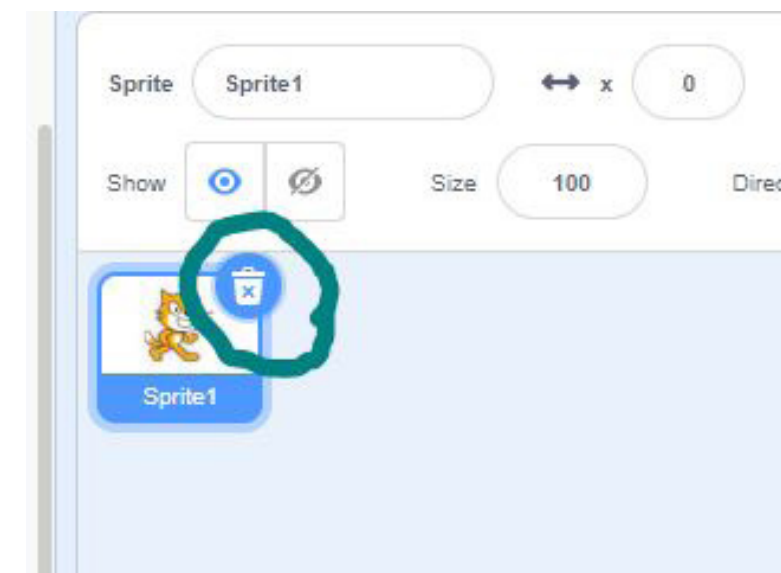
3

Click "create" button to start new project.



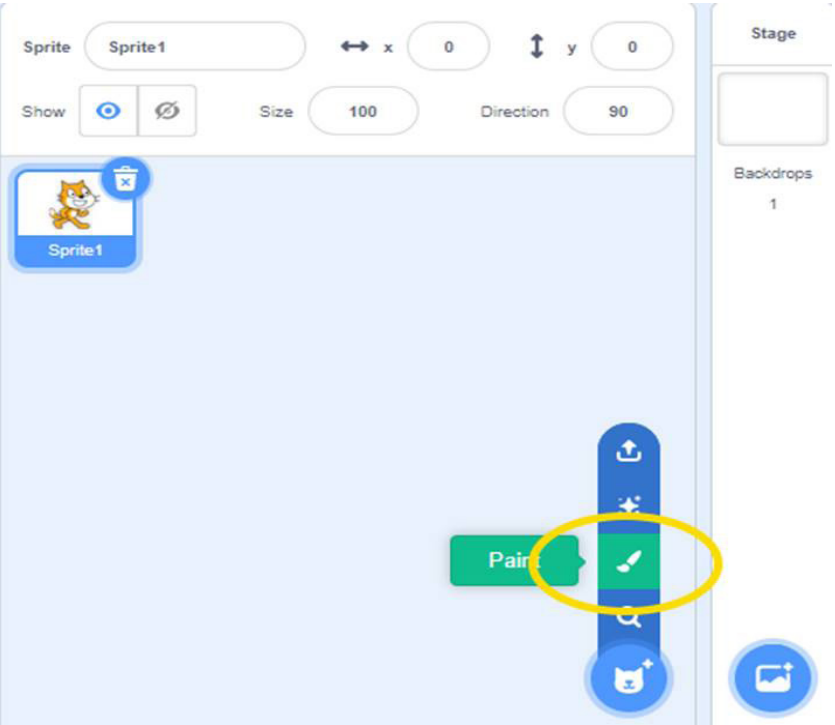
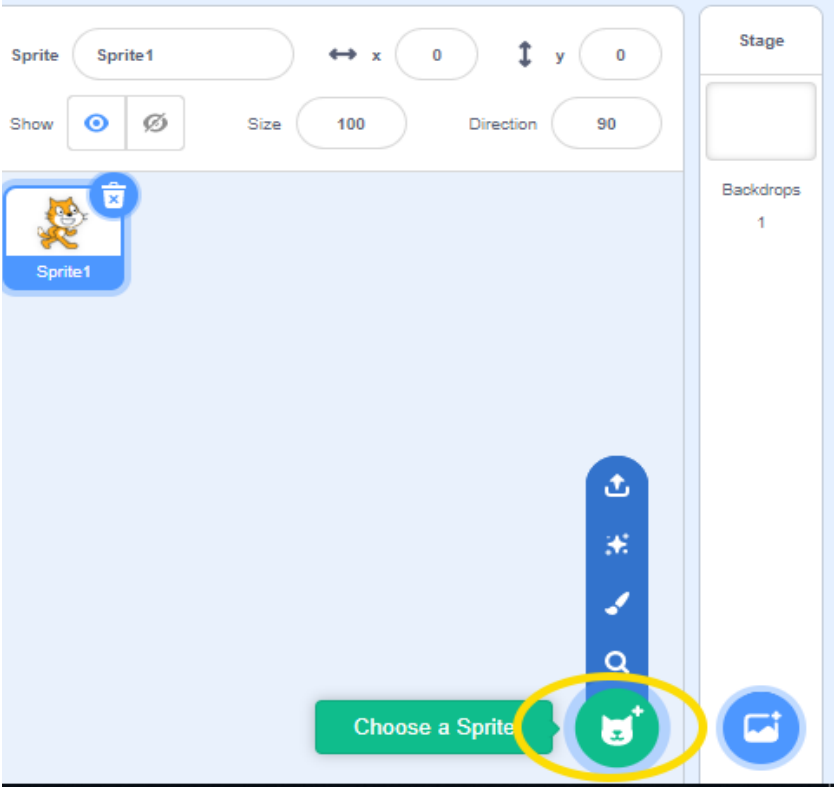
4

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



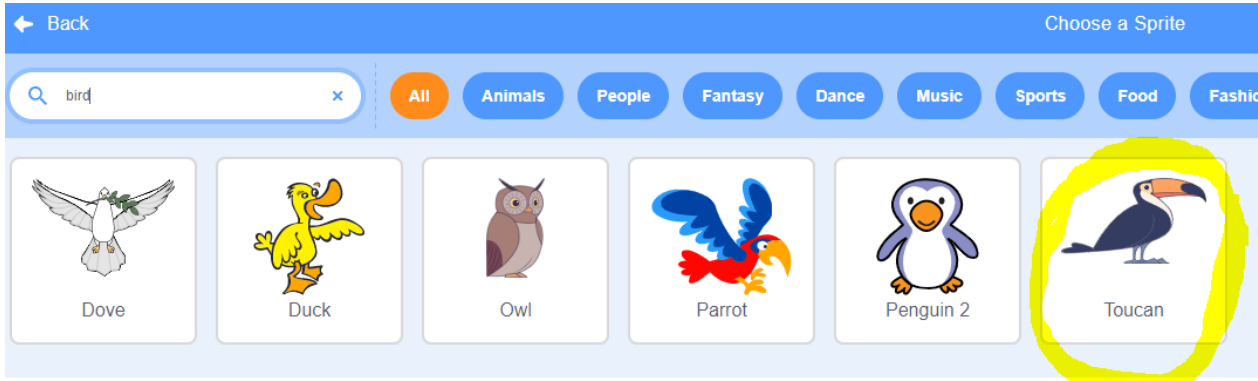
5

Move your mouse over the “Choose A Sprite” button on the bottom right corner of the Sprite window, and move your mouse up to tap on the “Paint” button to draw a new sprite.



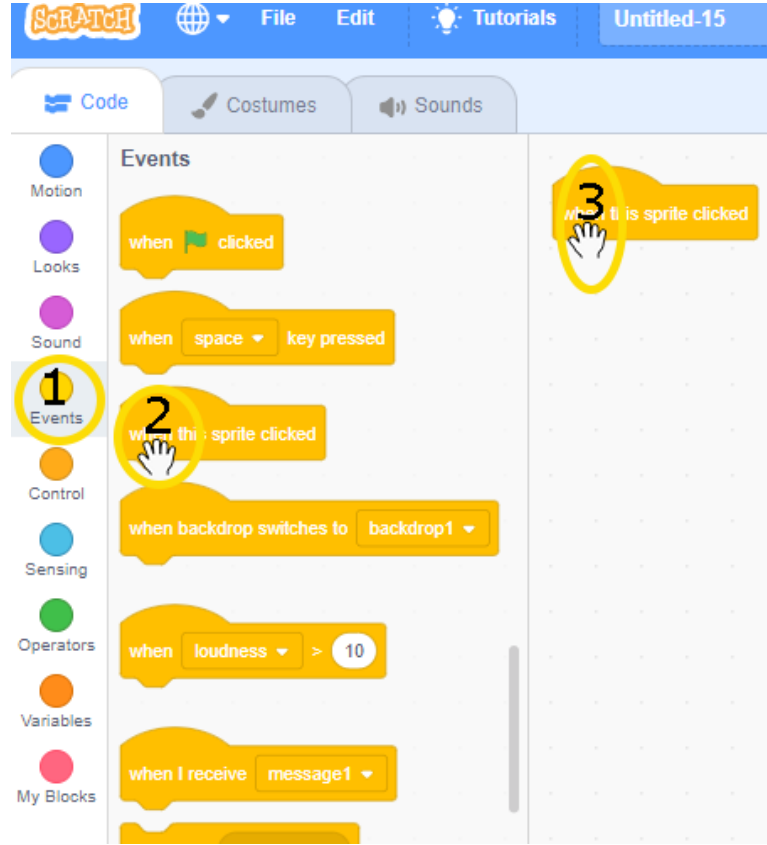
6

In the Search box, type “bird” and choose the “Toucan” from the list of birds that come up



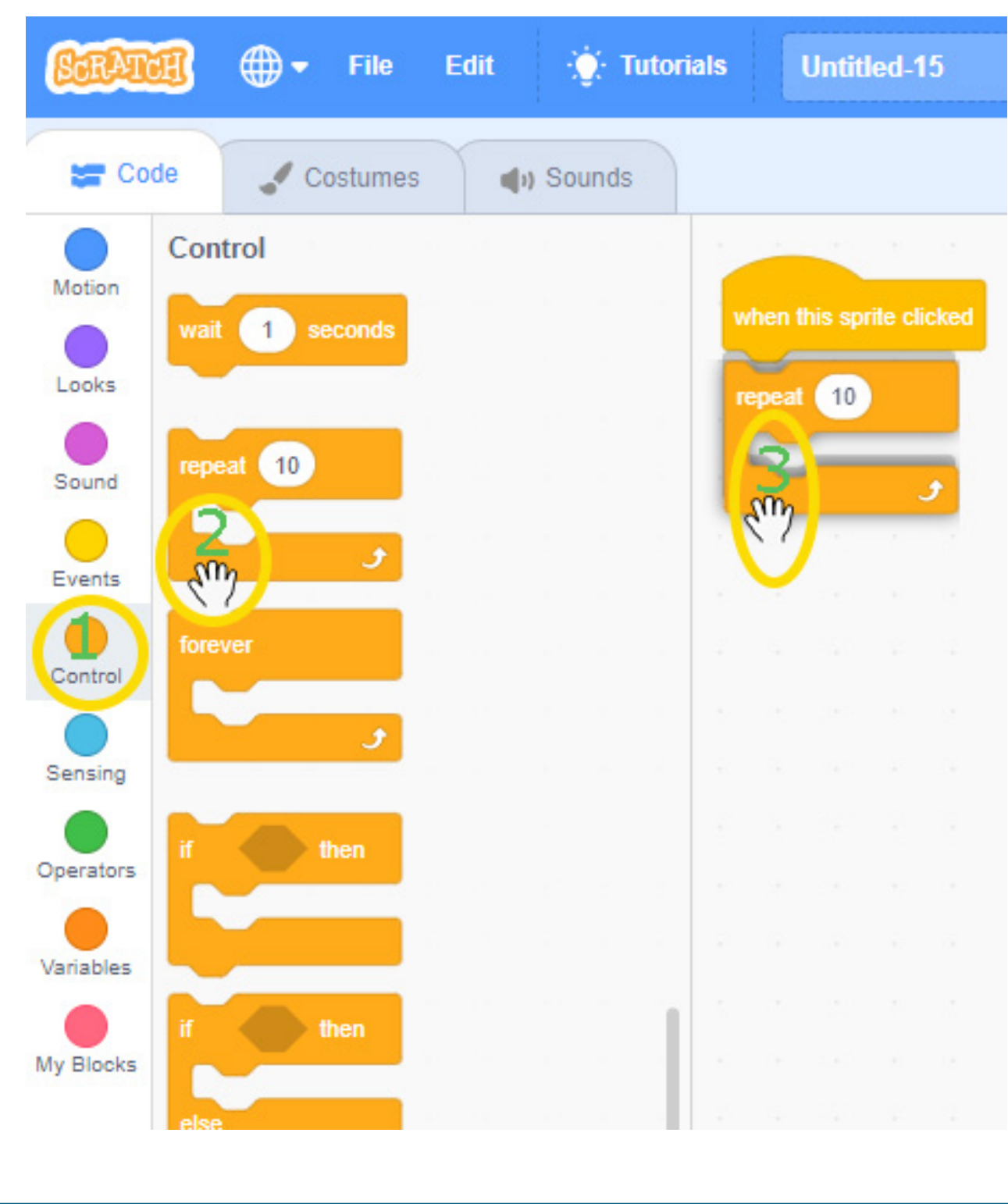
7

Click on the “Events” Scratch block, grab the “When this sprite clicked” block, drag it over to the Sprite area on the right side, and leave it there.



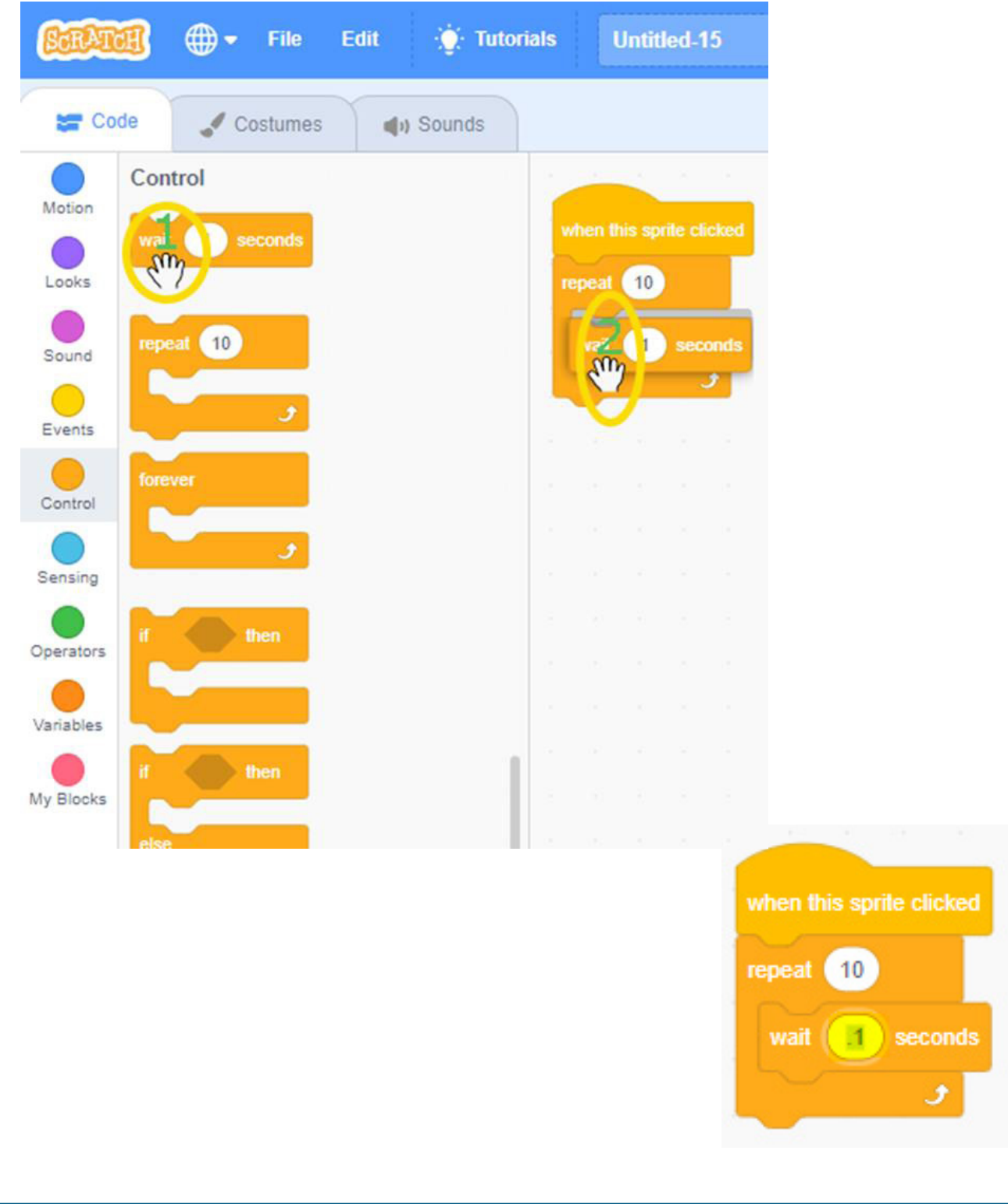
8

Tap on "Control" Scratch Block category on the left, grab the "repeat 10" Scratch Block and drag it to just below the "When this sprite clicked" Scratch Block, and let go.



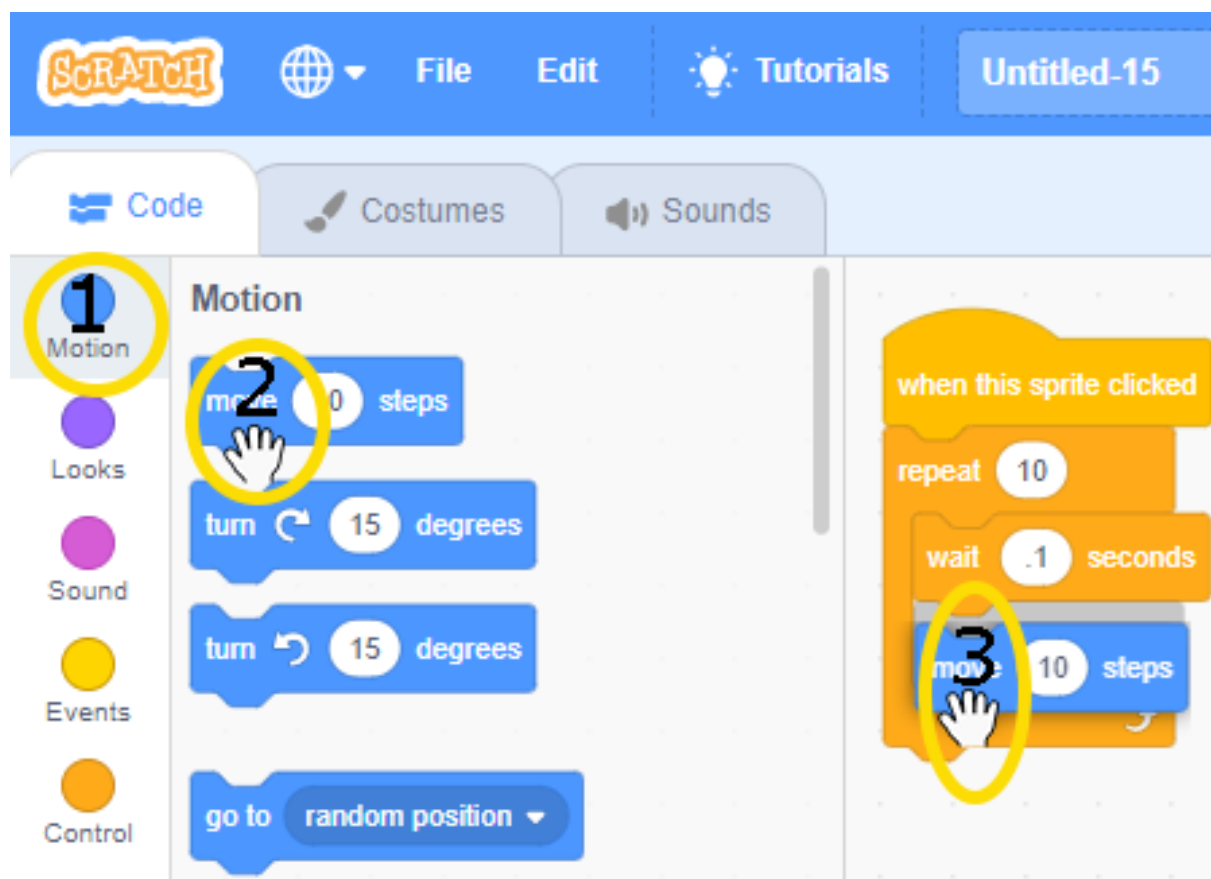
9

Grab the "Wait 1 seconds" Scratch Block and drag it to inside the "repeat 10" Scratch Block, leave it there. Then, click on the number "1" and type ".1" to change the value to .1 second.



10

Tap on "Motion" Scratch Block category on the left, grab the "Move 10 steps" Scratch Block and drag it to just below the "wait .1 seconds" Scratch Block.



11

Tap on "Looks" Scratch Block category on the left, grab the "next costume" Scratch Block and drag it to just below the "move 10 steps" Scratch Block, and leave it there.

