Unit 5

Cloning Handout

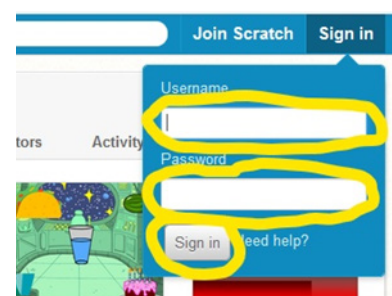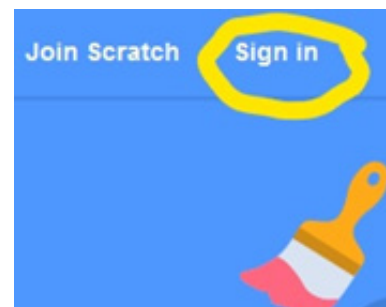# Cloning

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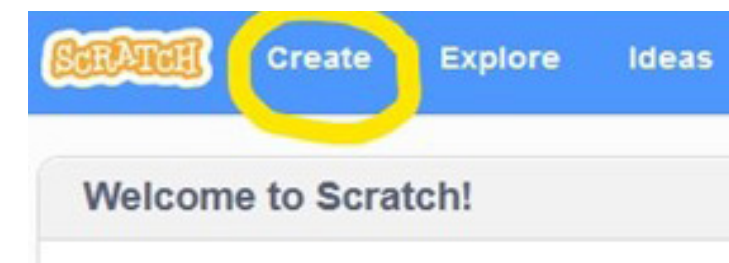**Go to the Scratch at https://scratch.mit.edu/**

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?
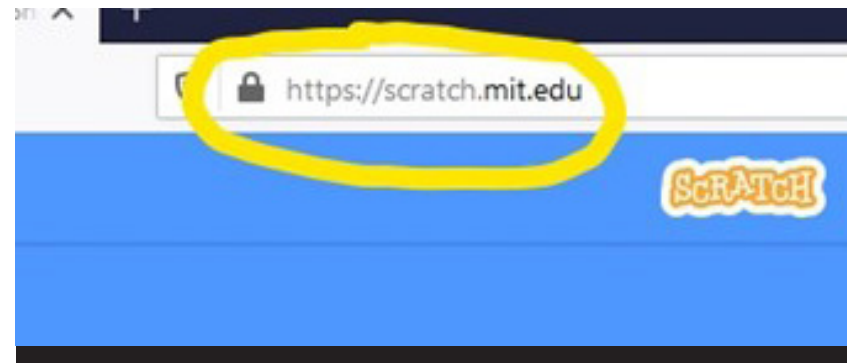
3
Click "create" button to start new project.

SCRATCH   Create   Explore   Ideas

Welcome to Scratch!
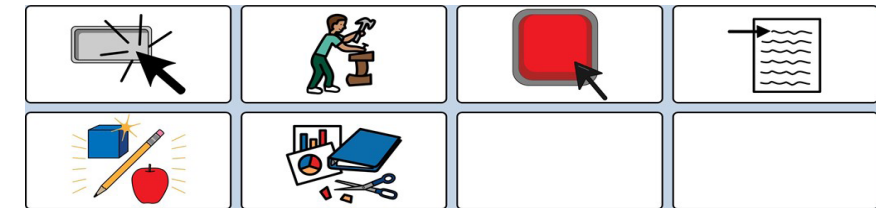
4
Tap on "trash" icon on the top left corner of the "Cat" sprite/character to delete this sprite.

Sprite   Sprite1   ↔ x   0

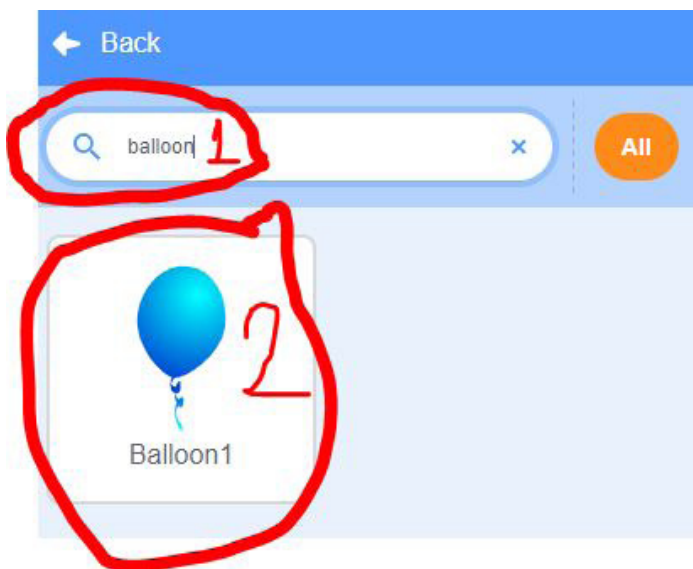Show   Size   100   Direc
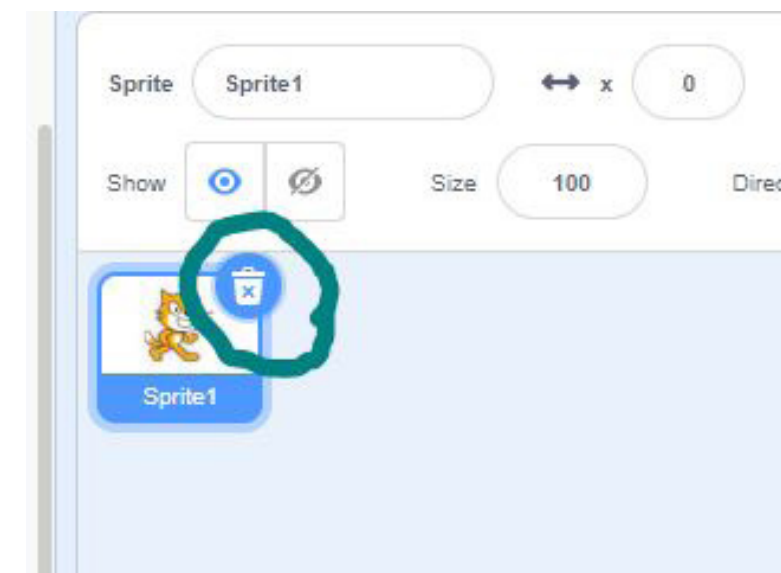
Sprite1

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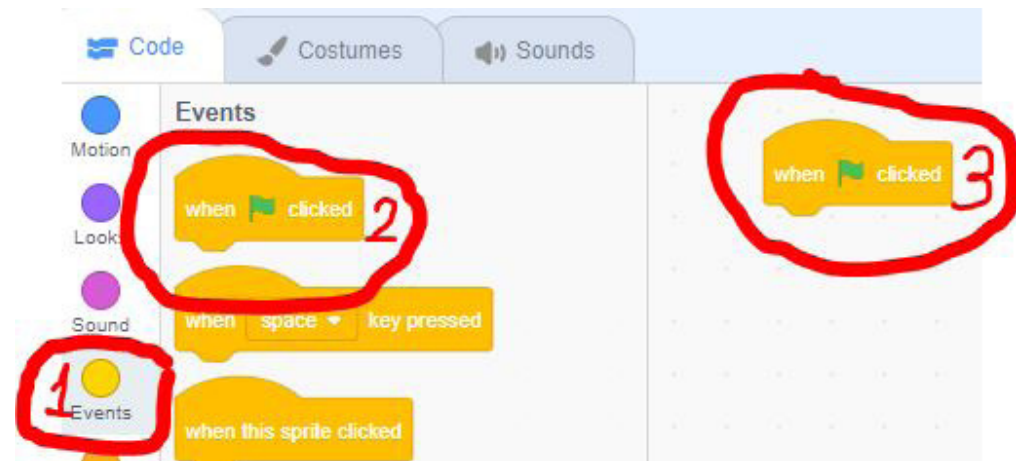

6 1) Type"balloon" in the search box, and
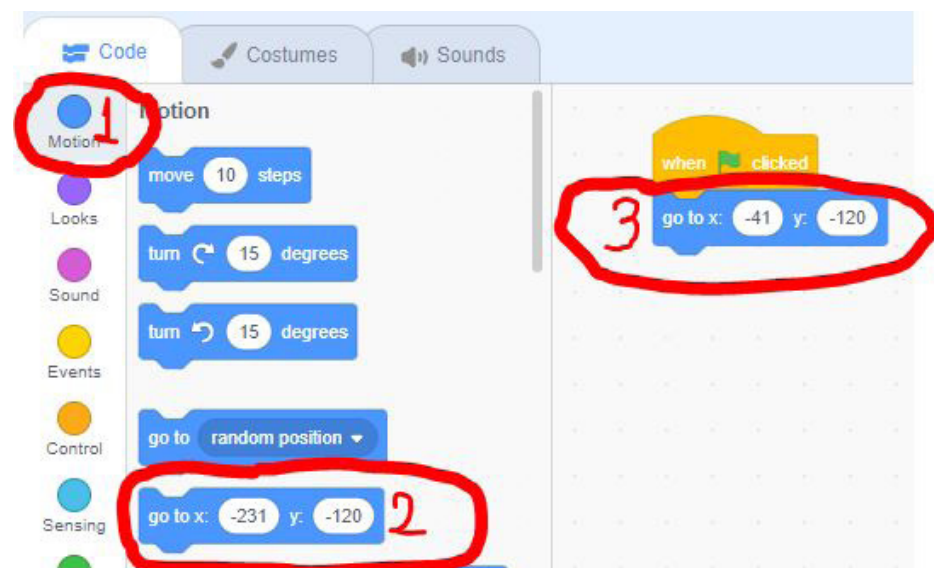(2) choose the "Balloon1" sprite

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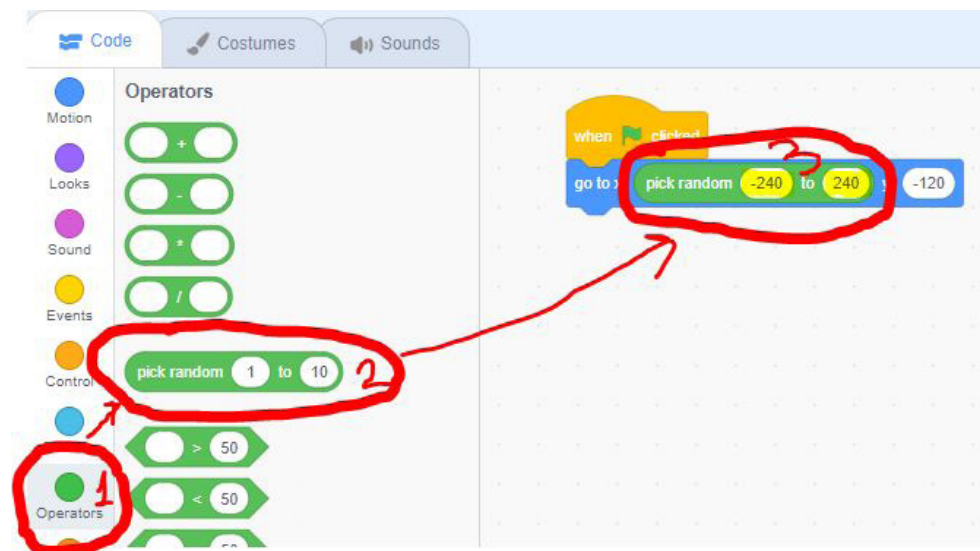(3) drag and drop it into the scripting area

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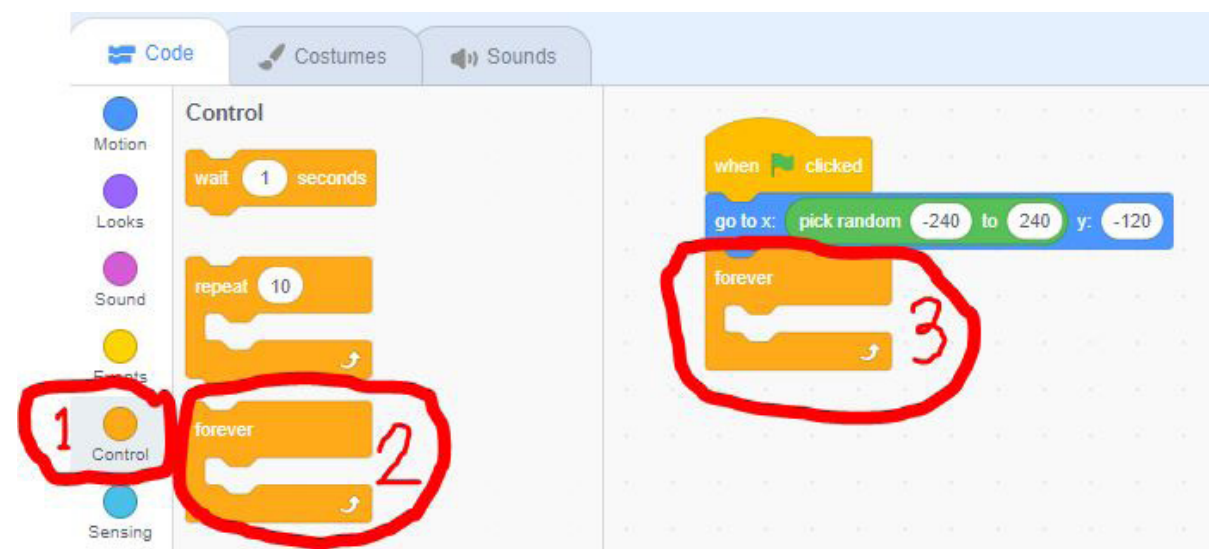(3) drag and drop it under "when green flag clicked" block and set the y value to "-120".

9

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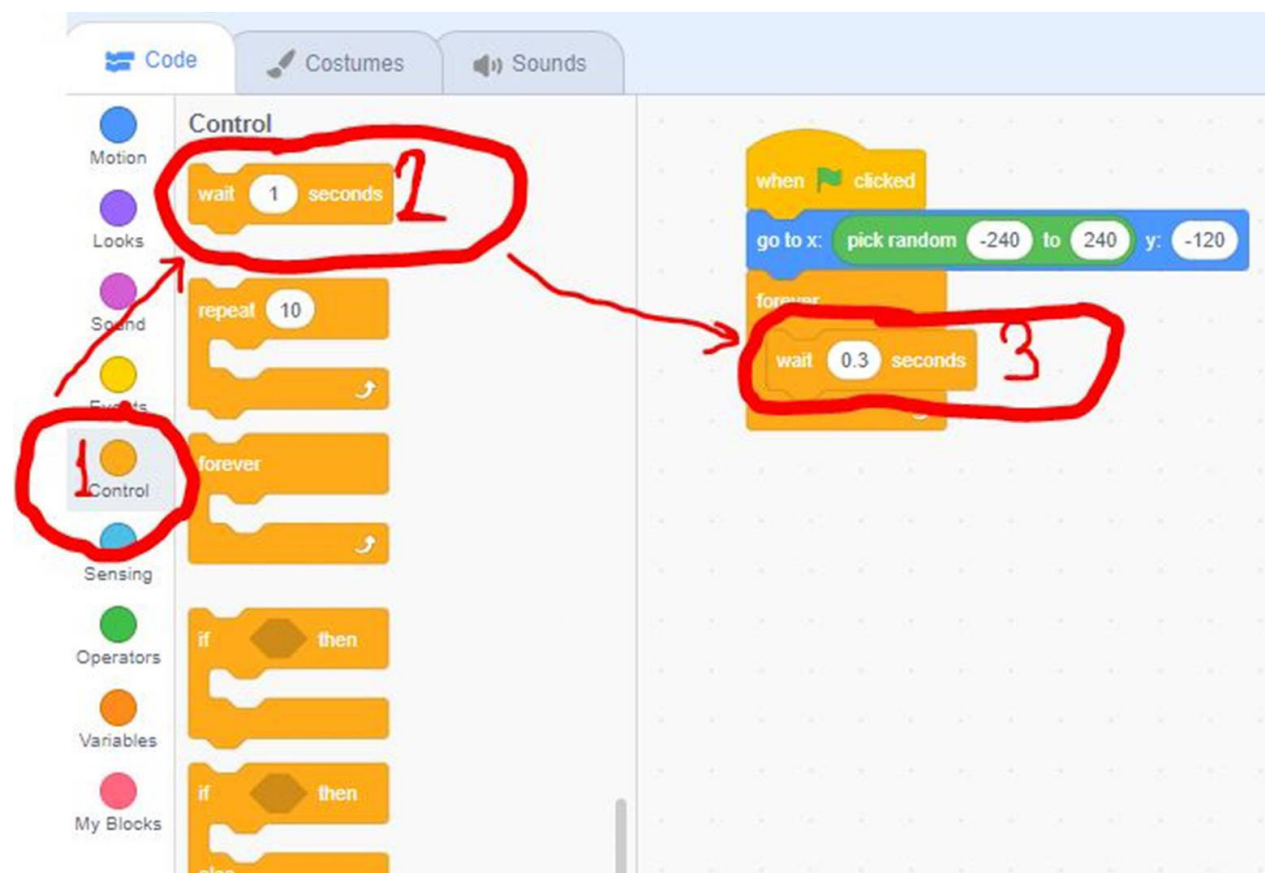(3) drag and drop it in place of the "x" value, and change the random value range from "-240" to "240".

10

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

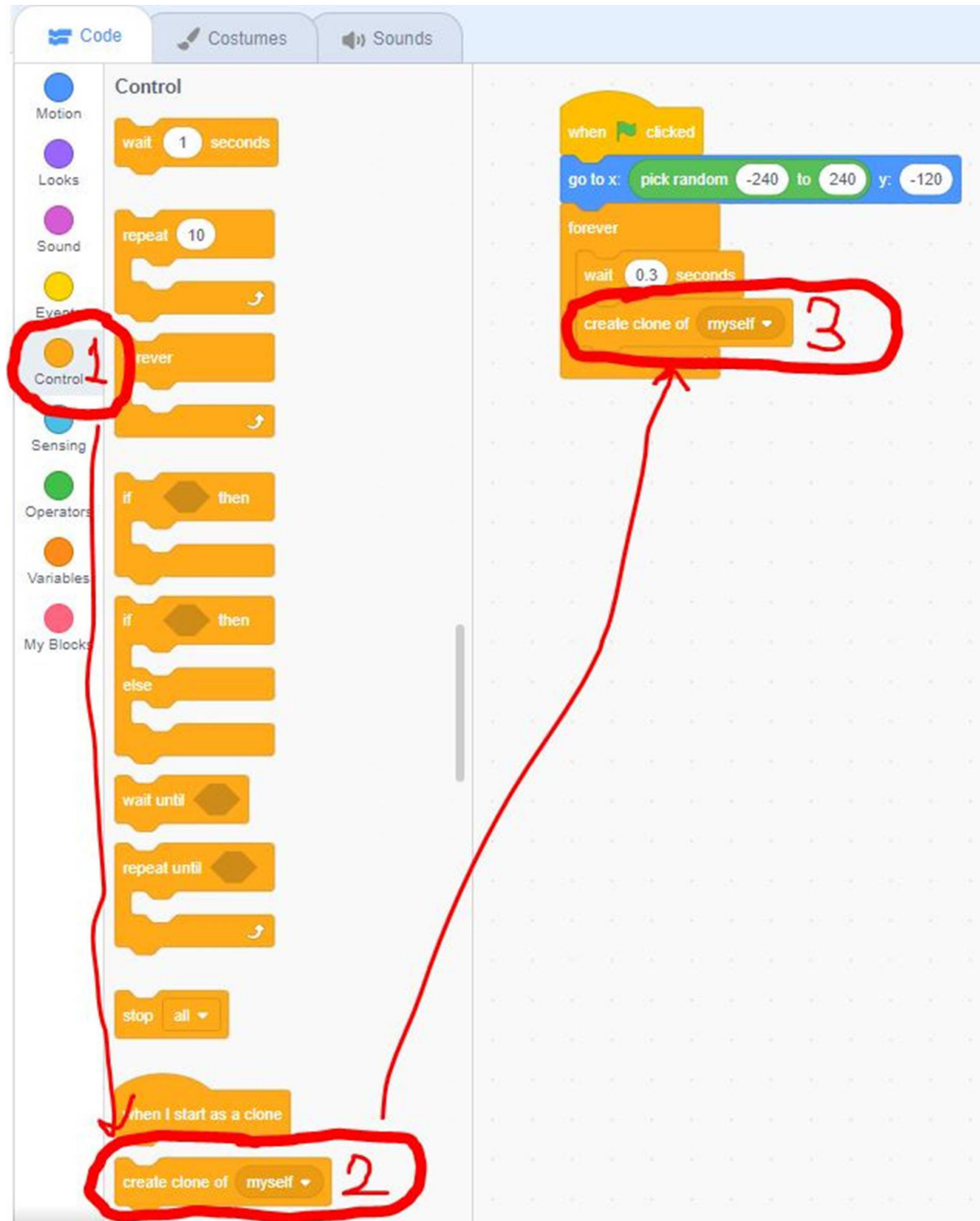**11**

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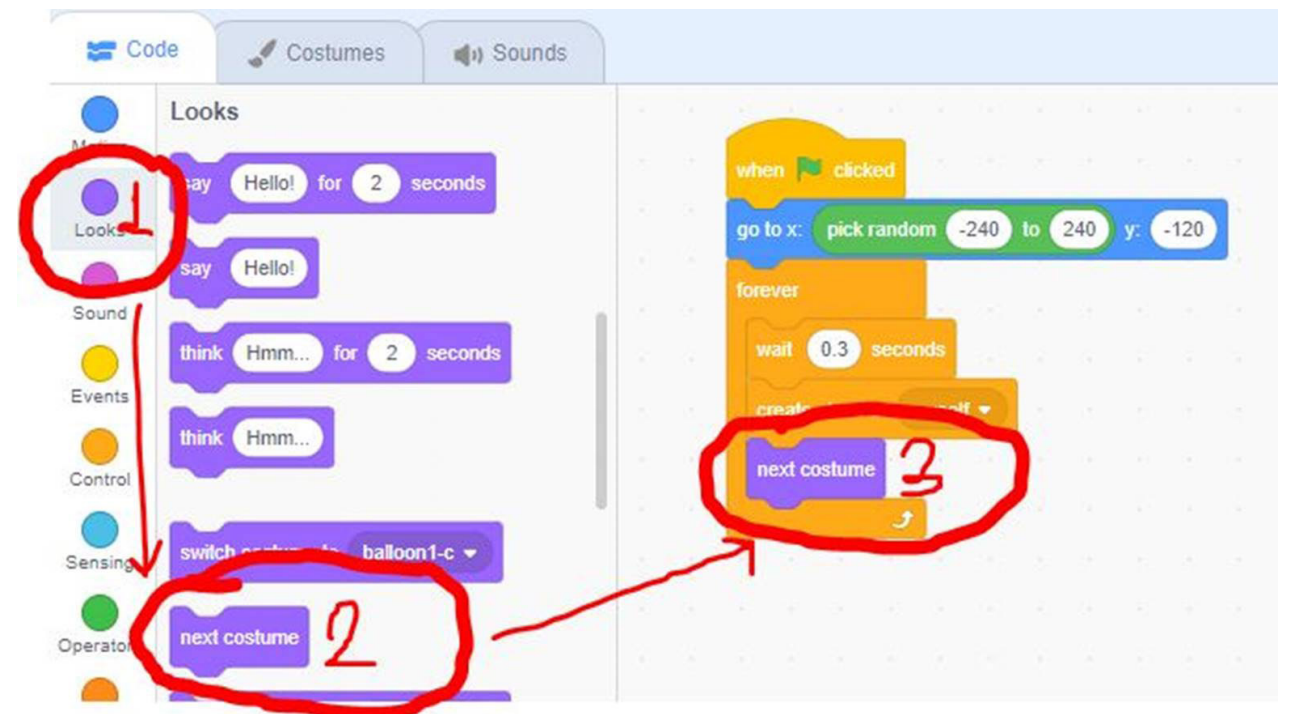(3) drag and drop it inside the "forever" block and change the time value to whatever you want.

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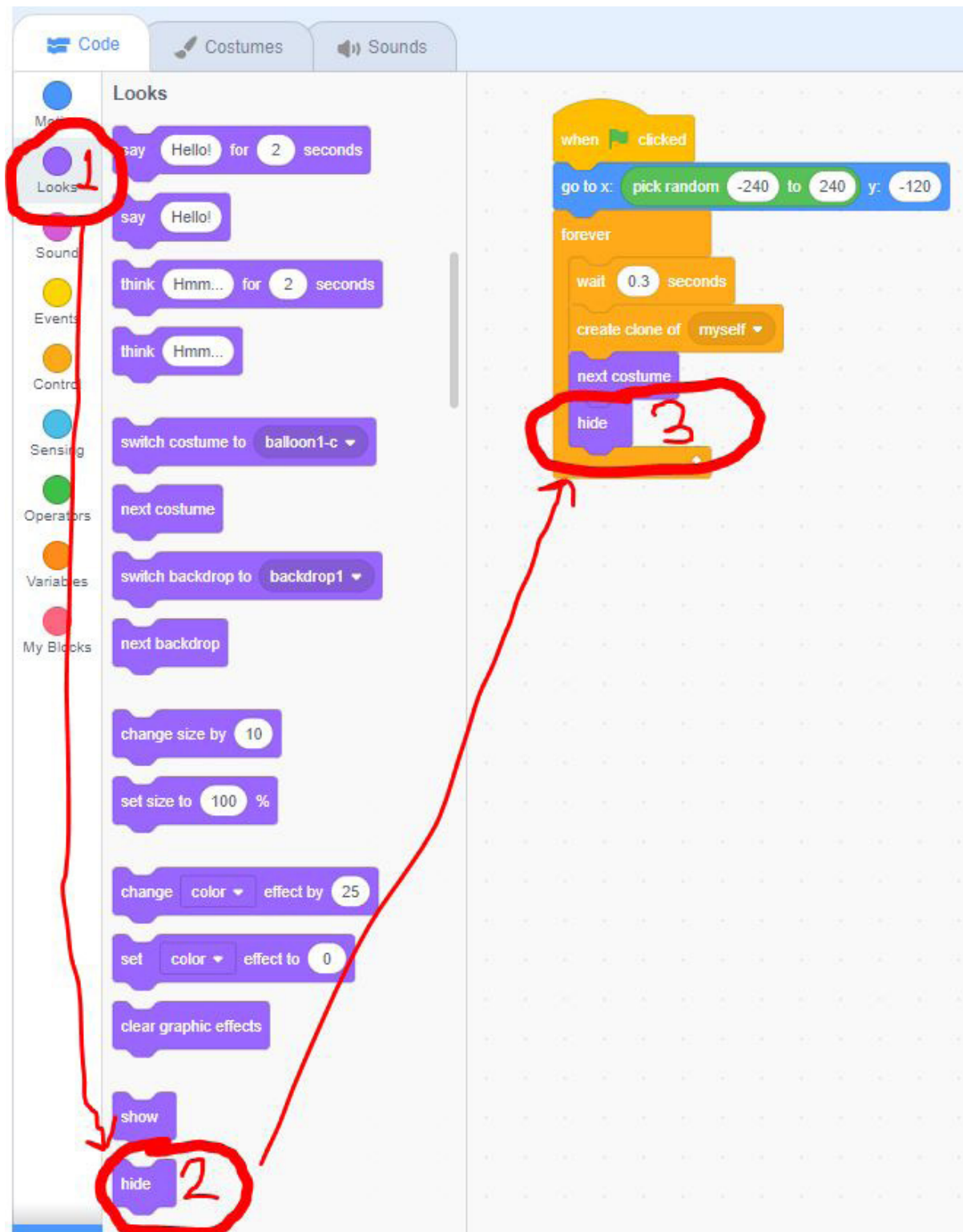(3) drag and drop it under "wait 0.5 seconds" block

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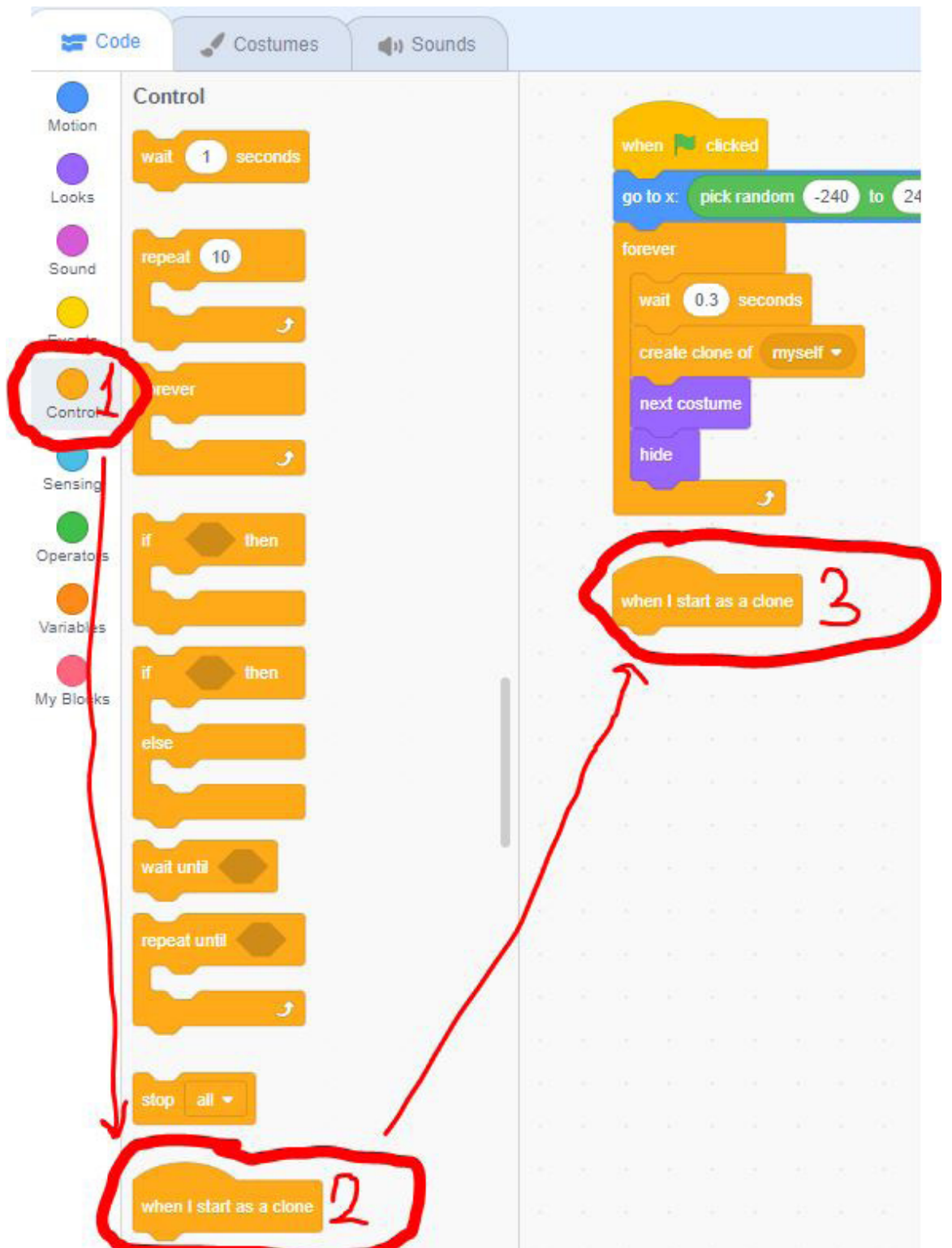(3) drag and drop it under "create clone of myself" block.

14

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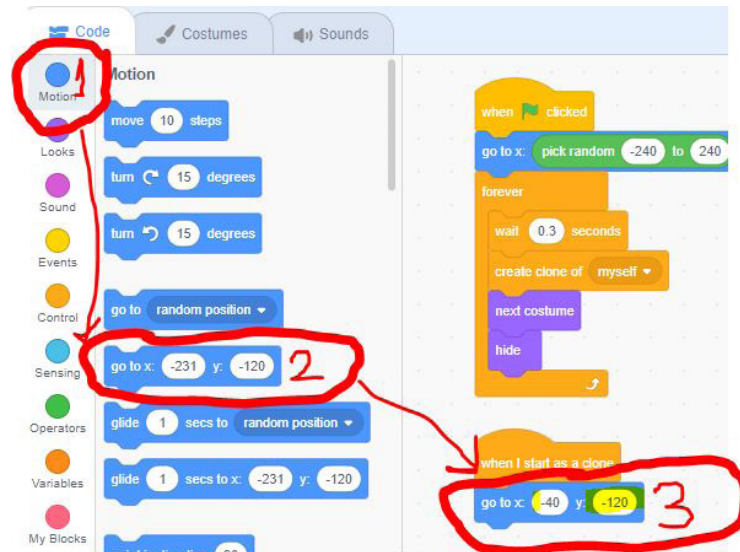(3) drag and drop it under "next costume" block.

15

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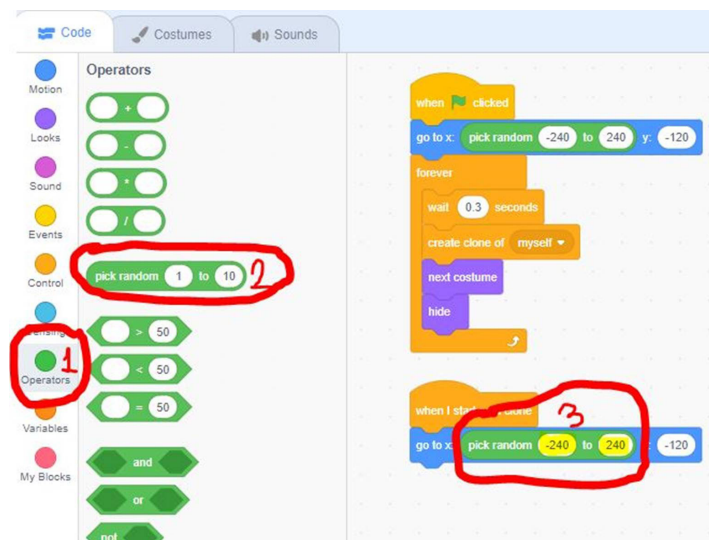(3) drag and drop it into the scripting area.

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".
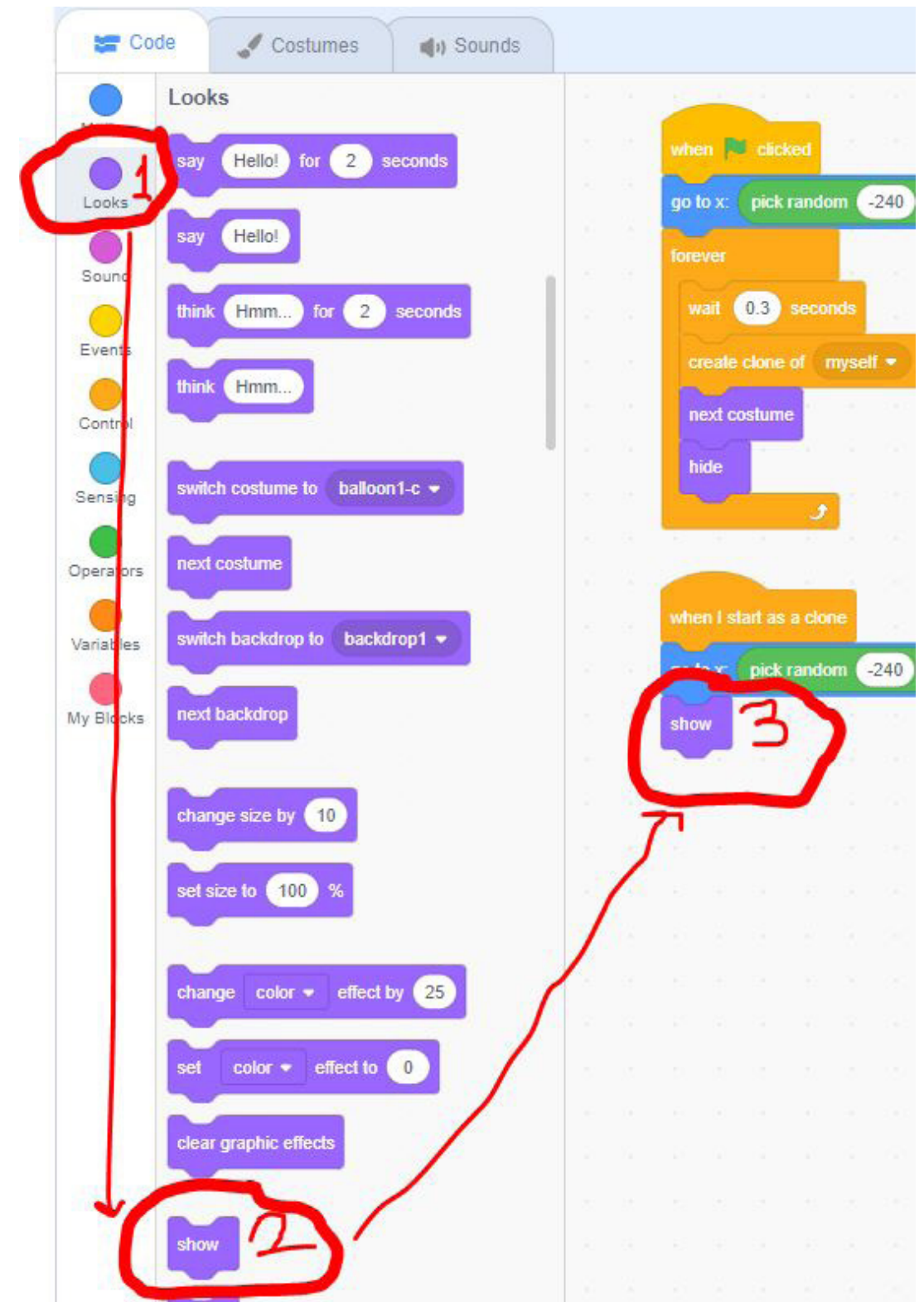

17

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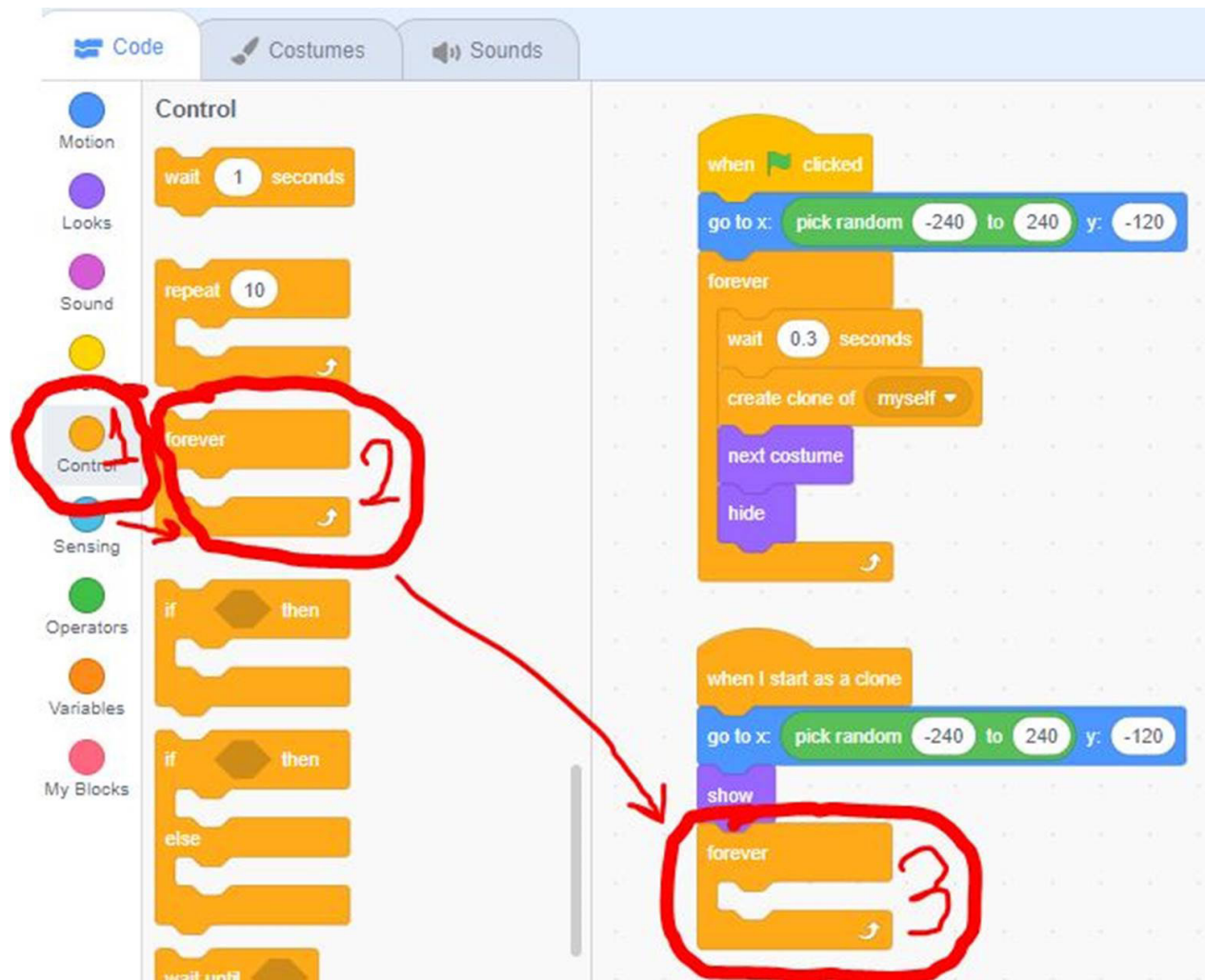**(3) drag and drop it in place of the "x" value, and change the random value range from "-240" to "240".**

18

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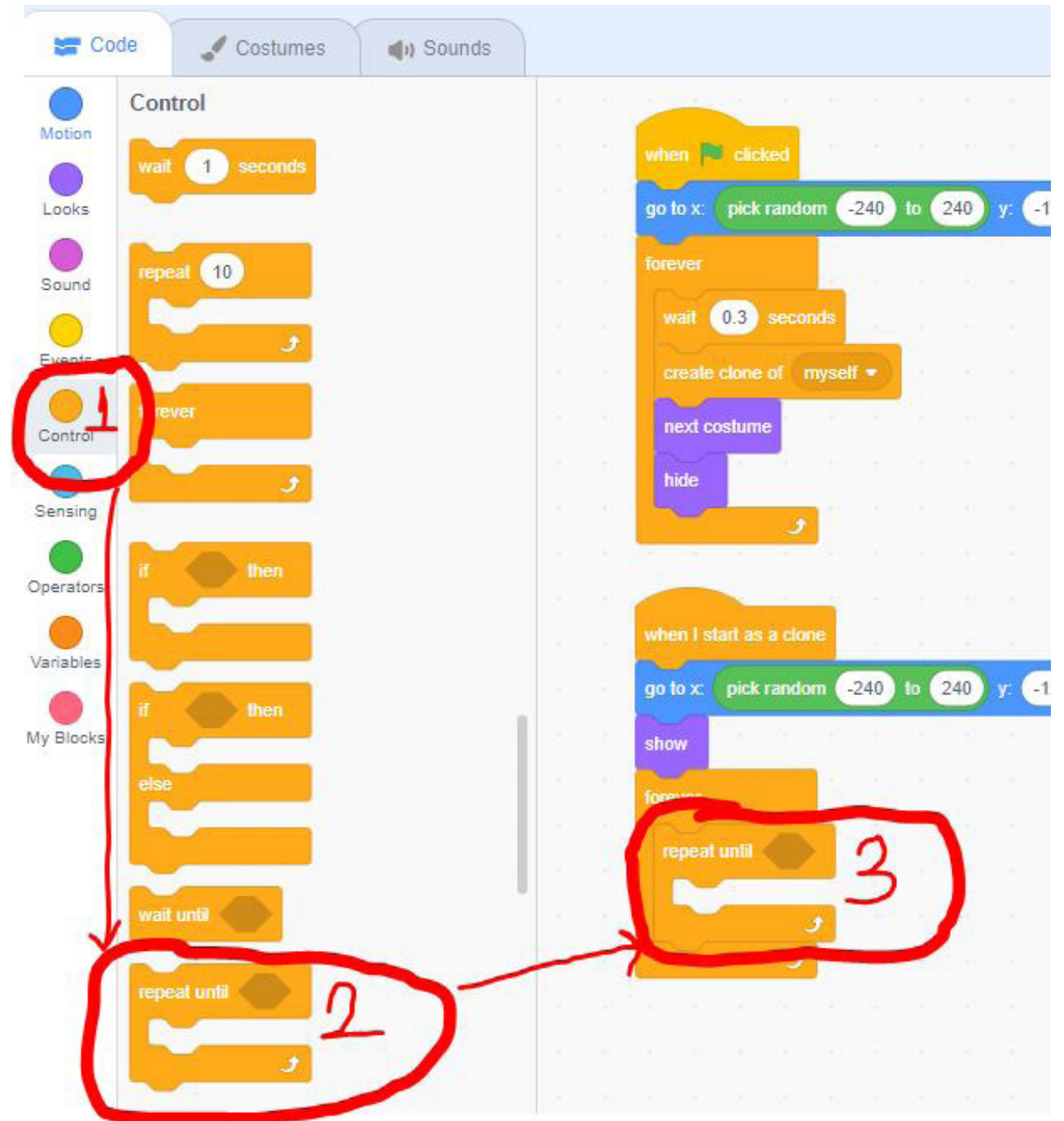**(3) drag and drop it under "next costume" block.**

19

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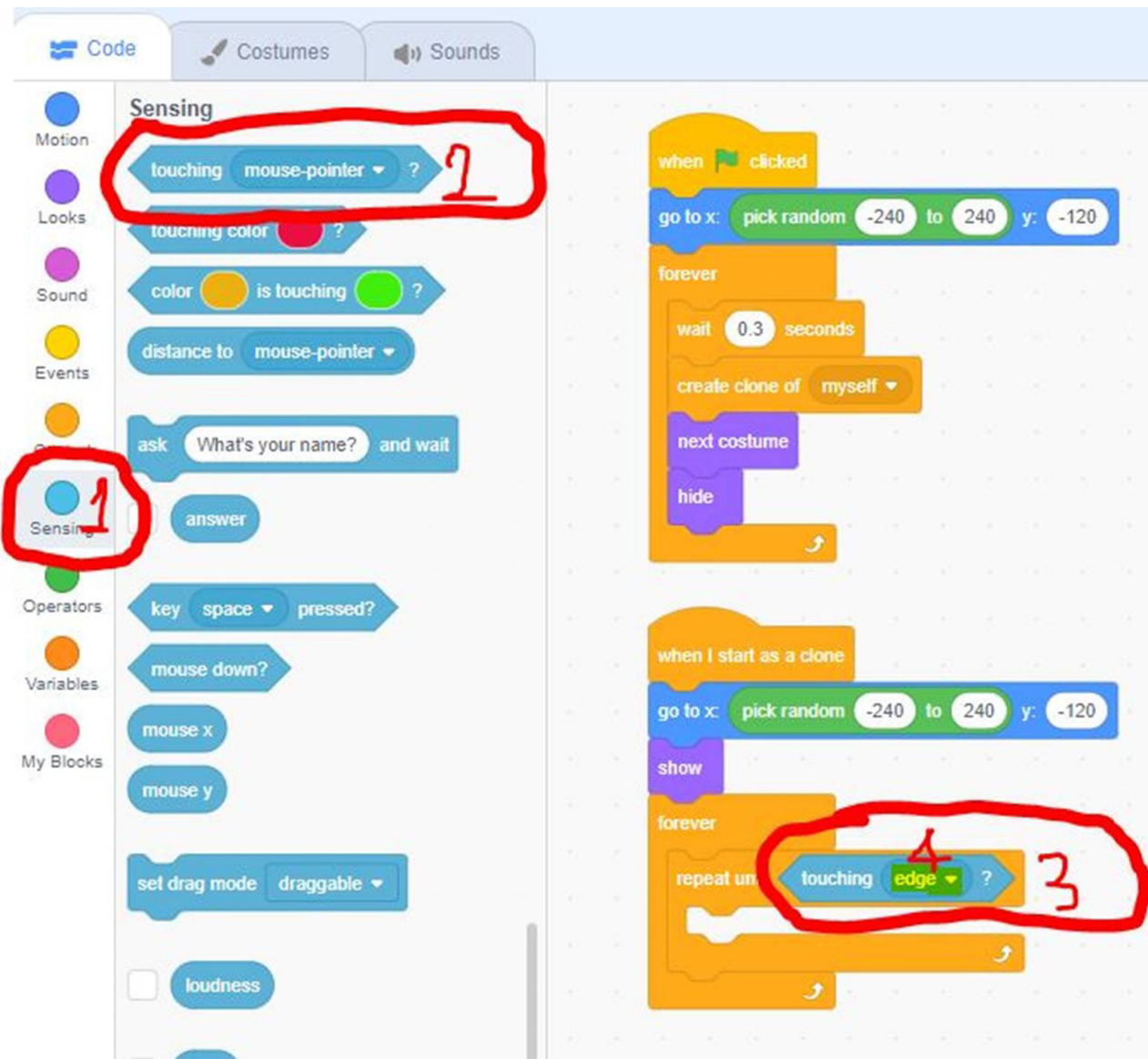**(3) drag and drop it under "go to x: y: " block.**

20

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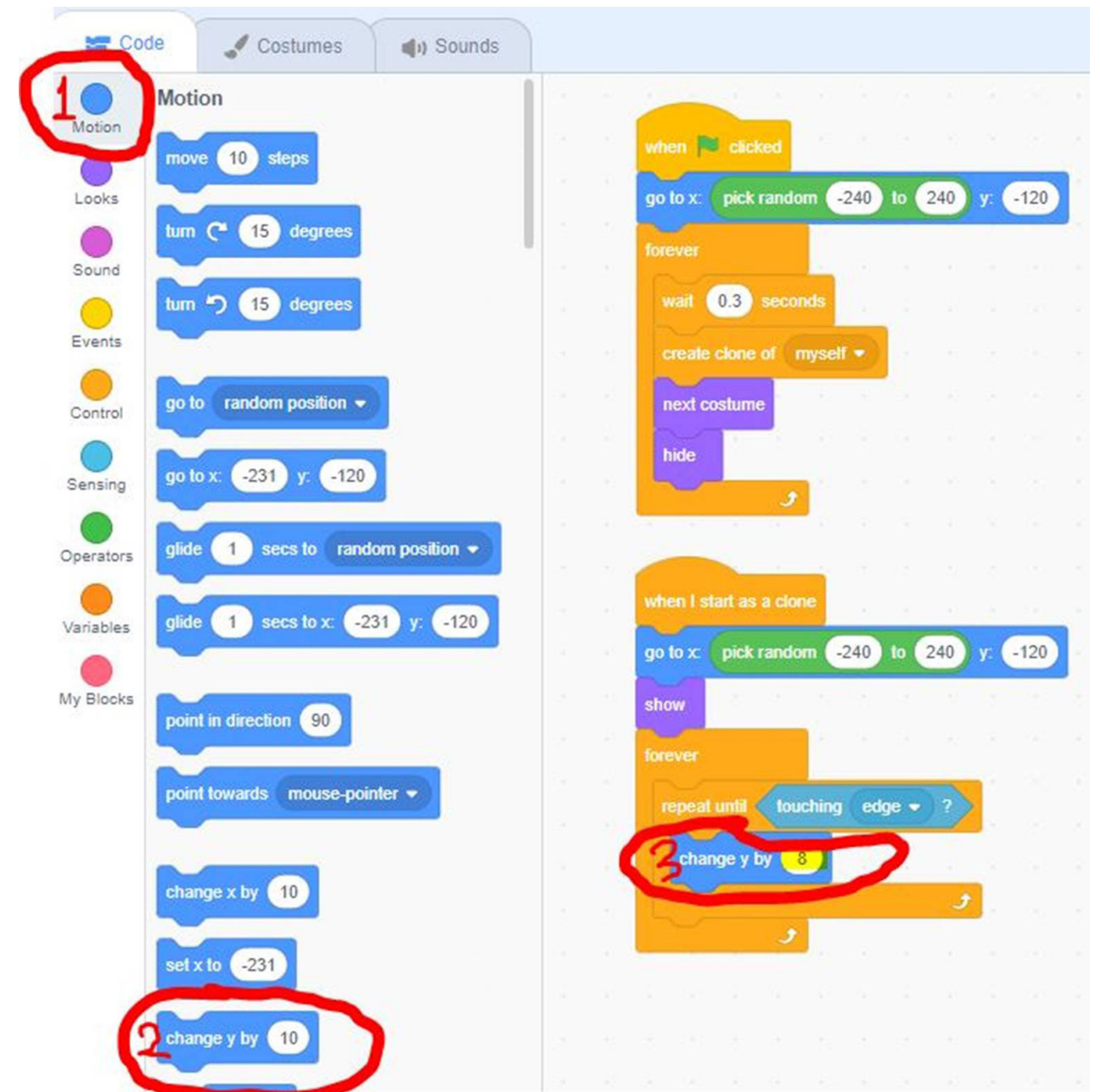**(3) drag and drop it inside the "forever" block.**

21
(1) choose "Sensing" category,
(2) grab "touching mouse-pointer" block,
(3) drag and drop it inside "repeat until" block, and
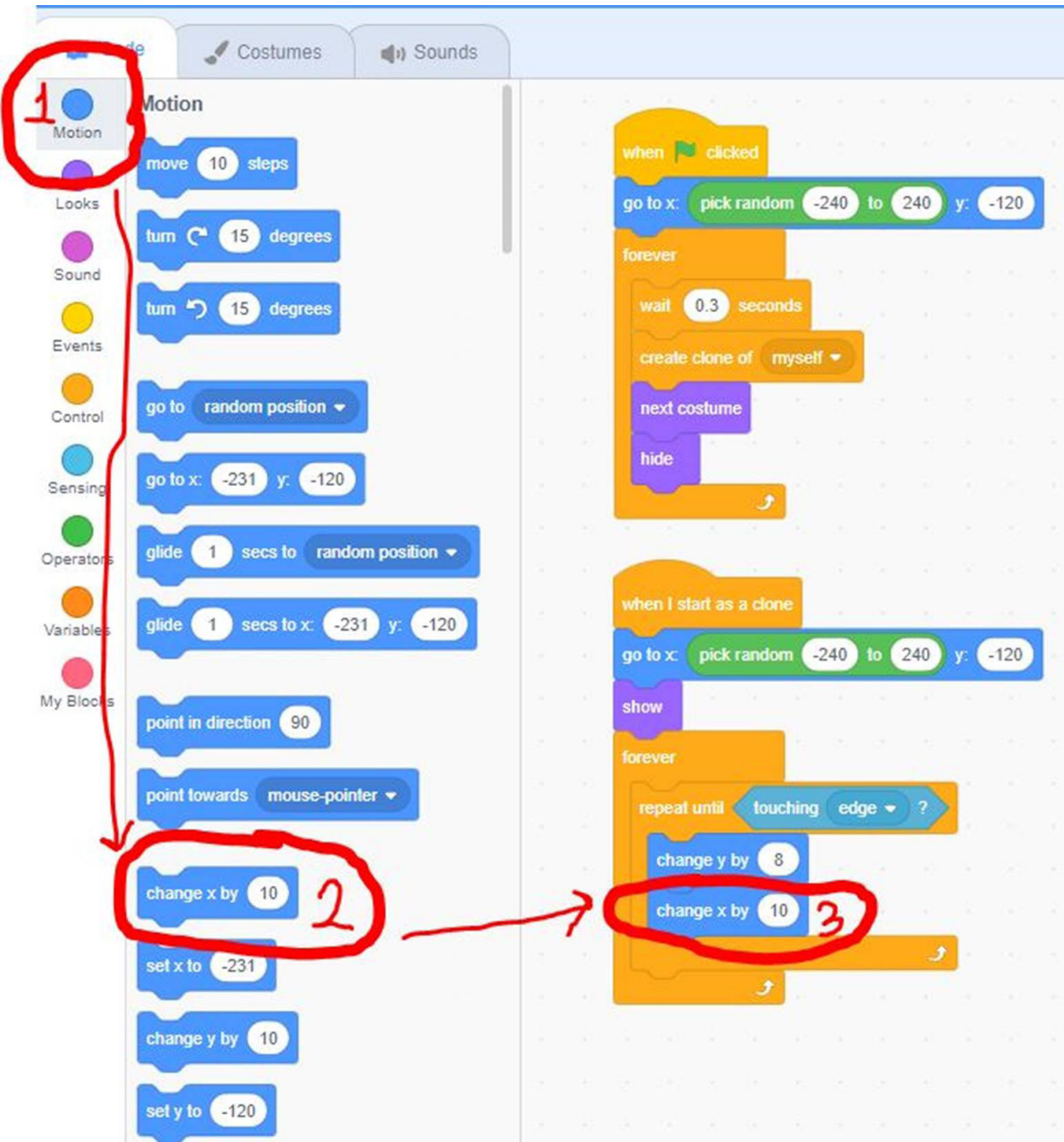(4) change the drop-down menu option from "mouse-pointer" to "edge".

22
(1) In the "Motion" category,
(2) grab "change y by 10" block, and
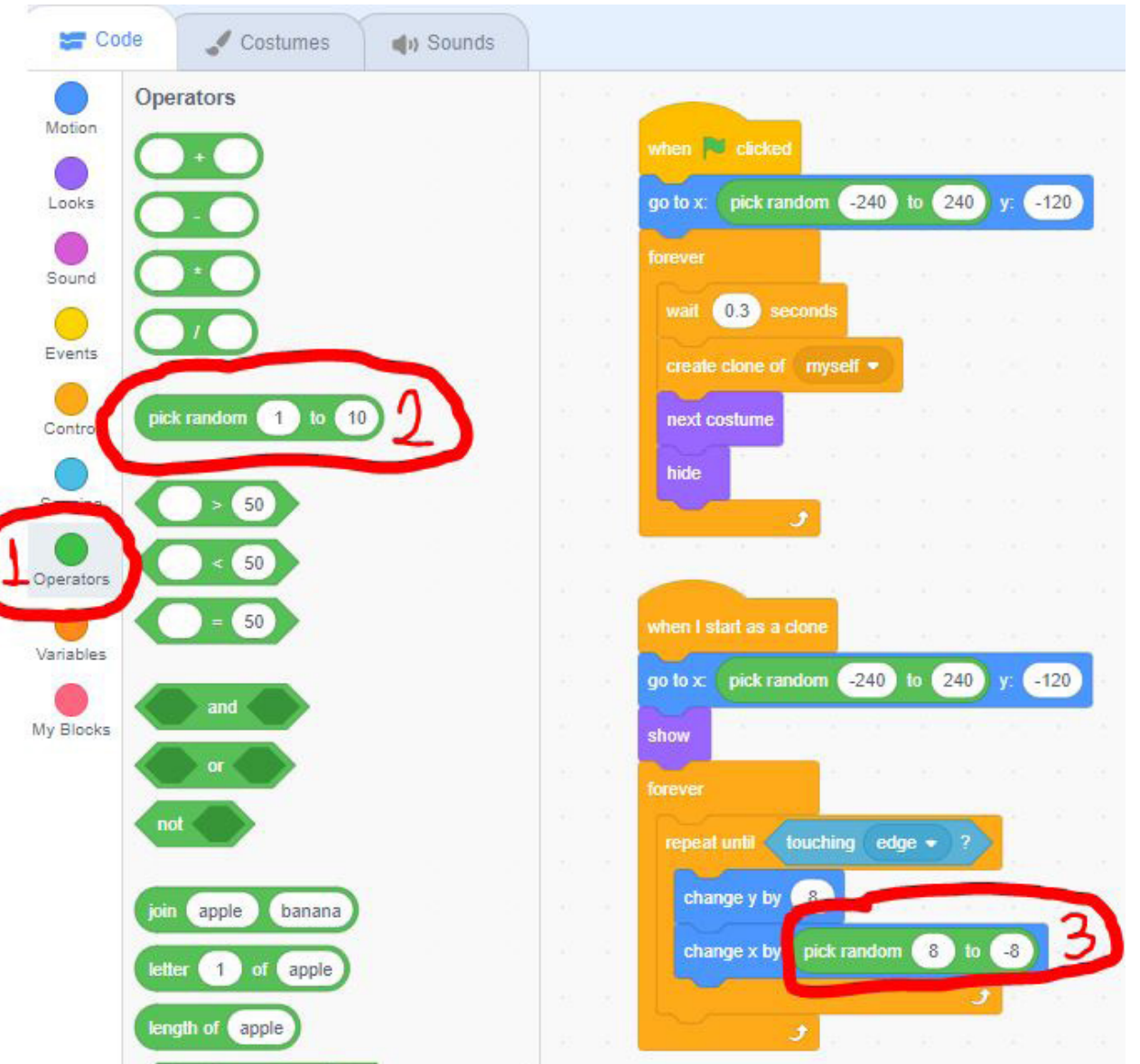(3) drag and drop it inside "repeat until" block.

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".

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