



Paint Box — Notes for Club Leaders



Introduction:

In this project, children will learn how to broadcast messages between sprites.

Resources

For this project, Scratch 2 should be used. Scratch 2 can either be used online at [jump.to.cc/scratch-on](https://jump.to/cc/scratch-on) or can be downloaded from jump.to.cc/scratch-off and used offline.

You can find a completed version of this project [online](#), or it can be downloaded by clicking the 'Download Project Materials' link for this project, which contains:

- PaintBox.sb2

There is also a version of this project with the external resources pre-loaded. This is available online at [jump.to.cc/paint-resources](https://jump.to/cc/paint-resources), or in the downloadable project materials, which contains:

- PaintBoxResources.sb2

This link also includes a 'Project Resources' folder, which contains images that children will need to complete this project. Make sure that each child has access to a copy of these resources.

Project resources: + frame.png + black/blue/green/red/yellow-selector.png + black/blue/green/red/yellow-pencil.png + eraser.png + cancel-button.png

Learning Objectives

- Importing images;
- Relational and boolean operators (`>` & `and`);
- Broadcasting between sprites.

Challenges

- "Shortcuts" - Creating keyboard events for the paint program;
- "More pens" - Adding more pen colours, to consolidate the learning of broadcasting messages.

Frequently Asked Questions

- Changes in a sprite 'costume center' isn't registered until another tab is clicked. Children should click on another costume, or on the 'Scripts' tab to finalise changes to the costume center.