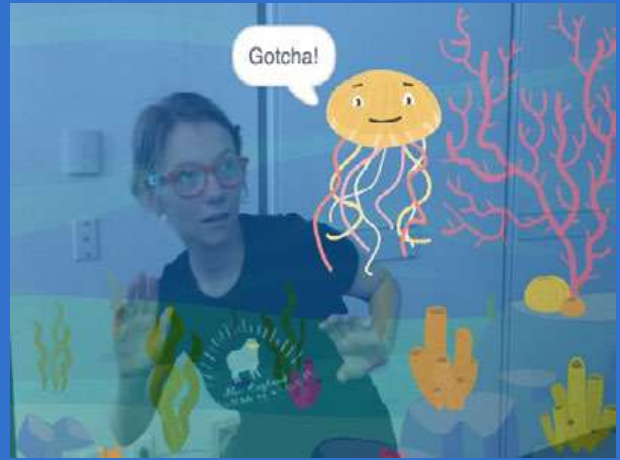


Video Sensing Cards



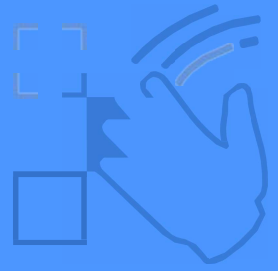
Interact with projects using video sensing.

Video Sensing Cards

Try these cards in any order:

- **Pet the Cat**
- **Animate**
- **Pop a Balloon**
- **Play the Drums**
- **Keep Away Game**
- **Play Ball**
- **Start an Adventure**

Pet the Cat



Make the cat meow when you touch it.



Pet the Cat

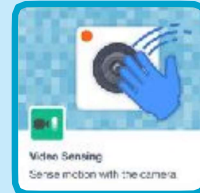
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GET READY

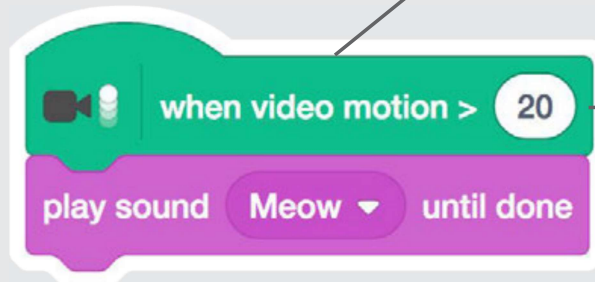
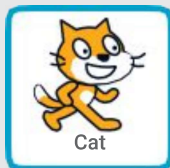


Click the **Extensions** button
(at the bottom left of the screen).



Choose **Video Sensing**
to add the video blocks.

ADD THIS CODE



This will start when it
senses video motion on
a sprite.

Type a number between
1 and 100 to change the
sensitivity.

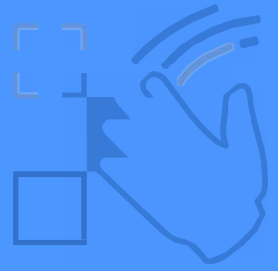
1 will start with very little
movement, 100 requires
a lot of movement.

TRY IT

Move your hand to pet the cat.



Animate

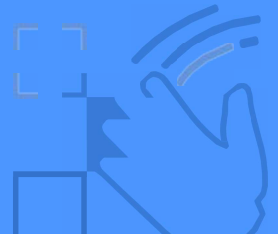


Move around to bring a sprite to life.



Animate

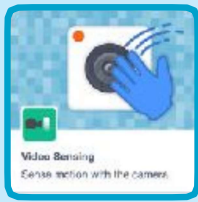
scratch.mit.edu



GET READY



Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite to animate.

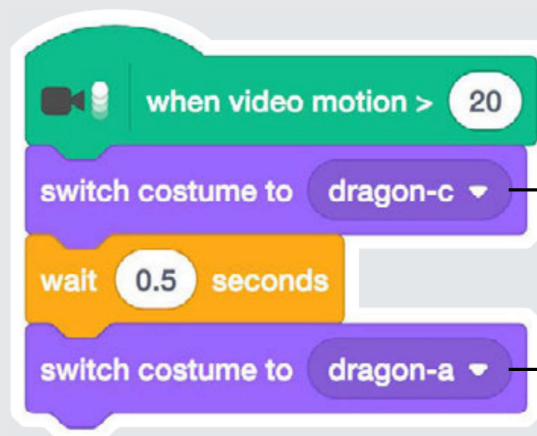


Pick a sprite with more than one costume.



Scroll over sprites in the Sprite Library to see their different costumes.

ADD THIS CODE



Choose one costume.

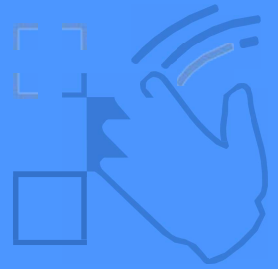
Choose a different costume.

TRY IT

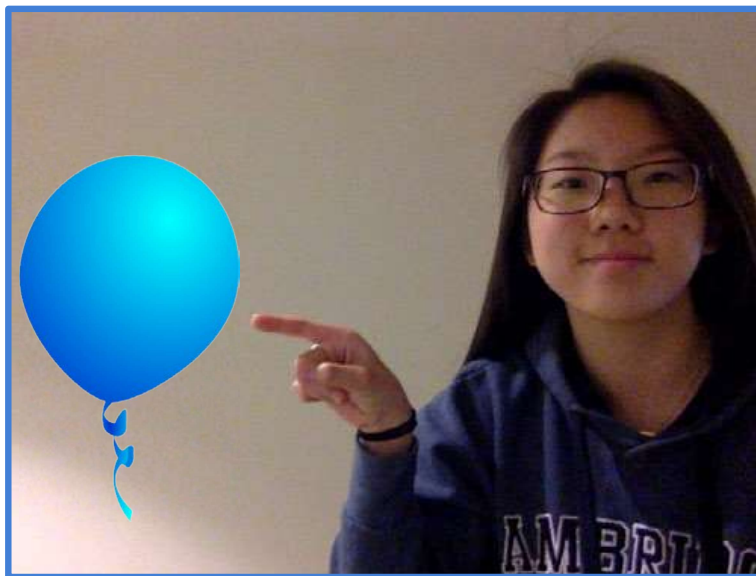
Move around to animate the dragon.



Pop a Balloon

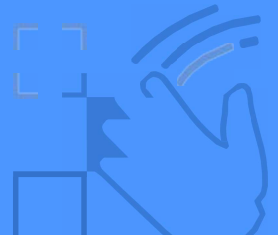


Use your finger to pop a balloon.



Pop a Balloon

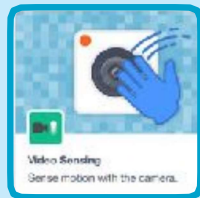
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GET READY



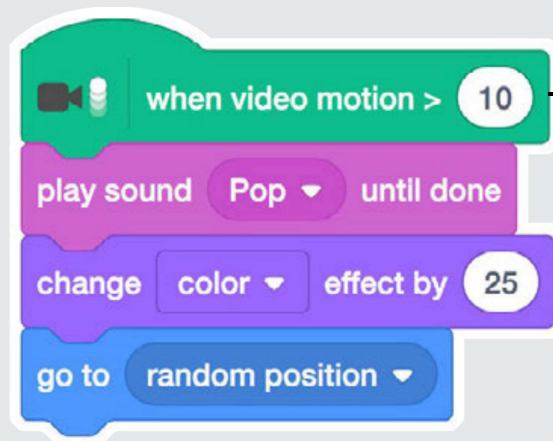
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like Balloon1.



ADD THIS CODE



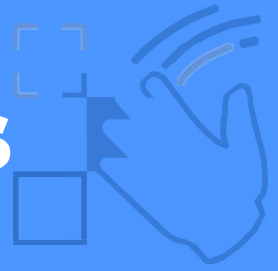
Type a larger number to make it harder to pop.

TRY IT

Use your finger to pop the balloon.



Play the Drums



Interact with sprites that play sounds.

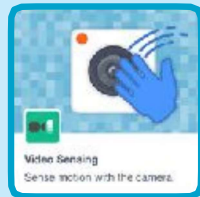


Play the Drums

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GET READY



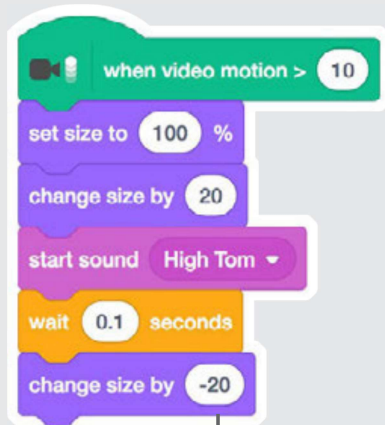
Click the **Extensions** button, then choose **Video Sensing**.



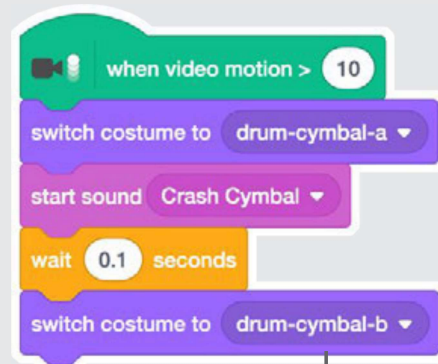
Choose two sprites, like Drum and Drum-cymbal.

ADD THIS CODE

Click on a drum to select it, then add its code.



Type a minus sign to get smaller.



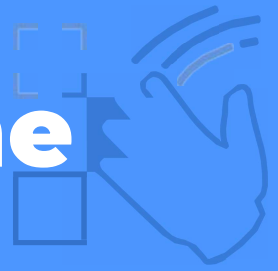
Choose a different costume.

TRY IT

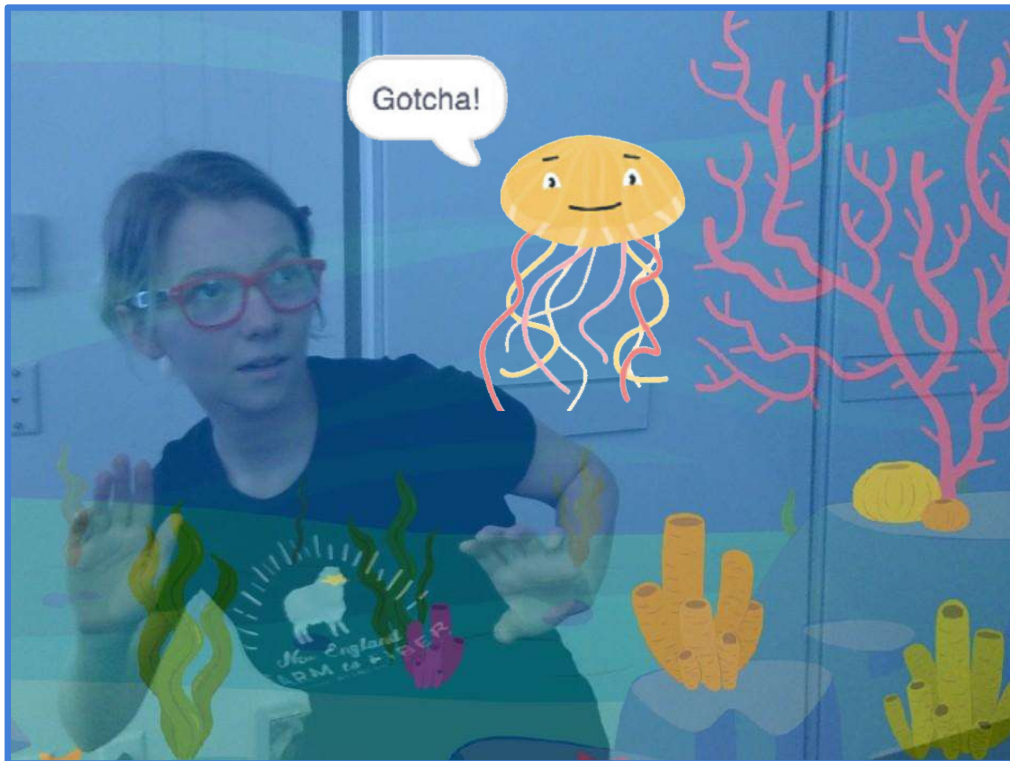
Use your hands to play the drums!



Keep Away Game



Move around to avoid a sprite.

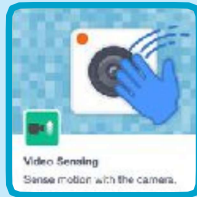


Keep Away Game

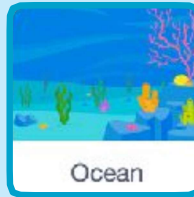
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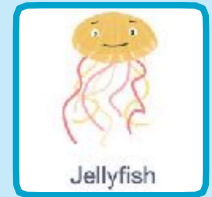
GET READY



Click the **Extensions** button, then choose **Video Sensing**.

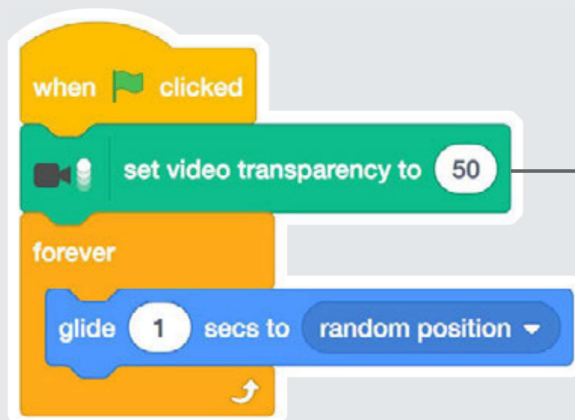


Choose a backdrop, like Ocean.

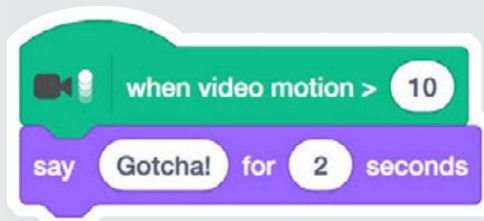


Choose a sprite, like Jellyfish.

ADD THIS CODE



Type a number between 0 and 100.
(0 to show the video, 100 to make the video transparent.)

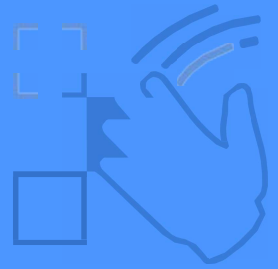


TRY IT

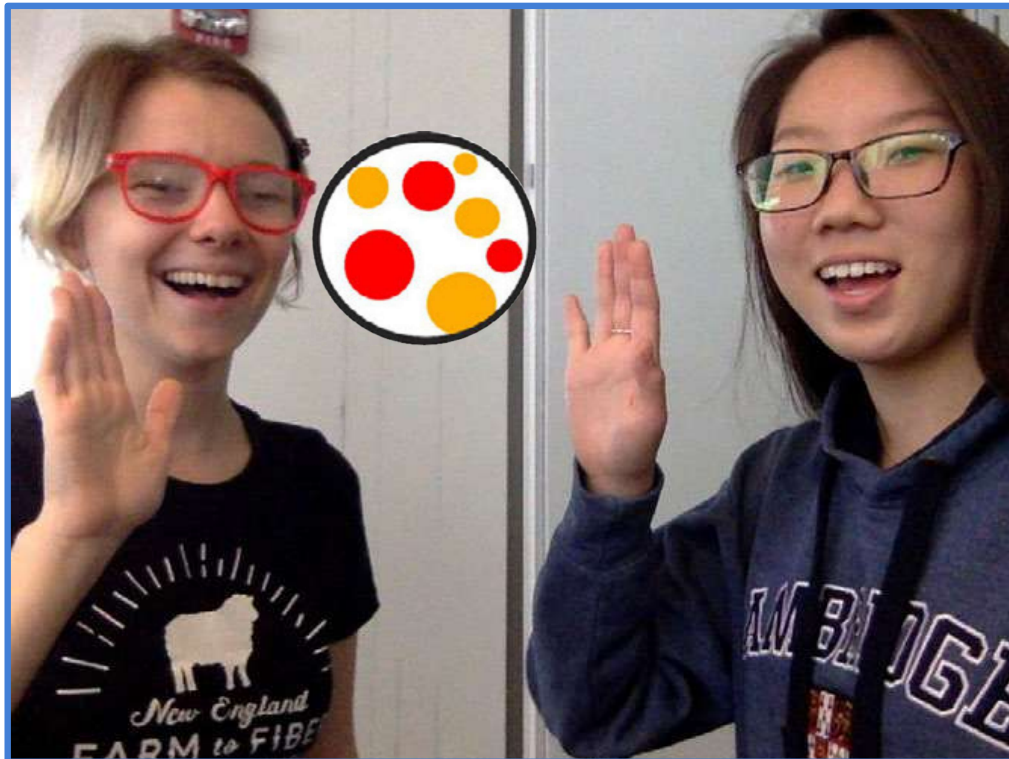
Move around to avoid the jellyfish.



Play Ball



Use your body to move a sprite across the screen.

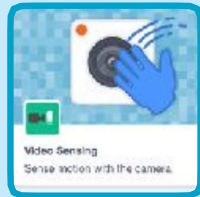


Play Ball

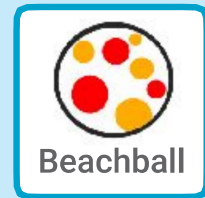
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GET READY

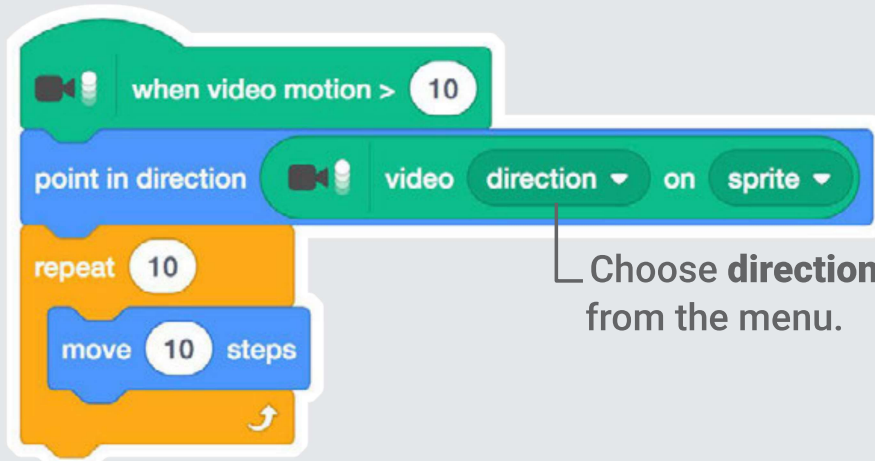
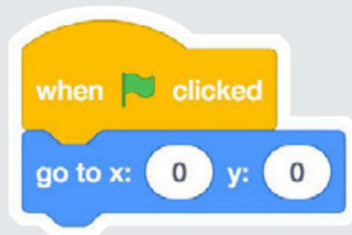


Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like Beachball.

ADD THIS CODE



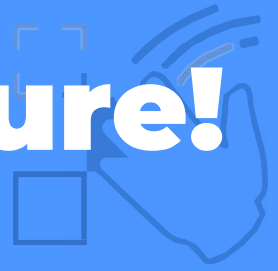
Choose **direction** from the menu.

TRY IT

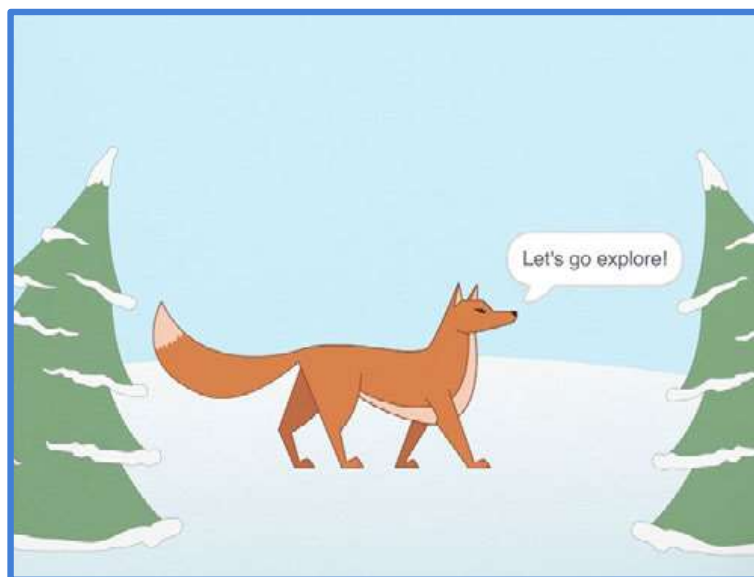


Use your hands to push the beach ball around the screen.
Try it with a friend!

Start an Adventure!



Interact with a story by
moving your hands.



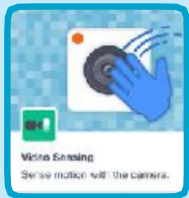
Start an Adventure!

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GET READY



Click the **Extensions** button.



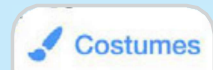
Choose **Video Sensing**.



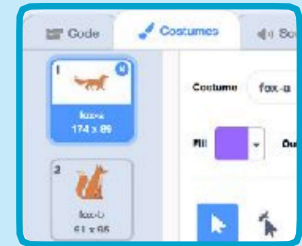
Choose a backdrop.



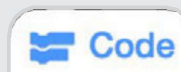
Choose a sprite.



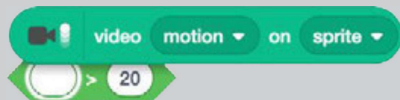
Click the **Costumes** tab to see your sprite's other costumes.



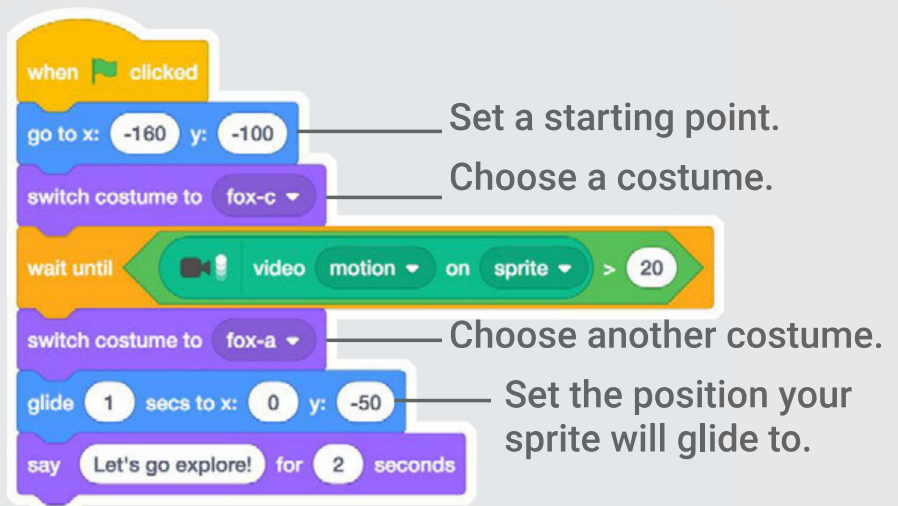
ADD THIS CODE



Click the **Code** tab.



Insert the **video motion on sprite** block into the **greater than** block from the Operators category.



TRY IT

Click the green flag. Then wave to wake up the fox.