SCRATCH **Aquarium**

Register/login at https://scratch.mit.edu
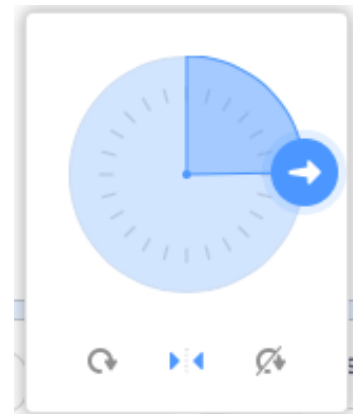Remember to write down your password.

Create an aquarium and watch the fish school together.

1) Choose a fishy sprite and a suitable aquarium background.
2) Click on **Direction** and play with changing the angle. To make the fish flip between looking left and right, click on the *mirroring* button (middle).

Make the fish swim left and right

3) The code starts when you click the green flag. Add a **forever** loop.
4) Inside the loop check if the fish has hit an edge, "**if on edge, bounce**." This turns the fish around at the edge of the tank.
5) Finally, add "**move 10 steps**" to move the fish forward.
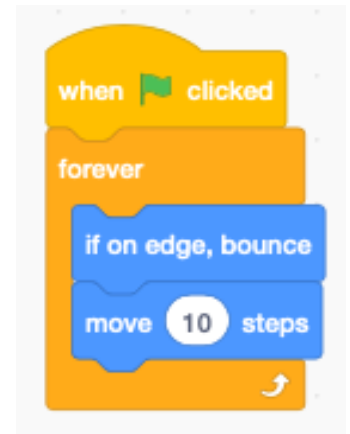
To make the fish swim together they must talk to each other.

When the fish bump into the side of the tank,
move them closer together.
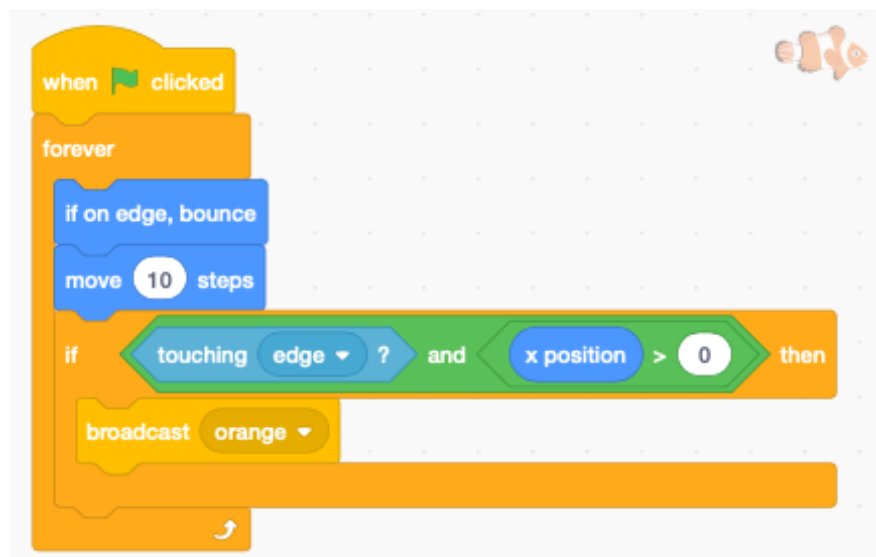
6) Insert an **if** block and add the **and** operator.

7) Check that the fish is touching one of the edges of the tank with **touching edge**.

8) Check this is on the right-hand side with **x position > 0** (the left side would be x position < 0).

9) **Broadcast** a new message with the fish colour e.g. orange.

10) Add an event to **receive** the message. Add **change x by 10** (moves it right).

11) Right-click on the fish sprite and **duplicate** it to make another.
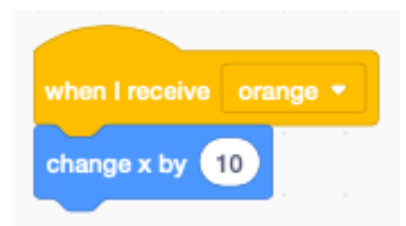
Watch the fish eventually school together.
Add different fish and change the message colour.

Save** your code with a good name. **File > Save now