# Scratch logo and symbol, meaning, history, PNG

*A close-up of a fish

Description automatically generated with low confidence***Aquarium**

Register/login at <https://scratch.mit.edu>

Remember to write down your password.

*Create an aquarium and watch the fish school together.*

1. *A picture containing text, clock

   Description automatically generated*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).

Graphical user interface, text, application, chat or text message

Description automatically generated*Make the fish swim left and right*

1. The code starts when you click the green flag. Add a **forever** loop.
2. 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.
3. Finally, add “**move 10 steps**” to move the fish forward.

*To make the fish swim together they must talk to each other.*

***Graphical user interface

Description automatically generated with medium confidence****When the fish bump into the side of the tank,   
move them closer together*.

1. Insert an **if** block and add the **and** operator.
2. Check that the fish is touching one of the edges of the tank with **touching edge**.
3. Check this is on the right-hand side with   
   **x position > 0** (the left side would be x position < 0).
4. **Graphical user interface

   Description automatically generatedBroadcast** a new message with the fish colour e.g. orange.
5. Add an event to **receive** the message. Add **change x by 10** (moves it right).
6. 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***