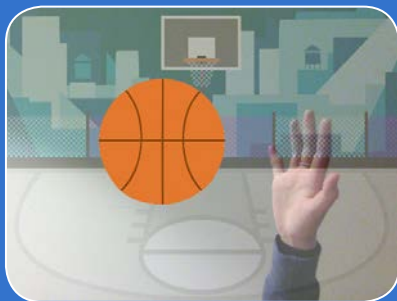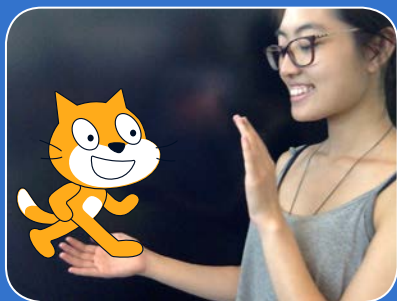# Video Sensing Cards

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.
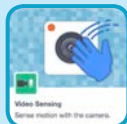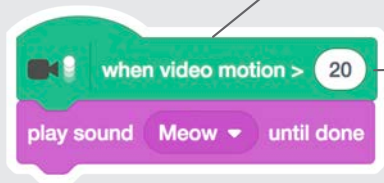
Pet the Cat

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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

Cat

when video motion > 20

play sound Meow until done

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.
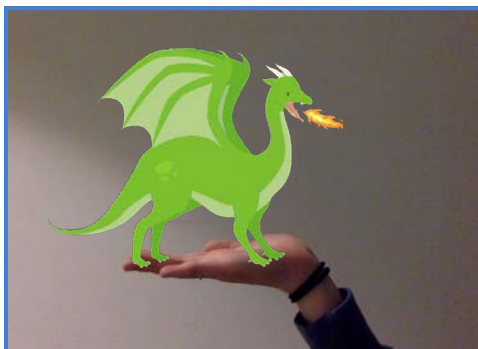
TRY IT

Move your hand to pet the cat.
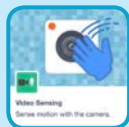
Animate

Move around to bring a sprite to life.
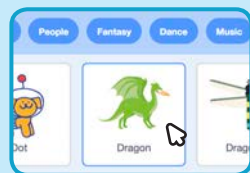
SCRATCH

Animate

GET READY

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

Video Sensing
Sense motion with the camera.

Choose a sprite to animate.

Dragon

Pick a sprite with more than one costume.

People Fantasy Dance Music

Dot Dragon Drag

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

ADD THIS CODE

Dragon

```
when video motion > 20
switch costume to dragon-c ▼
wait 0.5 seconds
switch costume to dragon-a ▼
```
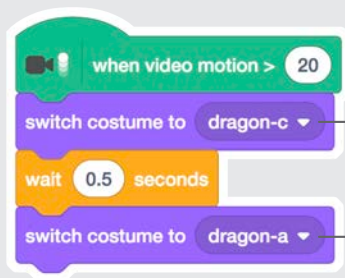
Choose one costume.

Choose a different costume.

TRY IT

Move around to animate the dragon.
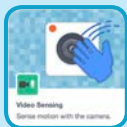
Pop a Balloon

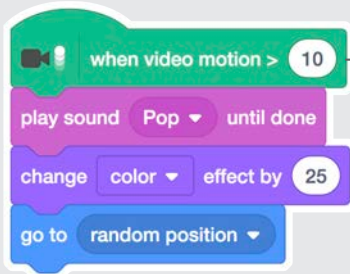**Use your finger to pop a balloon.**

Pop a Balloon

GET READY

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

Choose a sprite, like Balloon1.

ADD THIS CODE

Balloon1

when video motion > 10

Type a larger number to make it harder to pop.

play sound Pop until done

change color effect by 25

go to random position

TRY IT

Use your finger to pop the balloon.

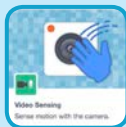# Play the Drums

Interact with sprites that
play sounds.

SCRATCH

Play the Drums

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GET READY

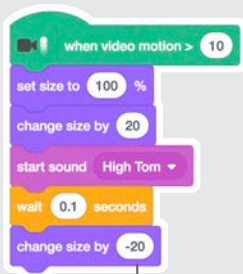Click the **Extensions** button,
then choose **Video Sensing**.
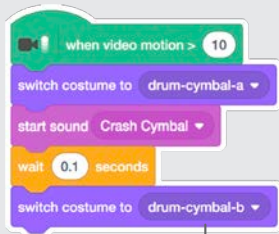
Choose two sprites,
like Drum and Drum-cymbal.

Drum

Drum-cymbal

ADD THIS CODE

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

Drum

Drum-cymbal

```
when video motion > 10
set size to 100 %
change size by 20
start sound High Tom
wait 0.1 seconds
change size by -20
```

Type a minus sign to get smaller.

```
when video motion > 10
switch costume to drum-cymbal-a
start sound Crash Cymbal
wait 0.1 seconds
switch costume to drum-cymbal-b
```
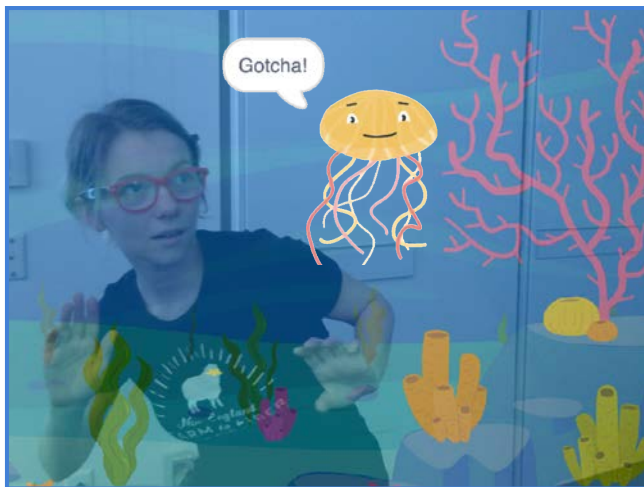
Choose a costume.

TRY IT

Use your hands to play the drums!

Keep Away Game

Move around to avoid a sprite.

Keep Away Game
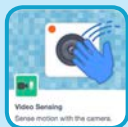
GET READY

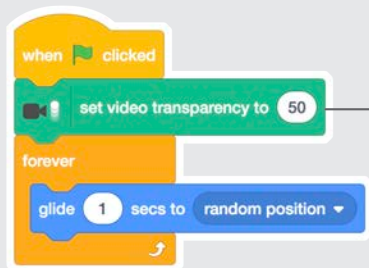**Click the Extensions** button, then choose **Video Sensing**.
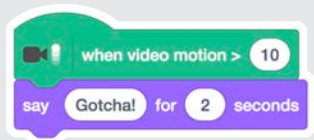
Choose a backdrop, like Ocean.

Choose a sprite, like Jellyfish.

ADD THIS CODE

Jellyfish

```
when [flag] clicked
set video transparency to (50)
forever
    glide (1) secs to (random position ▾)
```

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

```
when video motion > (10)
say (Gotcha!) for (2) seconds
```
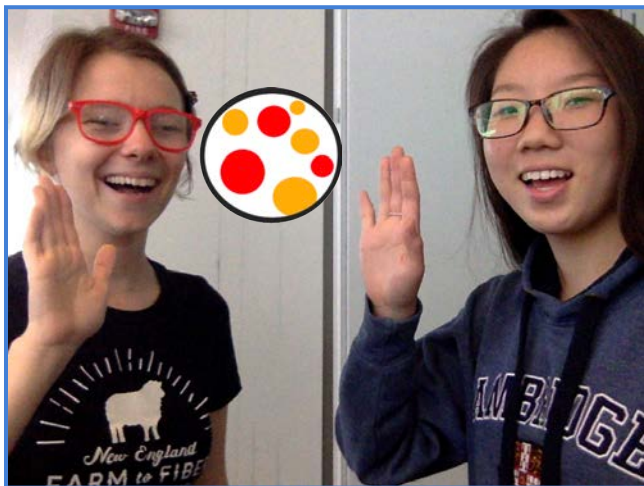
TRY IT

Move around to avoid the jellyfish.
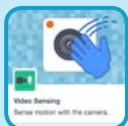
Play Ball

Use your body to move a
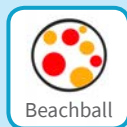sprite across the screen.
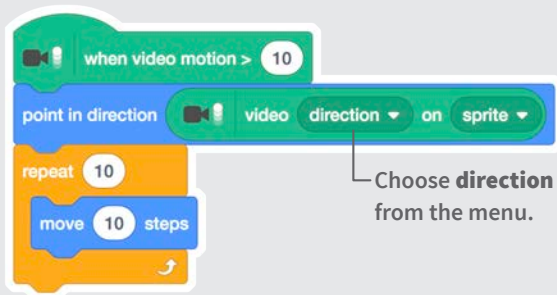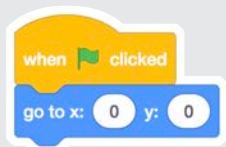
SCRATCH

Play Ball

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GET READY

Click the Extensions button, then choose Video Sensing.

Video Sensing
Sense motion with the camera.

Choose a sprite, like Beachball.

Beachball

ADD THIS CODE

Beachball

when 🏴 clicked

go to x: 0 y: 0

when video motion > 10

point in direction 📷 video direction ▾ on sprite ▾

repeat 10

move 10 steps
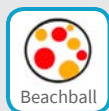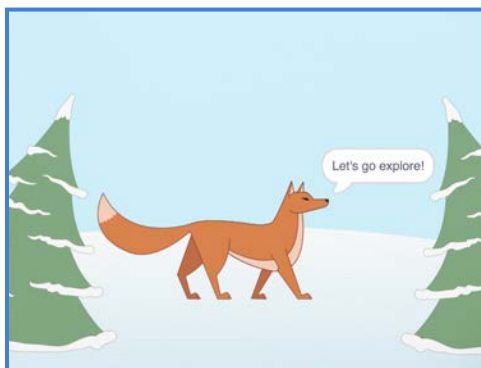
└ **Choose direction from the menu.**

TRY IT

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

Start an Adventure!

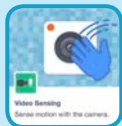**Interact with a story by moving your hands.**
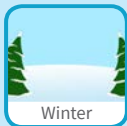
Start an Adventure!

GET READY

Click the **Extensions** button.

Choose a backdrop.

Choose a sprite.

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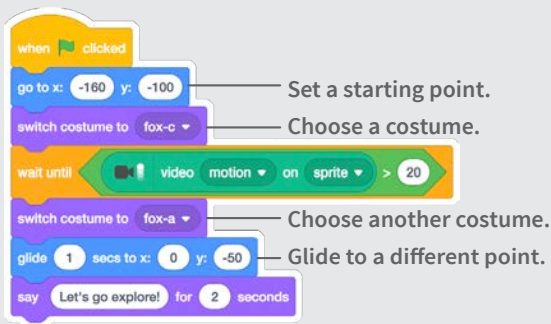
Choose **Video Sensing**.

Winter

Fox
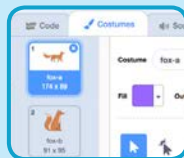
ADD THIS CODE

Click the Code tab.

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

```
when 🏳 clicked
go to x: -160 y: -100
switch costume to fox-c
wait until [video motion on sprite] > 20
switch costume to fox-a
glide 1 secs to x: 0 y: -50
say Let's go explore! for 2 seconds
```

Set a starting point.

Choose a costume.

Choose another costume.

Glide to a different point.

TRY IT

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