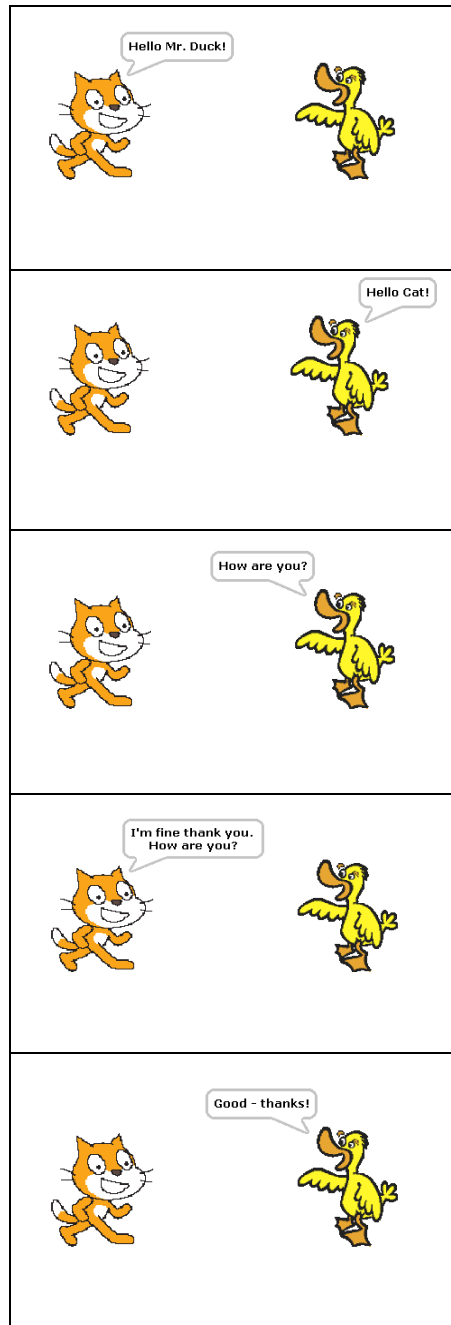


## Lab 01 – Broadcast and Animations

### Result of running the Scripts



Check out the scripts for the Cat and Duck below. When you press the green flag, each step on the left happens in order.

- ❑ In the Scripts for the Cat and Duck (below), figure out which piece corresponds to each step.
- ❑ Try to make these scripts in Scratch.
- ❑ Add to the scripts so that the cat and duck each speak once more.
- ❑ Your homework will involve extensive practice with broadcast, but play around with it till you feel pretty comfortable now.


## Scripts for the Cat

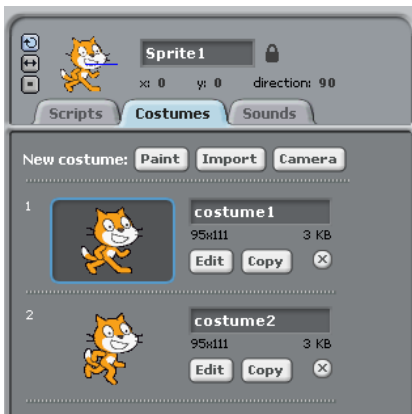


## Scripts for the Duck



## Animations!

- Open up a new sprite by clicking on the  button.
- Click on the costumes tab to see the cat's two different "costumes".





- Think about what this will do and then try it. Was it different than you expected? Why?



- Make the Cat walk across the screen smoothly using repeat.

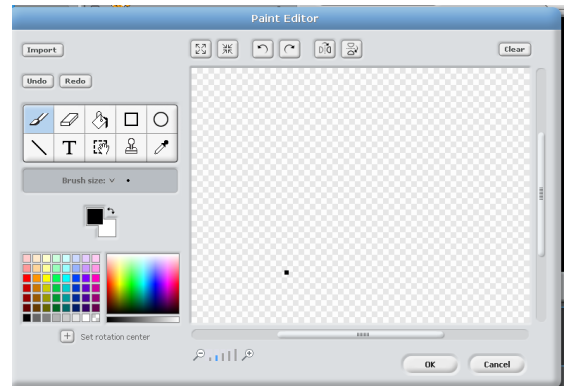
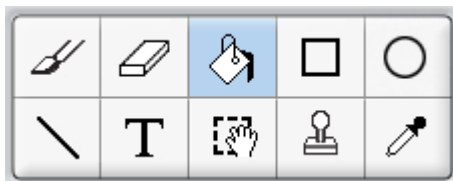
## Introduction screen...

A lot of games start off with an intro screen that fades away when you click.

- Open a new file by clicking on the  button.
- We're going to create a sprite in a new way for this. This time, create a new sprite by clicking on this button. 

- You should see something like this →

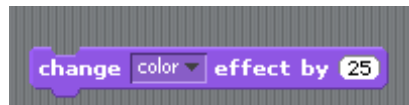
- Select a color and then click on the paint bucket icon.




Using the paint bucket color the entire canvas the color you selected.

- Click Okay. There should be a big rectangle on your screen now.
- In this scripts area of this new sprite (the big rectangle) put a block like this.

- If you have trouble finding the “Change ghost effect” piece, start with the “Change color” piece and click the black triangle.



- Make the rectangle reappear when you click R.
- Export your intro screen sprite by right clicking on the sprite and selecting “export this sprite”
- Open up your story from inside your movie.
  - Click on this icon  to put your new intro screen into your story.

