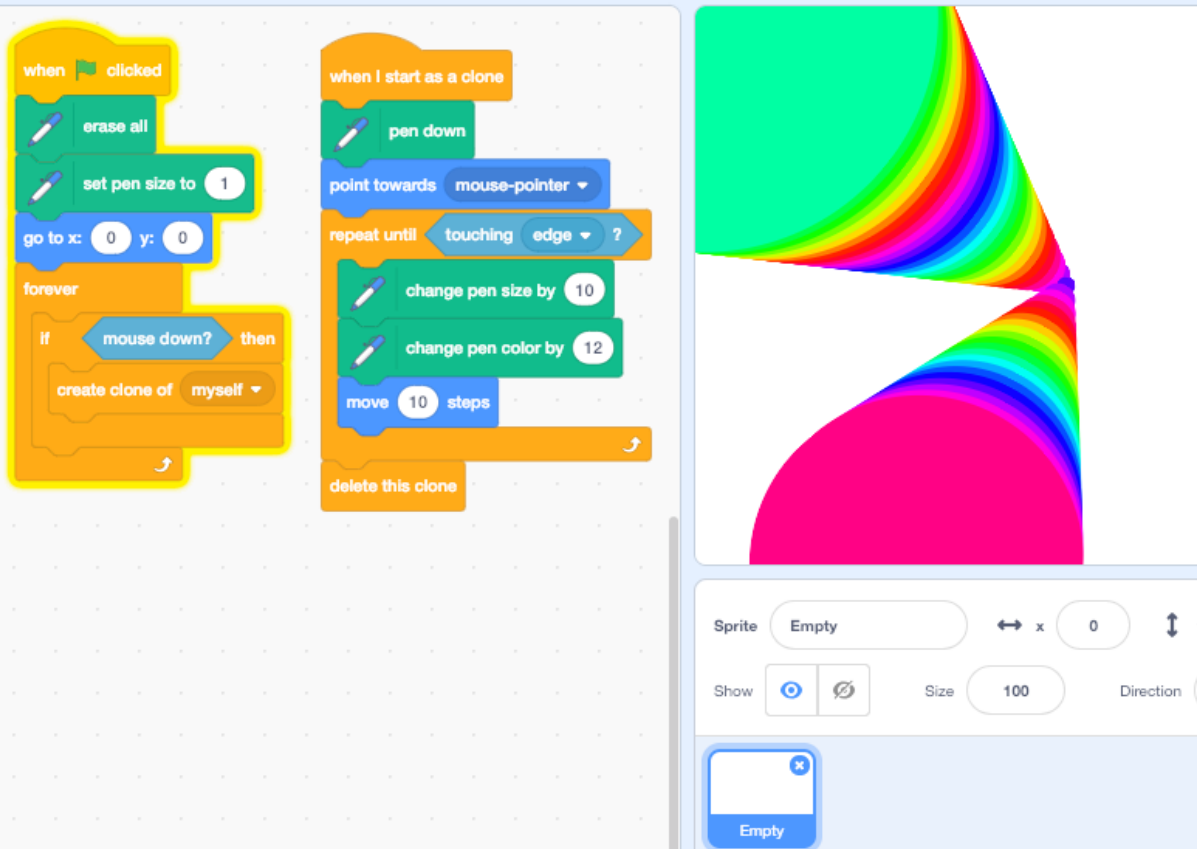


## Girl Scout Workshop

### Rainbows



The Rainbows project in Scratch features two scripts and a stage with a rainbow background.

**When clicked script:**

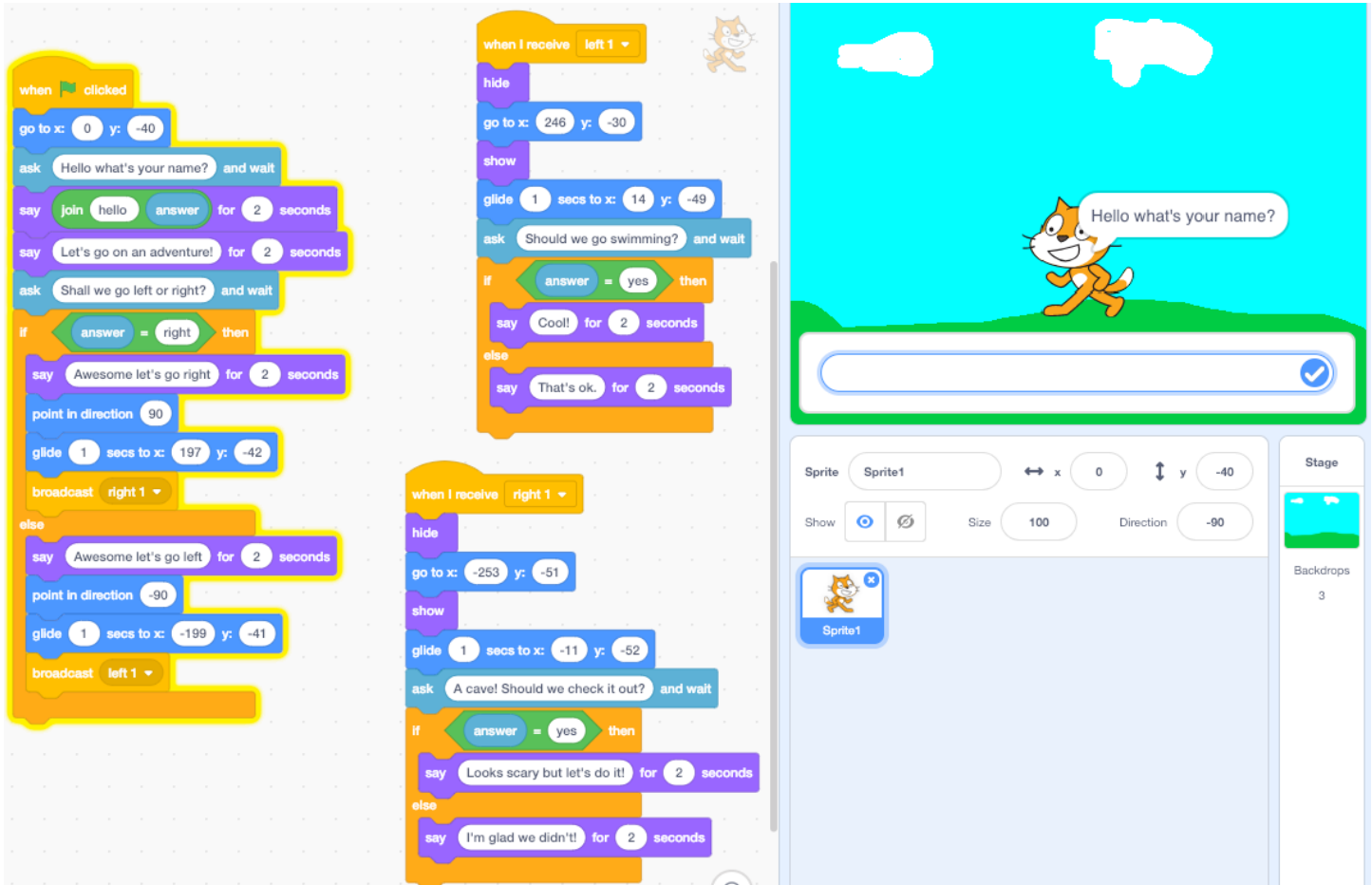
- erase all
- set pen size to 1
- go to x: 0 y: 0
- forever loop:
  - if mouse down? then:
    - create clone of myself

**When I start as a clone script:**

- pen down
- point towards mouse-pointer
- repeat until touching edge?
  - change pen size by 10
  - change pen color by 12
  - move 10 steps
- delete this clone

The stage shows a rainbow background with a large pink semi-circle at the bottom. The sprite area is empty.

### Adventure



The Adventure project in Scratch features two main scripts and a stage with a cat sprite.

**When clicked script:**

- go to x: 0 y: -40
- ask Hello what's your name? and wait
- say join hello answer for 2 seconds
- say Let's go on an adventure! for 2 seconds
- ask Shall we go left or right? and wait
- if answer = right then:
  - say Awesome let's go right for 2 seconds
  - point in direction 90
  - glide 1 secs to x: 197 y: -42
  - broadcast right 1
- else:
  - say Awesome let's go left for 2 seconds
  - point in direction -90
  - glide 1 secs to x: -199 y: -41
  - broadcast left 1

**When I receive left 1 script:**

- hide
- go to x: 246 y: -30
- show
- glide 1 secs to x: 14 y: -49
- ask Should we go swimming? and wait
- if answer = yes then:
  - say Cool! for 2 seconds
- else:
  - say That's ok. for 2 seconds

**When I receive right 1 script:**

- hide
- go to x: -253 y: -51
- show
- glide 1 secs to x: -11 y: -52
- ask A cave! Should we check it out? and wait
- if answer = yes then:
  - say Looks scary but let's do it! for 2 seconds
- else:
  - say I'm glad we didn't! for 2 seconds

The stage shows a cat sprite (Sprite1) on a green hill with a blue sky and white clouds. A speech bubble says "Hello what's your name?". Below the stage is a text input field with a checkmark button. The sprite area shows Sprite1 with a size of 100 and direction of -90. The backdrops area shows 3 backdrops.

## Spiral Maker

The 'Spiral Maker' project features a drawing pencil sprite on a black stage. The code is as follows:

```

when clicked
  set pen size to 1
  pen up
  hide
  set distance to 0
  erase all
  forever loop
    if mouse down? then
      define draw a spiral
      go to mouse-pointer
      point in direction pick random 0 to 360
      repeat 100
        pen down
        change pen color by 5
        change distance by 0.1
        move distance steps
        turn 12 degrees
      set distance to 0
      pen up
  when c key pressed
    erase all
  
```

The stage displays three colorful spirals. A text label at the bottom right of the stage says "press 'c' to clear". The sprite properties show the drawing pencil at x: -130, y: 95, size: 100, and direction: 76.

## Starfish Choir

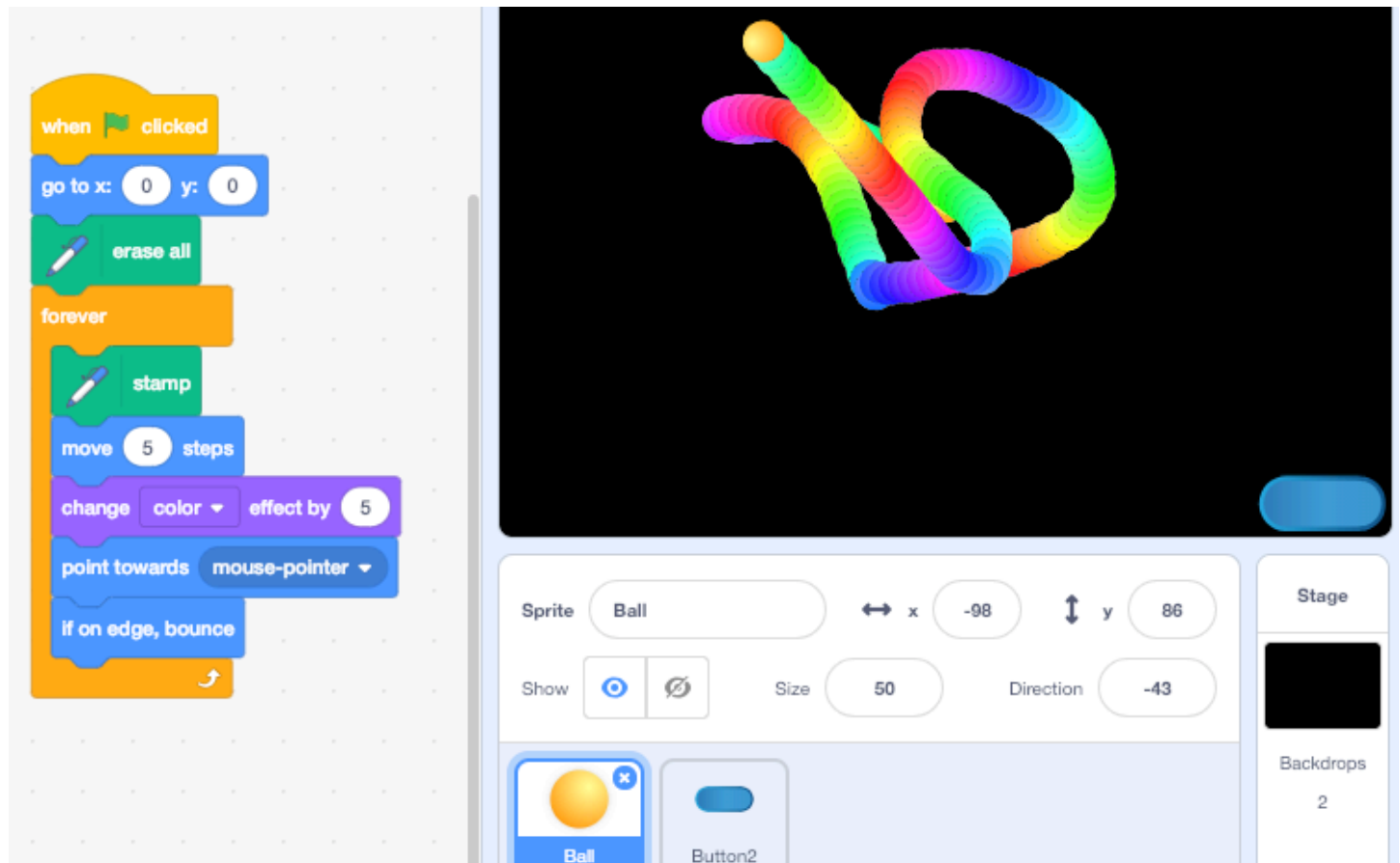
The 'Starfish Choir' project features a group of colorful starfish sprites on an underwater stage. The code for the clicked event is:

```

when this sprite clicked
  next costume
  play note 60 for 0.1 beats
  next costume
  play note 61 for 0.1 beats
  next costume
  play note 62 for 0.1 beats
  next costume
  play note 63 for 0.5 beats
  next costume
  
```

The stage shows several starfish and a green octopus. The selected sprite, Sprite11, is a blue starfish at x: -188, y: -42, size: 65, and direction: 90. The sprite list at the bottom includes Sprite11, Sprite2, Sprite3, Sprite4, and Sprite5.

## Paint Follower

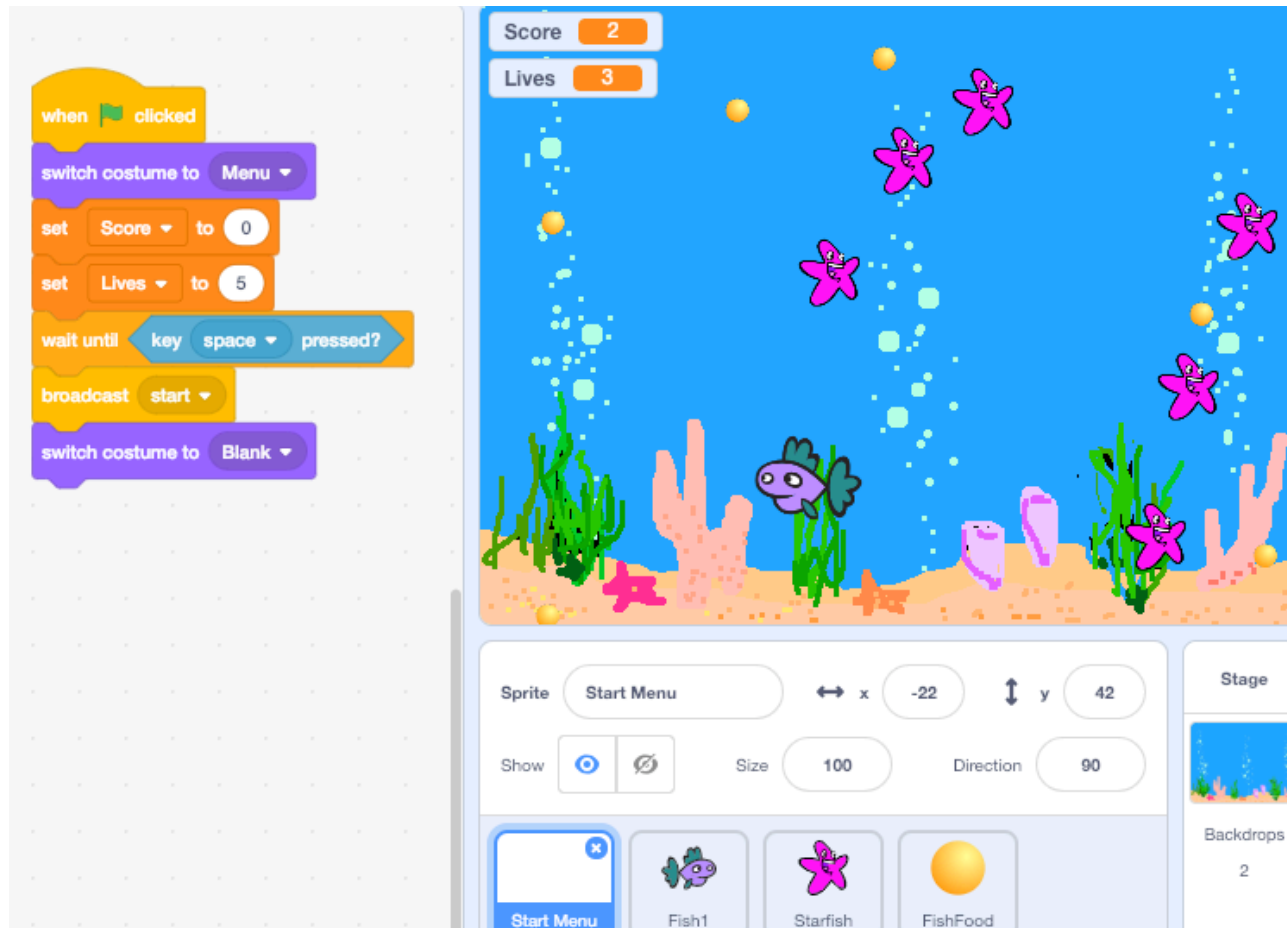


The image shows the Scratch interface for a project titled "Paint Follower". On the left, the script area contains the following code:

- when green flag clicked
- go to x: 0 y: 0
- erase all
- forever loop:
  - stamp
  - move 5 steps
  - change color effect by 5
  - point towards mouse-pointer
  - if on edge, bounce

On the right, the stage displays a colorful, multi-segmented line that follows the mouse pointer, forming a loop. The line is composed of many small, overlapping circles, each with a different color. The stage background is black. The bottom right shows the sprite area with a "Ball" sprite selected, and the stage area with a black backdrop.

## StarFall



The image shows the Scratch interface for a project titled "StarFall". On the left, the script area contains the following code:

- when green flag clicked
- switch costume to Menu
- set Score to 0
- set Lives to 5
- wait until key space pressed?
- broadcast start
- switch costume to Blank

On the right, the stage displays a colorful underwater scene with a blue background, orange coral, green seaweed, and a purple fish. Several pink starfish and yellow fish food items are scattered throughout. The stage background is blue. The bottom right shows the sprite area with a "Start Menu" sprite selected, and the stage area with a blue backdrop.

Scratch code for a fish character:

```
when I receive start
  set rotation style left-right
  go to x: 0 y: -140
  forever
    if key left arrow pressed? then
      point in direction -90
      change x by -5
    if key right arrow pressed? then
      point in direction 90
      change x by 5
    if key up arrow pressed? then
      change y by 5
    if key down arrow pressed? then
      change y by -5
  
```

Scratch code for a starfish character:

```
when I receive start
  forever
    if touching Starfish ? then
      change Lives by -1
    if touching FishFood ? then
      change Score by 1
    if Lives < 1 then
      stop all
  
```

Stage view shows an underwater scene with a fish and a starfish.

Sprite view shows the Fish1 sprite.

Scratch code for a starfish character:

```
when I receive start
  hide
  forever
    go to x: pick random -220 to 220 y: 155
    wait pick random 0.5 to 2 seconds
    create clone of myself
  
```

Scratch code for a fish character:

```
when I start as a clone
  show
  repeat until touching Fish1 ? or touching edge ?
    change y by pick random -1 to -2
  delete this clone
  
```

Stage view shows an underwater scene with a fish and a starfish.

Sprite view shows the Starfish sprite.