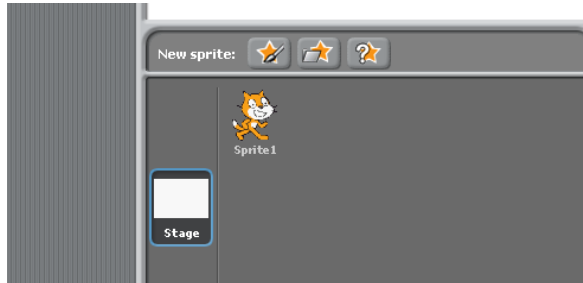
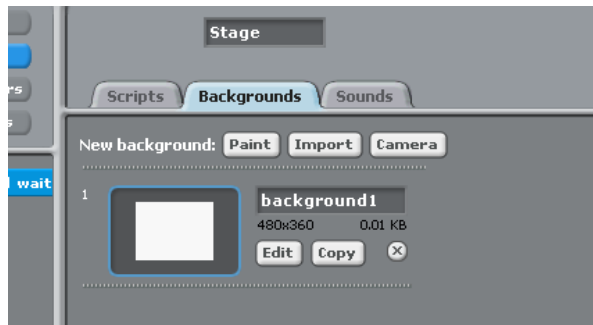


THE AQUARIUM

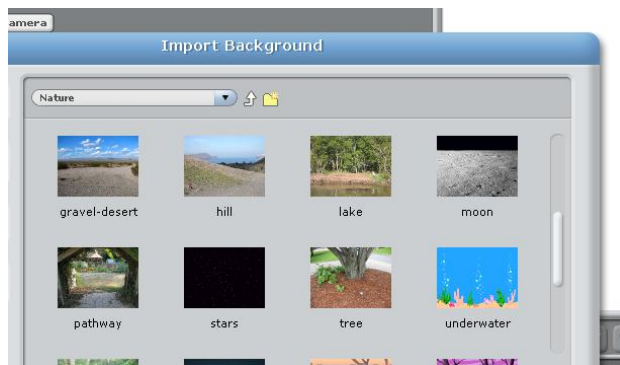
1. Open a New Project
 - File -> New
2. Creating an animated background
 - Click on Stage Icon



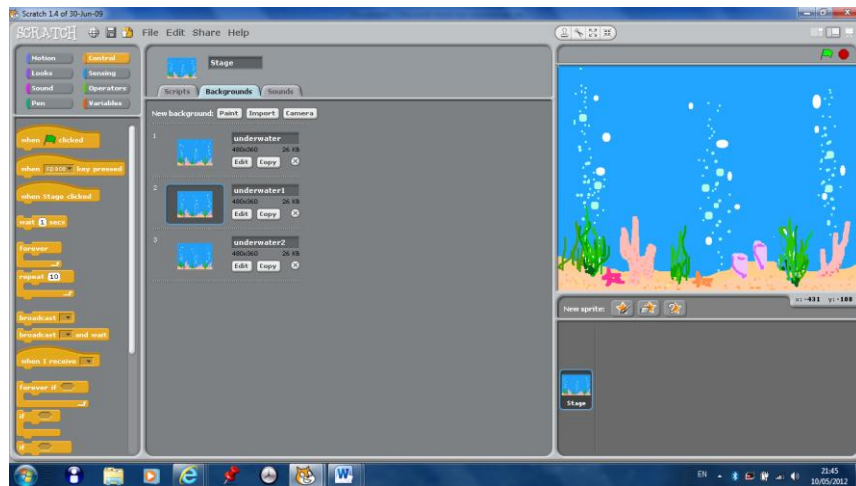
- Select Backgrounds Tab



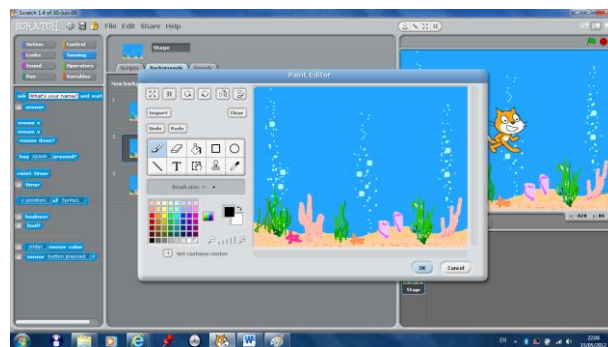
- Click Import -> Nature -> Underwater -> OK



- Delete Background 1
- Select Underwater -> Copy
- Select Underwater -> Copy



- Edit each of the Copies of the Underwater background by adding some white circles that will help animate the background.



- Switch to the Scripts tab and add the following code



- COMMENT IN THE CODE – Right click -> Add Comment
- Save Project (File -> Save As..)
- Add some project notes. (File -> Project Notes)

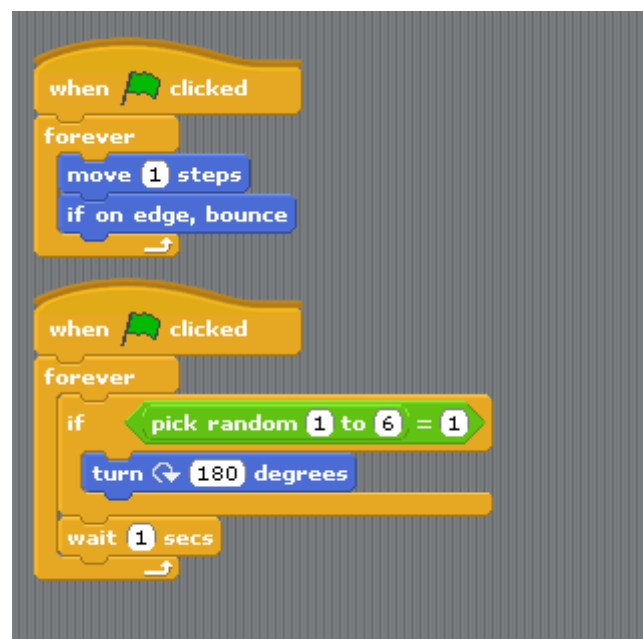
3. Delete the Cat Sprite (Right Click Sprite -> Delete)
4. Now add some fish!! (There are plenty of them to be found in the Animals Folder)



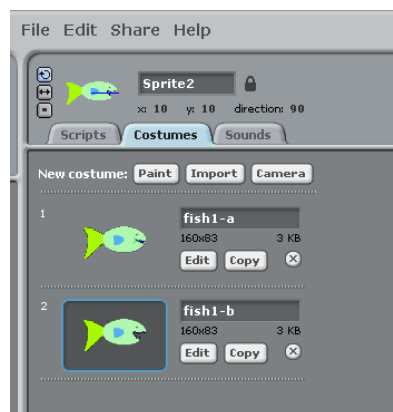
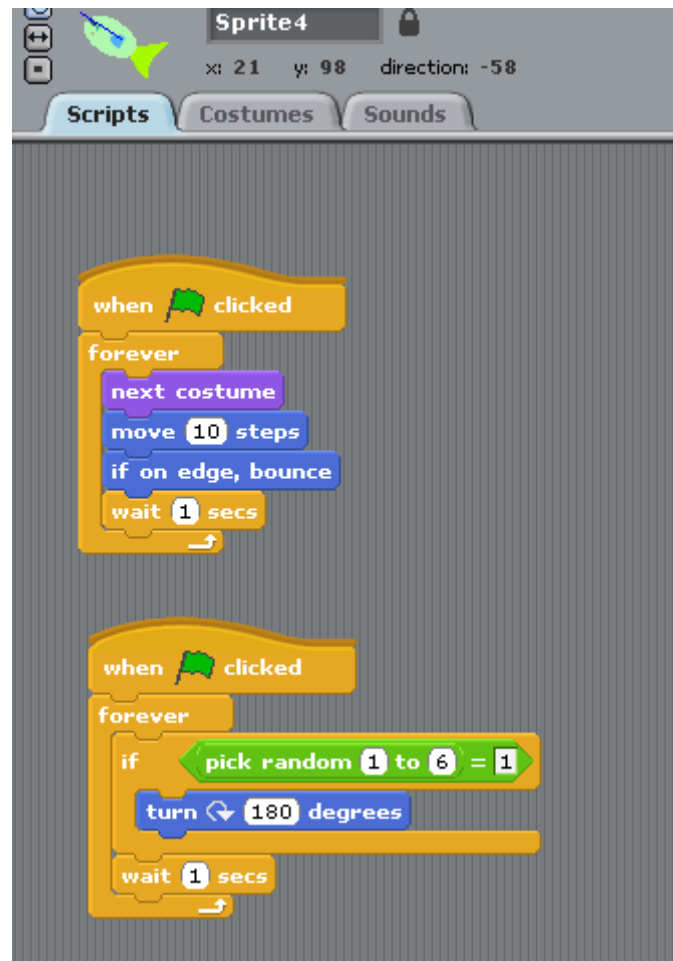
- Resize the fish (or clam in this case!)



- Add the following code to each fish sprite that you have added – play around with the code for different effects.



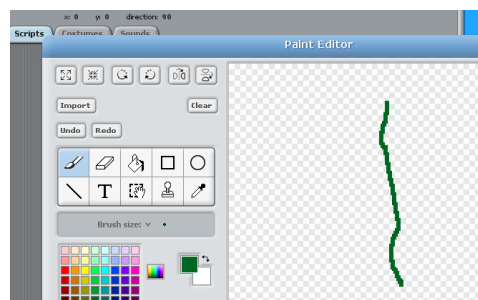
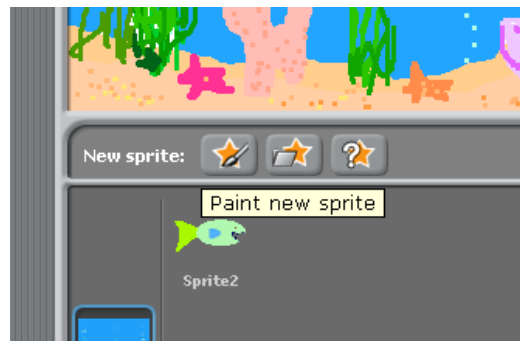
- The selected fish in this screen shot animates between mouth open and closed...using 2 different costumes. (Code – <next costume>)



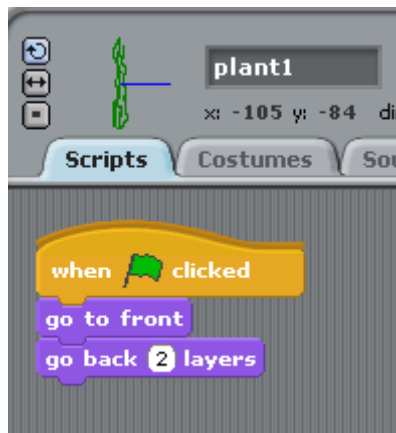
- Now apply some different effects – in this case the ghost effect to the jellyfish!



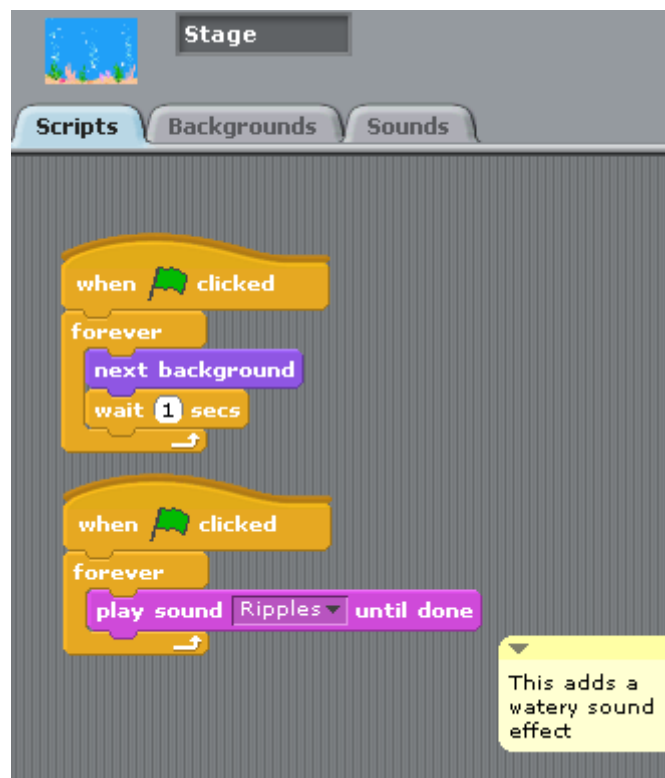
- Create some new sprites – in this case Plants!



- Now apply some effects to the plants to make them appear animated...or as if some fish are swimming through them...



- Now let's apply some sound to the aquarium...



Now you should probably feed the fish – will leave that bit to you!!

References:

Some code samples taken from Scratch Example Projects : File -> Open -> Examples

Scratch Teaching Materials at <http://www.scratch.ie>

Scratch MIT website <http://scratch.mit.edu/>