



# DIGIMAKER

Programming for young Makers

Topic:

## Decisions

### Crossy Road

Decision making is important when there will be situations with multiple options and an option needs to be selected based on the given conditions.



Example: When playing a game, if number of lives = 0, its game over

### Penguin to cross the road and get to the other side!



#### Get Ready

1. Add Backdrop: street      Sprites: Car and Penguin (set sizes to 40)

#### Add your code

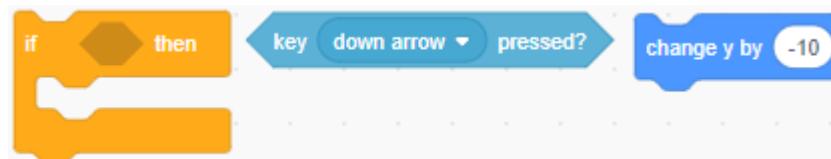
2. Car: When green flag is clicked, set Rotation style left – right, size – 40%. Forever, move 5 steps, if on edge, bounce



3. Penguin: When green flag is clicked - Forever, if UP arrow key is pressed, **change y by** 10



4. Penguin: Inside Forever; If DOWN arrow key is pressed, **change y by** -10



5. Penguin: Inside Forever; If RIGHT arrow key is pressed, **change x by** 10



6. Penguin: Inside Forever; If LEFT arrow key is pressed, **change x by** -10

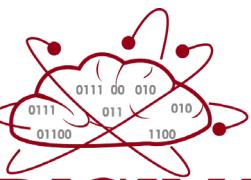


7. Penguin: Inside Forever; If Penguin touches the car, say "Ouch!" and go back to its start position



#### **REMEMBER:**

Experiment and make it  
your own!



# DIGIMAKER

Programming for young Makers

## CHALLENGES! 😎



### Bruise Penguin

Make a variable "Injuries". When penguin touches car, change "Injuries" by 1 and change whirl effect (Hint: Look at "Change color effect" block).



### Add more cars

Add 2 additional car sprites, moving at different speeds



### Add background music

Using a forever loop, play a music loop "Dance Magic"

**WOO!**

Make sure you've  
saved  
the project

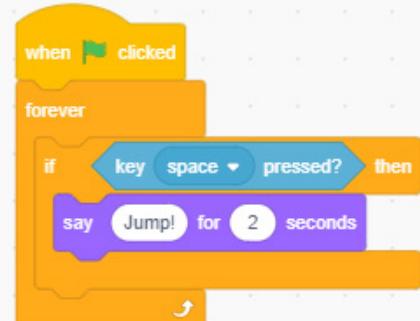
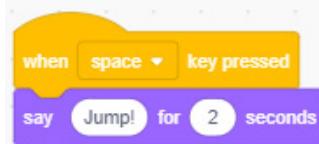


### Energy Boost – New Project

Add sprite Robot. Make variable Energy. Using FOREVER loop, IF it touches mouse-pointer, change Energy by 1000.

**TEST YOURSELF!** 🙌

Do these two pieces of Scratch code do the same thing after the green flag has been pressed?



Yes

No