

Homework 3
CS Fundamentals: Scratch Visuals [due Tuesday]
June 30, 2017

1 Hide the Cat! [Expected Duration: 15 - 60 min]

If you have any questions about the directions or any blocks you have not used before, let me know via email or text!

Again, I would **strongly recommend installing the [offline version of Scratch 2](#)** for future projects.

In last class, we used some “Looks” blocks to find the cat. This time, you will build a program that hides it! Since we used a lot of the blocks in the “Looks” category in class, I will not give you specific directions. I will only give you specific blocks you will need for each event (There is only 2 events). I have provided a YouTube video ([CLICK HERE!](#)) to help guide you.

Do your best and have fun!

Here are the list of blocks you need from the “looks” category (**these are the only blocks you need**)! You should figure out the order, and where each block goes in each event (orange block).

Note: all of the cheat keys you made works! So, you can play around with those to test your hidden cat out!

1. When Flag Clicked

- a. go back ___ layers
- b. go to front
- c. say ___ for ___ secs
- d. set size to ___%
- e. show

1. When this sprite clicked

- a. go back ___ layers
- b. go to front
- c. hide
- d. say ___ for ___ secs
- e. set size to ___%
- f. think ___ for ___ secs