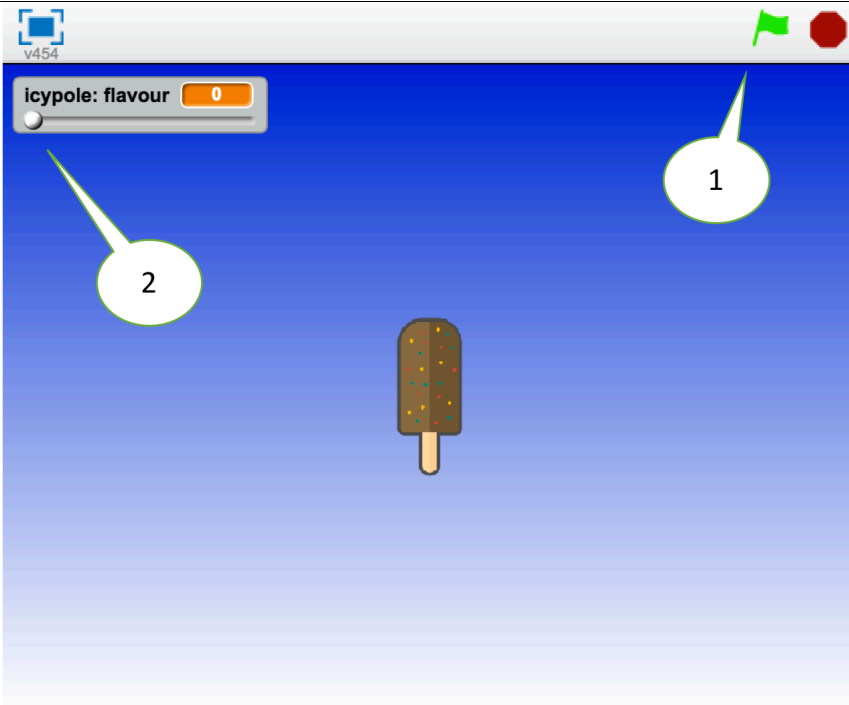


Scratch Icy Poles: <https://goo.gl/It7bGI>



Step 1

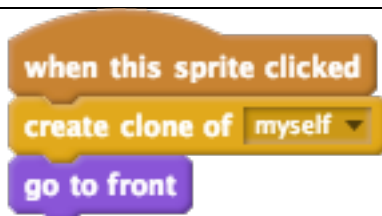
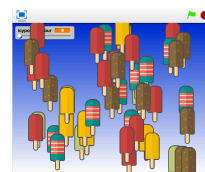
Click on the green flag.

Step 2

Slide the flavour slider to change the flavour of the icy pole.

Step 3

Click on the icy pole to create a clone of it. The clone will be created at a random location. Experiment with changing the flavour and creating clones. You can also click on any clone to make a clone of the clone.



This is the code that creates a clone when we click on an icy pole. You can find it in the Scripts tab of the sprite named "icypole". Creating a clone is how we can make a copy of an object in Scratch.



This code runs whenever a clone is created, it is only executed for the clone. This is where we place the clone in a random location. We are going to make some changes to this code.



We call flavour an attribute. It can be set to a number from 1 to 7 to represent the flavour of the icy pole. Let's set the flavour for an icy pole to a random value whenever we create a clone. Try it out by clicking on the green flag.



An icy pole has another attribute called turnspeed. It is also a number. Let's try setting it to a random number from 1 to 10. Try it out by clicking on the green flag. Can you work out what turnspeed does?

Finished? Turn over the page for some challenge activities.

Challenge 1 - Easy

Setting turnspeed to a value from 1 to 10 means all the icy poles turn in the same direction (clockwise). Modify the code so that a cloned icy pole could randomly turn in either direction.

Challenge 2 - Tricky

You may have your icy poles turning in both directions but can the turnspeed ever be 0? That means sometimes a cloned icy pole won't turn. Modify your code so that a cloned icy pole can randomly turn in either direction but the turnspeed will never be 0.

Challenge 3 - Very Hard

Add a new attribute to the icypole sprite called pulsespeed. Modify the code so that cloned icy poles pulse between 100% to 120% of their size at a rate that is set by pulsespeed. The higher pulsespeed is the faster the icy pole should pulse.

Challenge 4 - Legendary Coder

Create a game based on the theme "icy poles". You can use the assets in this project or create your own.

