

Scratch 1.4 of 30-Jun-09

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Motion Control Looks Sensing Sound Operators Pen Variables

Sprite1 x: -14 y: -49 direction: 90

Scripts Costumes Sounds

when green flag clicked

- go to x: 37 y: 150
- wait until touching Sprite3
- stop all

when green flag clicked

- forever loop:
 - if on edge, bounce
 - move 4 steps

when green flag clicked

- forever if touching Sprite2:
 - point in direction 180 direction
 - move 5 steps
 - turn pick random -20 to 20 degrees

Stage 2

Step 1: Code Ball Script

tutorial2- Scratch

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Motion Control Looks Sensing Sound Operators Pen Variables

Sprite2 x: -2 y: -111 direction: 90

Scripts Costumes Sounds

when green flag clicked

- forever loop:
 - set x to mouse x

touching ?

touching color ?

color is touching ?

ask: What's your name? and wait

answer

mouse x

mouse y

mouse down?

key space pressed?

distance to

reset timer

timer

x position of Sprite1

loudness

loud?

slider sensor value

sensor button pressed?

Stage

Try It!

Step 2: Code Paddle Script

- Motion
- Looks
- Sound
- Pen
- Control
- Sensing
- Operators
- Variables

Sprite1
 x: 178 y: -48 direction: 108

Scripts | Costumes | Sounds

```

when green flag clicked
  go to x: 37 y: 150
  wait until touching Sprite3
  stop all
  
```

```

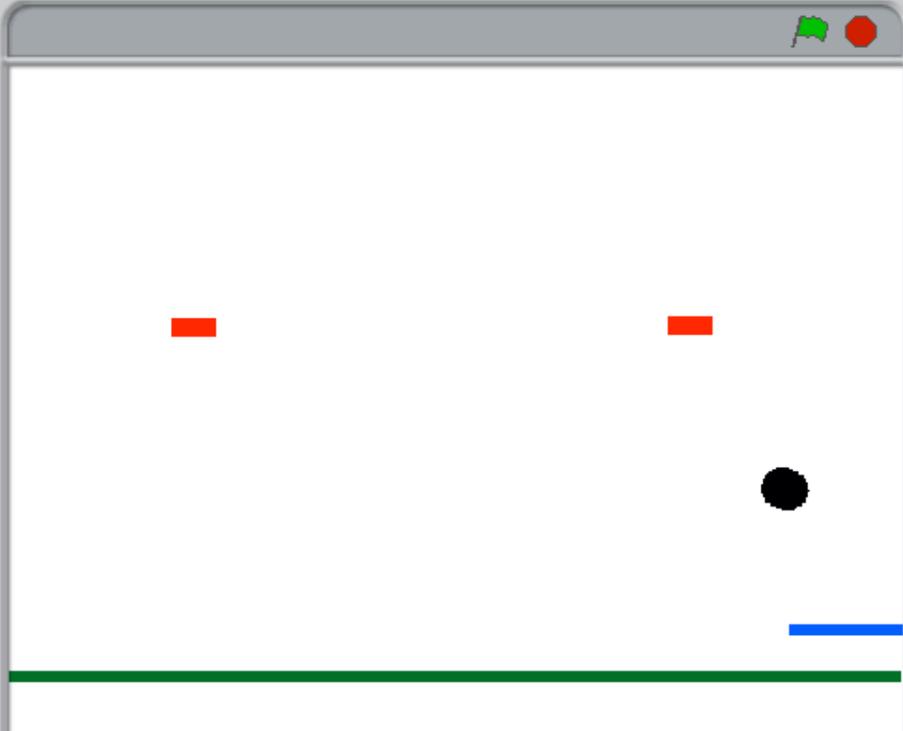
when green flag clicked
  forever loop
    if on edge, bounce
    move 4 steps
  
```

```

when green flag clicked
  forever if touching Sprite2
    point in direction 180 - direction
    move 5 steps
    turn left pick random -20 to 20 degrees
  
```

```

when green flag clicked
  forever if color black is touching red
    point in direction 180 - direction
    move 5 steps
    turn left pick random -20 to 20 degrees
  
```



New sprite: [Pencil icon] [Star icon] [Question mark icon] x: -382 y: -331



Draw Two Red Bricks and Add Code To the Ball

Stage 3

