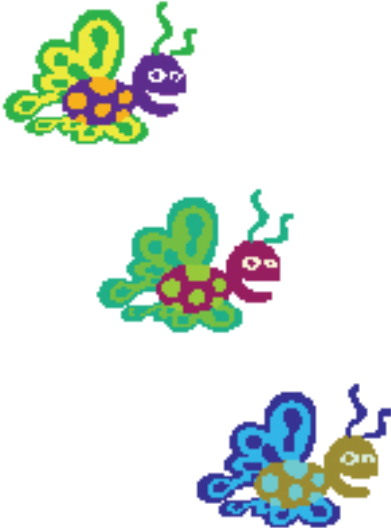


## Change COLOR

Press a key to change the color of a sprite.



<http://scratch.mit.edu>

1

SCRATCH

## Change COLOR



GET READY



Paint a new sprite.

Or, choose one from a folder.

TRY THIS CODE



DO IT!



Press the space bar to change colors.

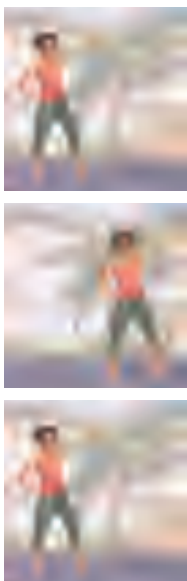
EXTRA TIP



The more colors in the sprite, the more changes you will see. (If the sprite is all black, the color change will be subtle.)

## Move to a Beat

Start dancing to a drum beat.



<http://scratch.mit.edu>

2

SCRATCH

## Move to a Beat



GET READY



Choose a dancer or other image.

TRY THIS CODE



Click to choose a drum sound.

DO IT!



Click the green flag to start.

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

## Key Moves

Use the arrow keys to move your sprite.



<http://scratch.mit.edu>

3

SCRATCH

## Key Moves

TRY THIS CODE



Press the arrow keys to move!

DO IT!



rotate all around

just flip left-right

EXTRA TIP

Does your sprite look upside-down? You can change its rotation style.

## Say something

What do you want your sprite to say?



<http://scratch.mit.edu>

4

SCRATCH

## Say something

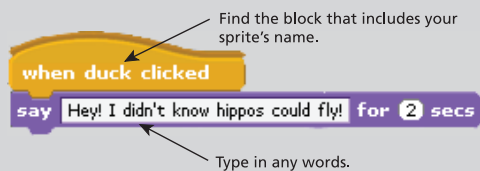


GET READY



Select a sprite.  
Type in a name for your sprite.

TRY THIS CODE



Find the block that includes your sprite's name.

Type in any words.

DO IT!



Click on the sprite to start.



## Glide

Move smoothly from one point to another.



<http://scratch.mit.edu>

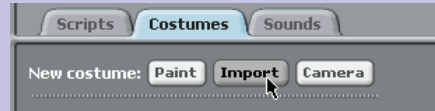
5

SCRATCH

## Glide



GET READY



Import a costume.  
Or, paint your own.

TRY THIS CODE

```
when clicked
glide 1 secs to x: 20 y: 80
glide 1 secs to x: 10 y: -20
glide 2 secs to x: -110 y: -100
```

Try different numbers.



Click the green flag to start.

DO IT!



EXTRA TIP

Look here to find a  
sprite's x and y position.

## Follow the Mouse

Follow the mouse pointer.



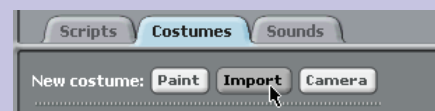
<http://scratch.mit.edu>

6

SCRATCH

## Follow the Mouse

GET READY



Choose the cat or  
another costume.

TRY THIS CODE

```
when clicked
forever
point towards mouse-pointer
move 3 steps
```



Click the green flag to start.

DO IT!



## Dance Twist

Play a sound clip and do a body twist.



<http://scratch.mit.edu> 7 SCRATCH

## Dance Twist

GET READY

New sprites: 

Choose an image of a person ready to dance.

Record or import a sound clip.  
Keep it short!

TRY THIS CODE




Choose whirl from the menu.

DO IT!

W Press the key to start.

## Interactive Whirl


Whirl a photo by moving the mouse.



<http://scratch.mit.edu> 8 SCRATCH


## Interactive Whirl

GET READY

New sprites: 

Choose the squirrel or other photo to whirl.


TRY THIS CODE



Insert **MOUSE X** block here.

Choose whirl from the menu.


DO IT!



Click the green flag to start.

EXTRA TIP

Notice how the numbers change as you move the mouse.





## Moving Animation

Animate a character as it moves.



<http://scratch.mit.edu>

10

SCRATCH

## Moving Animation



GET READY

Import a pair of costumes to animate.



TRY THIS CODE



EXTRA TIP



rotate all around

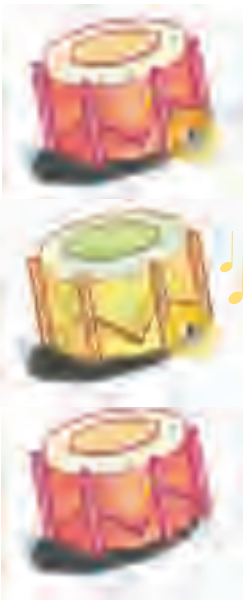


just flip left-right

Does your sprite look upside-down? You can change its rotation style.

## Surprise Button

Make your own button.



<http://scratch.mit.edu>

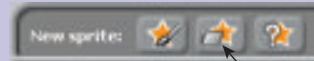
11

SCRATCH

## Surprise Button



GET READY

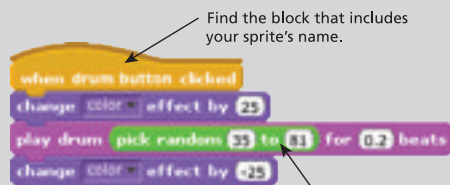


Choose "drum1" from the "Things" folder.



You can change the name of your sprite.

TRY THIS CODE



Find the block that includes your sprite's name.

Insert the PICK RANDOM block.

DO IT!

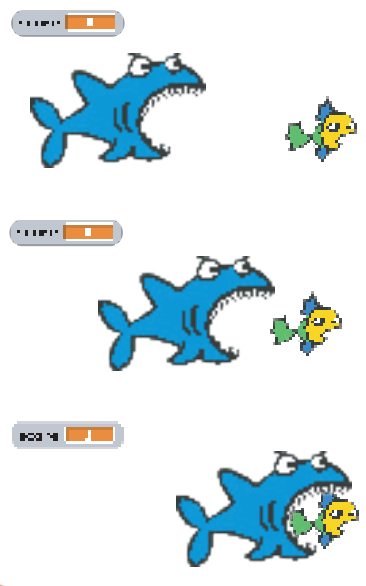


Click to see (and hear) what it does.



## Keep Score

Add a scoreboard to your game.



<http://scratch.mit.edu> 12 SCRATCH

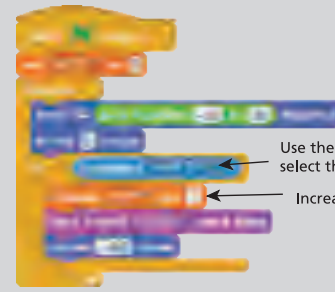
## Keep Score

**GET READY**

Go to Variables  
Click **Make a variable**

Type "score" for the variable name and then click OK.


**TRY THIS CODE**



Use the pull-down menu to select the sprite you're chasing.

Increases the score by 1.

**DO IT!**



Click the green flag to start.

## Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.