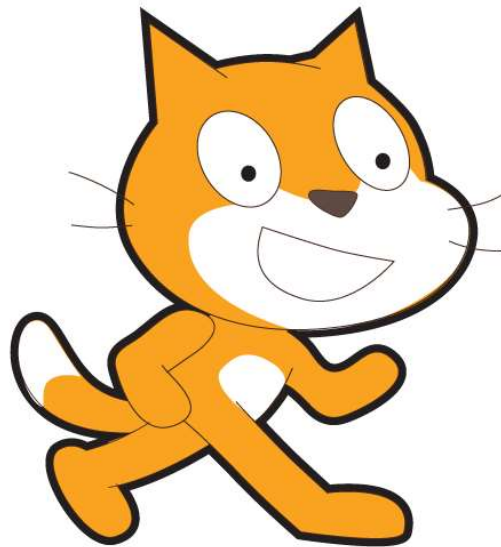


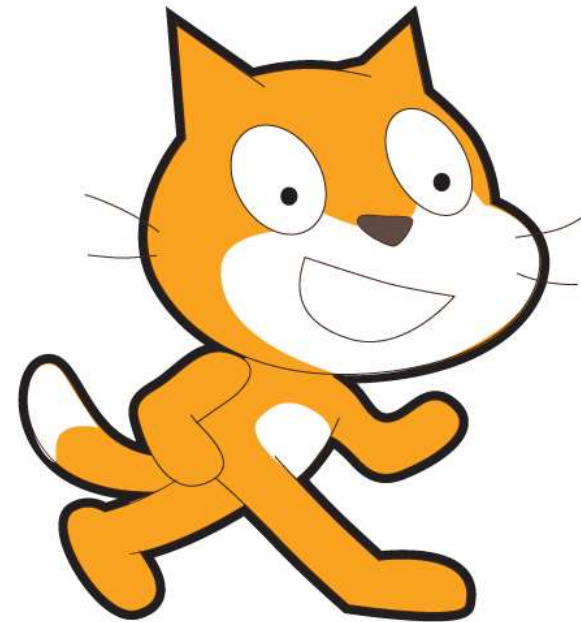
Scratch Beginners



Lesson 2

Starter

1. Load ***Scratch***.
2. Change the sprite.
3. Make the sprite move around the screen when you press a key.





Objective

Use script to control a sprite

- **All of you will:**
 - Make your sprite follow the mouse pointer.
- **Most of you will:**
 - Use the pen tool to draw a variety of shapes using the repeat function.
 - Direct a monster through a maze.
- **Some of you will:**
 - Write your name or draw a face using the pen tool.

How much do you remember

1. How can you make the sprite move faster or slower?
2. How can you keep the sprite moving, even after you stop pressing the key?
3. How can you stop the sprite moving?



Chasing the Mouse



Click to start the video

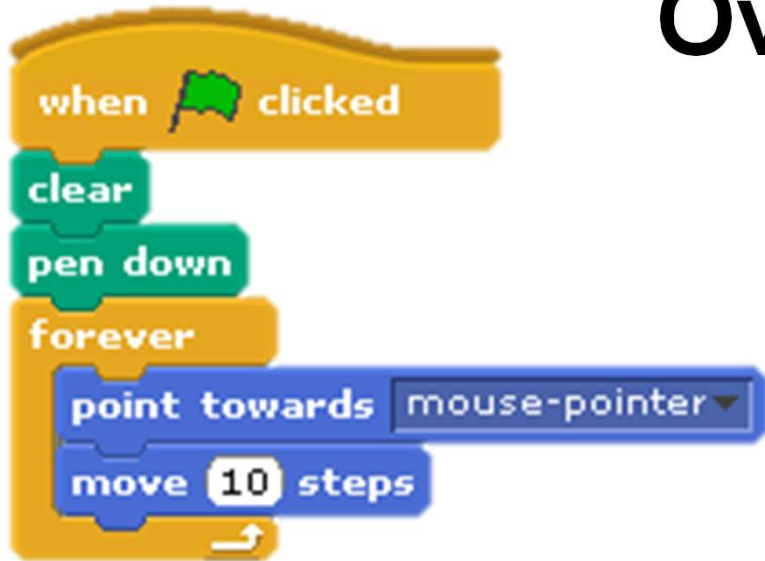
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How much do you remember?



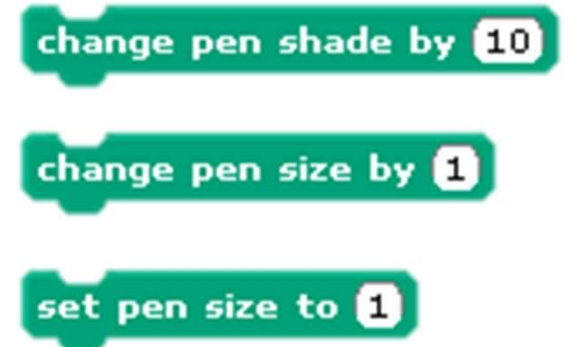
1. How would you run the program?
2. What does the forever loop do?
3. How can you get the sprite to turn towards your mouse pointer?
4. How would you get the sprite to move towards the mouse pointer?
5. How can you stop the program from running?
6. How can you draw a trail behind the sprite?
7. How do you clear the screen?

Over to you...



- Make the sprite follow the mouse pointer when the green flag is clicked and leave a trail behind the sprite.

- Work out how to change the colour and thickness of the line that is drawn.



What do you think this code will do?



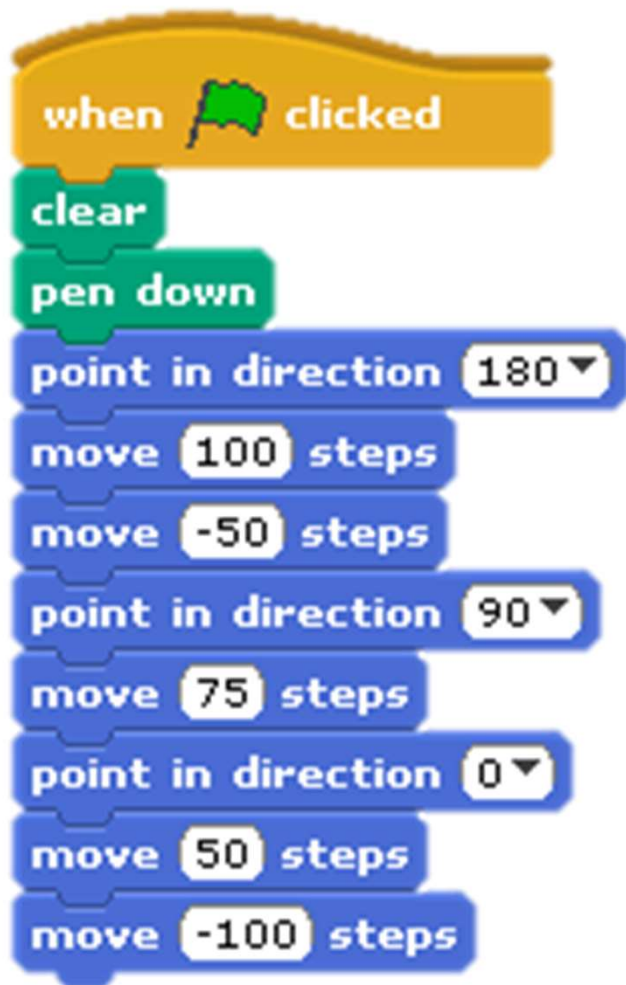
- What is the difference between the forever loop and the repeat loop?
- Enter this code and run it.
- How can you make the square bigger or smaller?
- Change the code to draw a triangle with 3 sides of 125 steps each and angles of 120 degrees.

What will these draw?

```
when clicked
clear
pen down
repeat 5
  move 75 steps
  turn 72 degrees
```

```
when clicked
clear
pen down
repeat 360
  move 1 steps
  turn 1 degrees
```

Try them
out

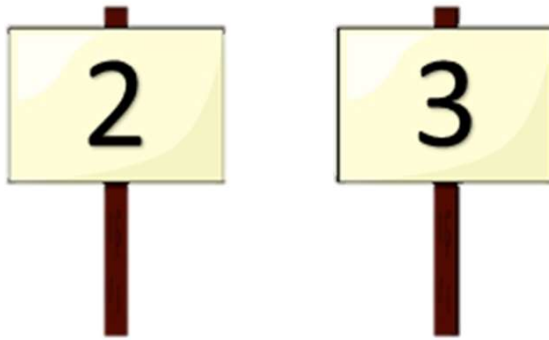


What will this draw?

Use the pen up, pen down, point in direction and move commands to write your name or draw a face.

What skills have you practised today?

New skills you have learnt today...



Revisit skills from another lesson...



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Name: _____

		Your Marks
1	I can import a sprite and make it move.	😊😊😊😊
2	I can use a "Forever" and "Repeat" loops.	😊😊😊😊
3	I can write instructions to draw simple shapes.	😊😊😊😊
4	I can make a sprite change costume and use the "wait" function.	😊😊😊😊
5	I can use the "If" statement to make a decision in a program.	😊😊😊😊
6	Use X and Y coordinates to control the position of sprites.	😊😊😊😊
7	Make improvements to games to make them more exciting.	😊😊😊😊
8	Evaluate computer games and explain what you like and think can be improved in them.	😊😊😊😊
9	Use "Variables" to keep numeric values in your game.	😊😊😊😊
10	Create a computer game where the sprites interact with each other.	😊😊😊😊

Key

- 😊😊 I still need help with this area.
- 😊 I can do this but sometimes get stuck.
- 😊😊 I can do this on my own.
- 😊😊😊😊 I can confidently do this and feel I can even teach others this skill.

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