Welcome, Students!

Today you will learn the foundations of SCRATCH!

Last Class Continued…

Scratch 1.4 of 30-Jun-09

SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

switch to costume costume2
next costume
costume #

say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...

change color effect by 25
set color effect to 0
clear graphic effects

change size by 10
set size to 100 %
size

show
hide

go to front
go back 1 layers

Sprite1
x: 0 y: 0 direction: 90

Scripts Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs

Everyone's screen should look like this.

New sprite:

x: -605 y: -504

Sprite1

Stage

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Motion Control
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Pen Variables

switch to costume costume2
next costume
costume #

say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...

change color effect by 25
set color effect to 0
clear graphic effects

change size by 10
set size to 100 %
size

show
hide

go to front
go back 1 layers

Sprite1
x: 0 y: 0 direction: 90

Scripts Costumes Sounds

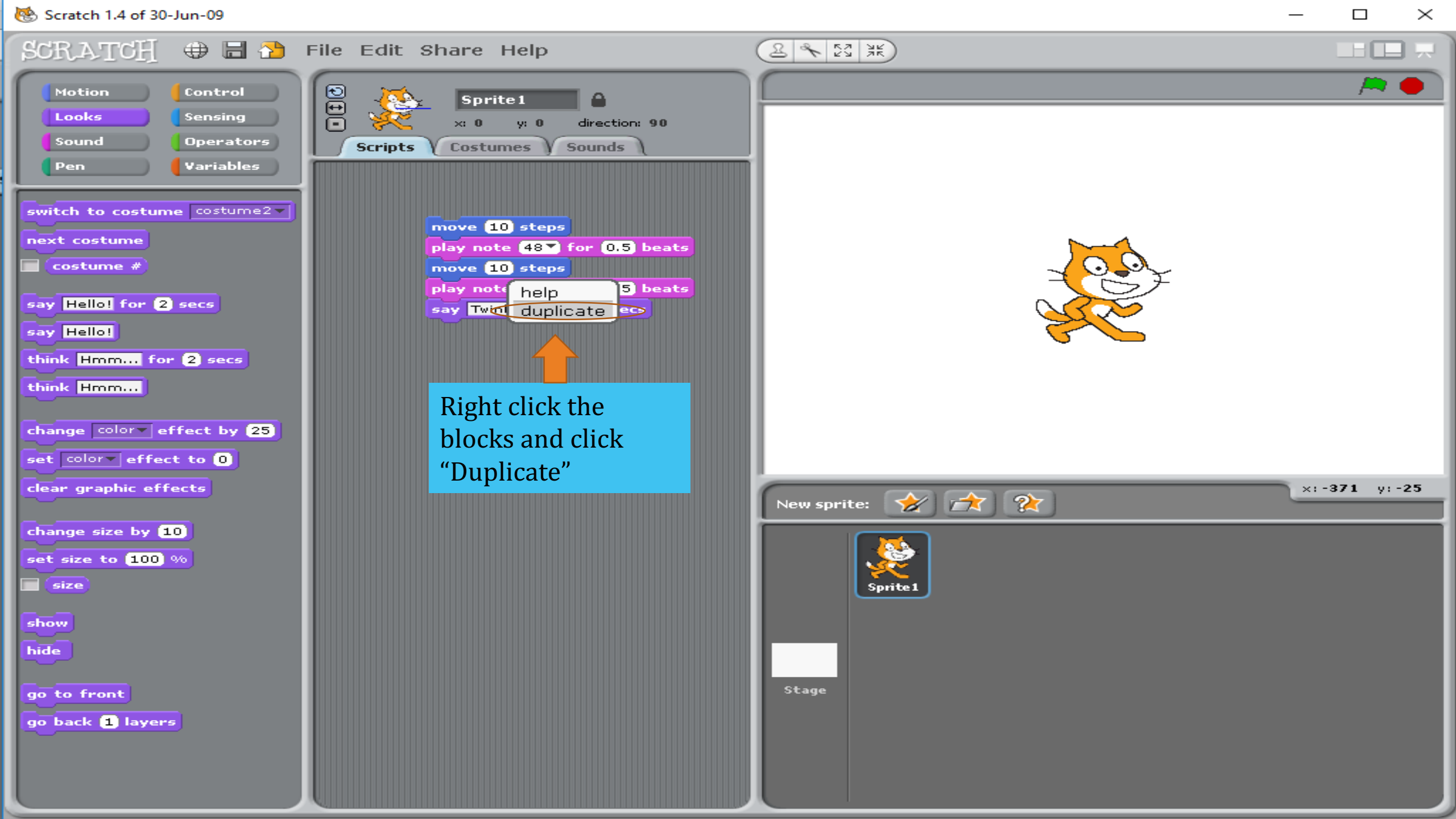
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs

New sprite:

x: -605 y: -504

Sprite1

Stage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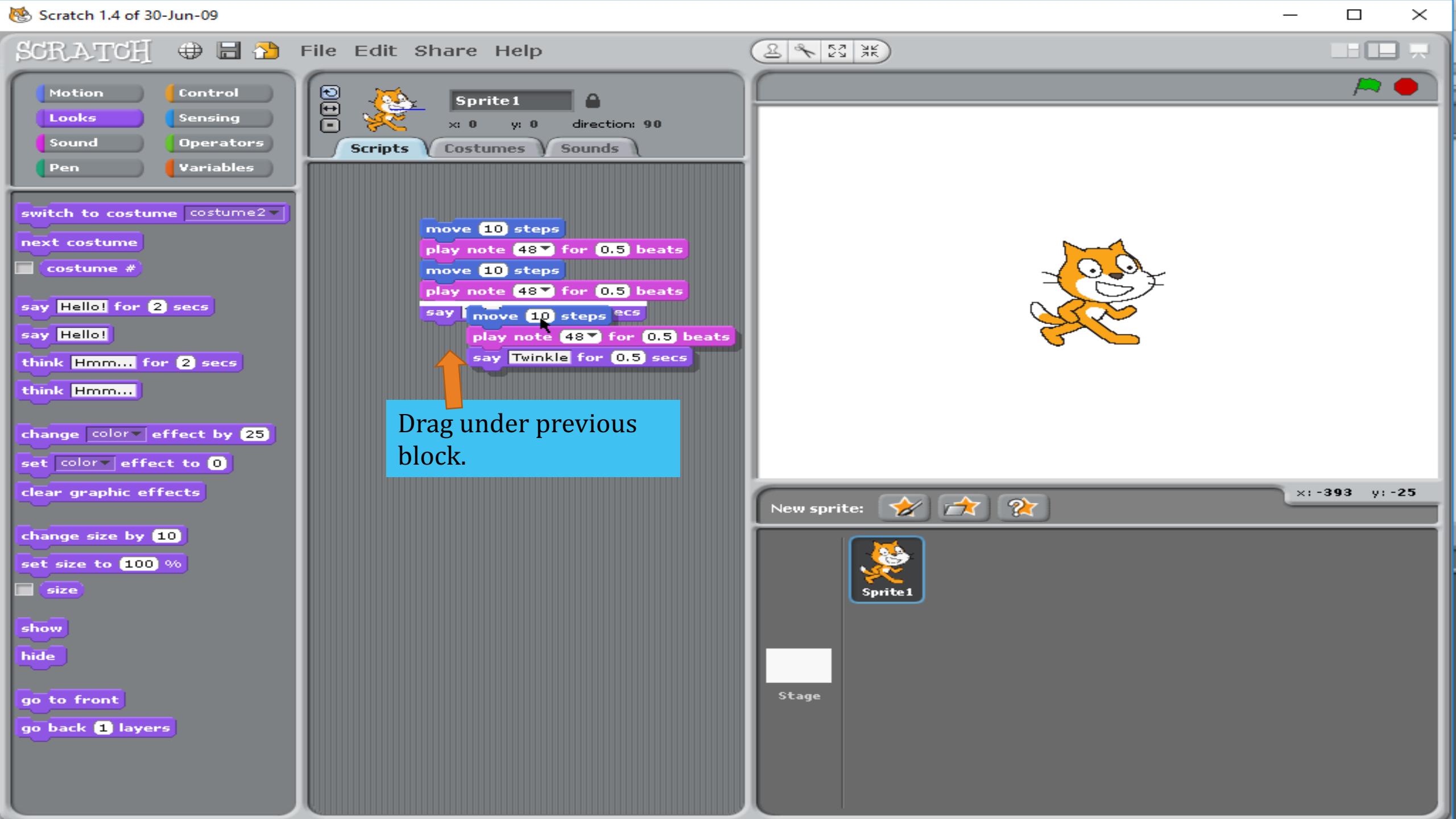
SCRATCH
File Edit Share Help
Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
switch to costume costume2
next costume
costume #
say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...
change color effect by 25
set color effect to 0
clear graphic effects
change size by 10
set size to 100 %
size
show
hide
go to front
go back 1 layers
Sprite1
x: 0 y: 0 direction: 90
Scripts
Costumes
Sounds
move 10 steps
play note 48 for 0.5 beats
move 10 steps
help
duplicate
Right click the blocks and click "Duplicate"
New sprite:
x: -371 y: -25
Sprite1
Stage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SCRATCH
File Edit Share Help
Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
switch to costume costume2
next costume
costume #
say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...
change color effect by 25
set color effect to 0
clear graphic effects
change size by 10
set size to 100 %
size
show
hide
go to front
go back 1 layers
Sprite1
x: 0 y: 0 direction: 90
Scripts
Costumes
Sounds
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
Drag under previous block.
New sprite:
x: -393 y: -25
Sprite1
Stage

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

switch to costume costume2
next costume
costume #

say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...

change color effect by 25
set color effect to 0
clear graphic effects

change size by 10
set size to 100 %
size

show
hide

go to front
go back 1 layers

Sprite1
x: 0 y: 0 direction: 90

Scripts Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs

x: -586 y: -15

New sprite:

Sprite1

Stage

Scratch 1.4 of 30-Jun-09

SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

CLICK HERE ONCE.

switch to costu
next costume
costume #

say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...

change color effect by 25
set color effect to 0
clear graphic effects

change size by 10
set size to 100 %
size

show
hide

go to front
go back 1 layers

Sprite1
x: 30 y: 0 direction: 90

Scripts Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs

New sprite:

x: -728 y: -471

Sprite1

Stage

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

move 10 steps
turn 15 degree
turn 15 degrees
point in direction 90
point towards
go to x: 30 y: 0
go to
glide 1 secs to x: 30 y: 0
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
x position
y position
direction

Sprite1
x: 30 y: 0 direction: 90
Scripts Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs

x: -761 y: 28
New sprite:
Sprite1
Stage

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: 30 y: 0
go to
glide 1 secs to x: 30 y: 0

change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

x position
y position
direction

Sprite1
x: 30 y: 0 direction: 90

Scripts Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 48 for 0.5 beats
say move 10 steps secs

Place ABOVE last block.

x: -370 y: -90

New sprite:

Sprite1

Stage

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: 30 y: 0
go to
glide 1 secs to x: 30 y: 0

change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

x position
y position
direction

Sprite1
x: 30 y: 0 direction: 90

Scripts Costumes Sounds

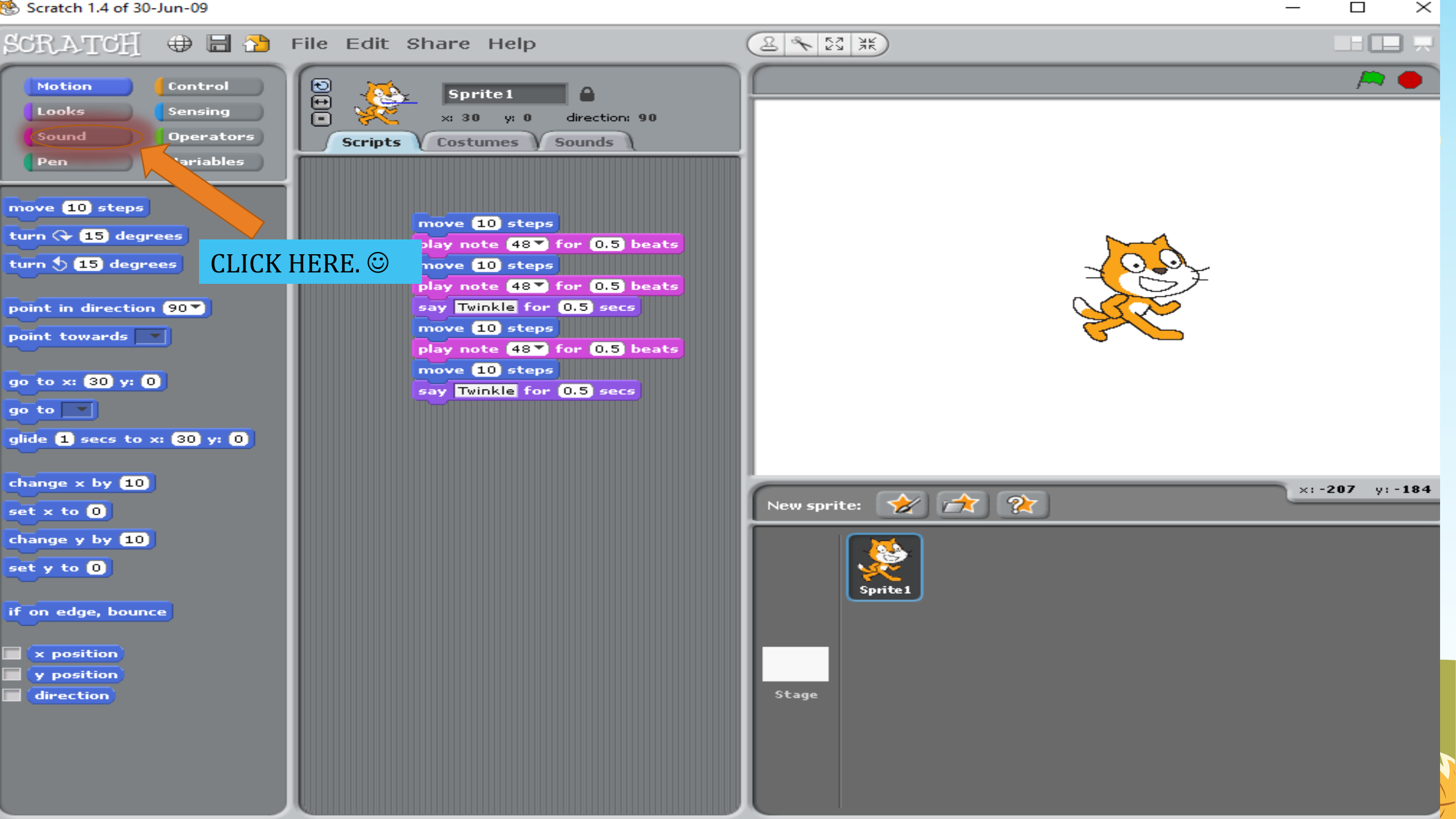
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 48 for 0.5 beats
move 10 steps
say Twinkle for 0.5 secs

x: -321 y: -202

New sprite:

Sprite1

Stage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Motion
Control
Looks
Sensing
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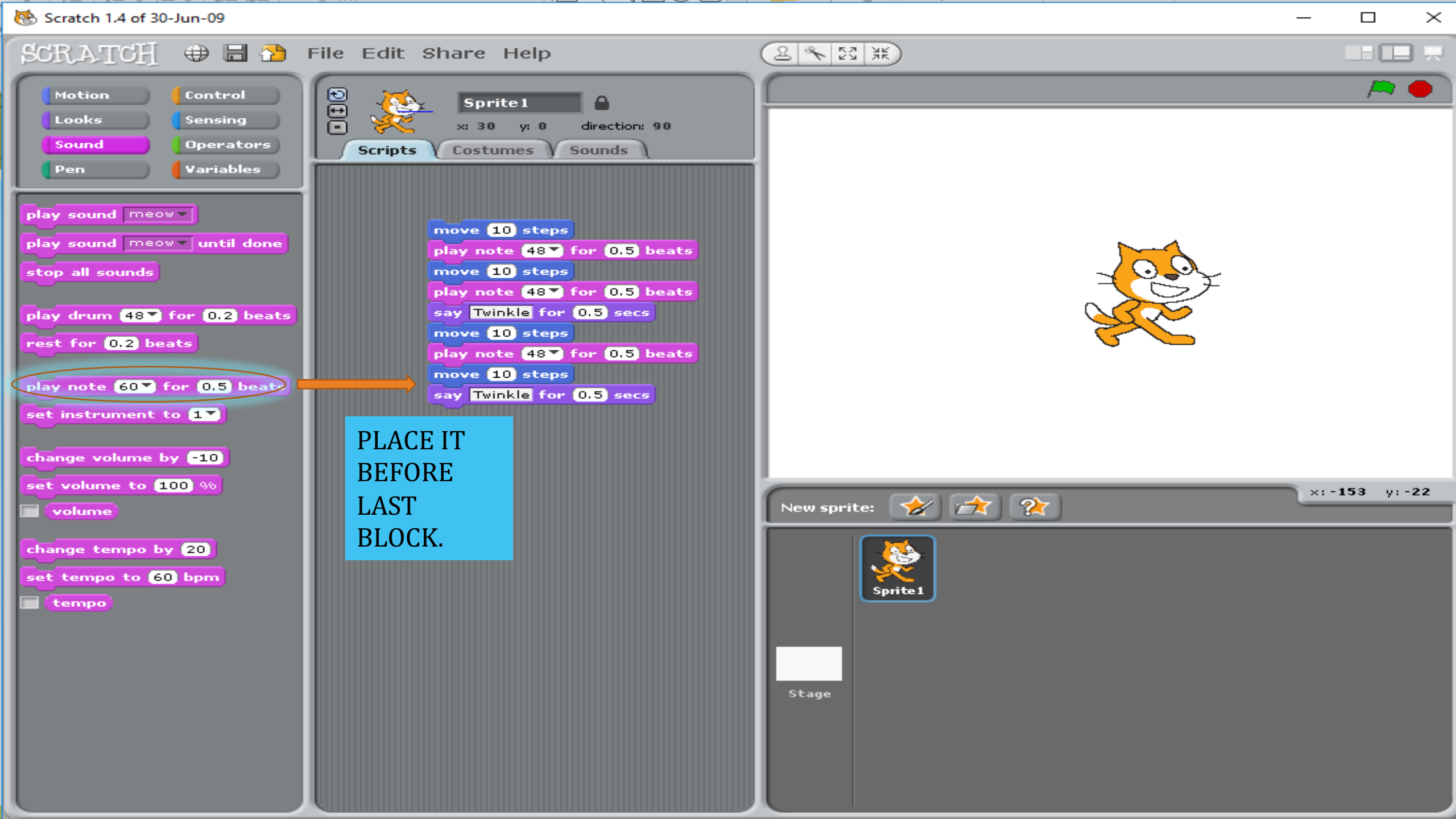
Operators
Pen
Variables
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 30 y: 0
go to
glide 1 secs to x: 30 y: 0
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
x position
y position
direction
CLICK HERE. ☺
Sprite1
x: 30 y: 0 direction: 90
Scripts
Costumes
Sounds
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 48 for 0.5 beats
move 10 steps
say Twinkle for 0.5 secs
New sprite:
x: -207 y: -184
Sprite1
Stage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SCRATCH
File Edit Share Help
Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
play sound meow
play sound meow until done
stop all sounds
play drum 48 for 0.2 beats
rest for 0.2 beats
play note 60 for 0.5 beats
set instrument to 1
change volume by -10
set volume to 100 %
volume
change tempo by 20
set tempo to 60 bpm
tempo
Sprite1
x: 30 y: 0 direction: 90
Scripts
Costumes
Sounds
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 48 for 0.5 beats
move 10 steps
say Twinkle for 0.5 secs
PLACE IT BEFORE LAST BLOCK.
New sprite:
x: -153 y: -22
Sprite1
Stage

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

play sound meow
play sound meow until done
stop all sounds

play drum 48 for 0.2 beats
rest for 0.2 beats

play note 60 for 0.5 beats
set instrument to 1

change volume by -10
set volume to 100 %
volume

change tempo by 20
set tempo to 60 bpm
tempo

Sprite1
x: 30 y: 0 direction: 90

Scripts Costumes Sounds

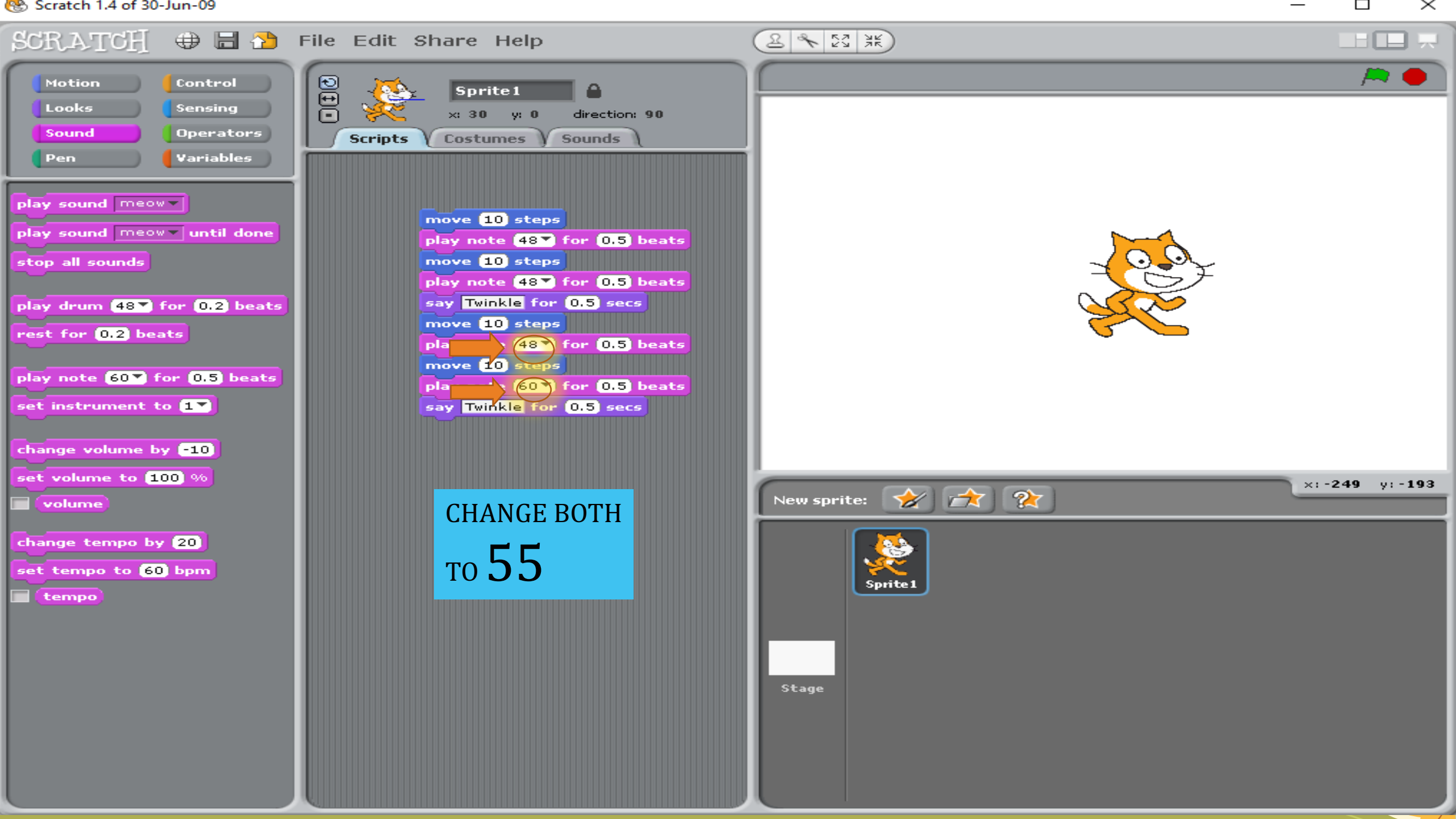
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 60 for 0.5 beats
say Twinkle for 0.5 secs

x: -249 y: -193

New sprite:

Sprite1

Stage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SCRATCH
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Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
play sound meow
play sound meow until done
stop all sounds
play drum 48 for 0.2 beats
rest for 0.2 beats
play note 60 for 0.5 beats
set instrument to 1
change volume by -10
set volume to 100 %
volume
change tempo by 20
set tempo to 60 bpm
tempo
Sprite1
x: 30 y: 0 direction: 90
Scripts
Costumes
Sounds
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
move 10 steps
say Twinkle for 0.5 secs
CHANGE BOTH
TO 55
New sprite:
x: -249 y: -193
Sprite1
Stage

Scratch 1.4 of 30-Jun-09

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

play sound meow
play sound meow until done
stop all sounds

play drum 48 for 0.2 beats
rest for 0.2 beats

play note 60 for 0.5 beats
set instrument to 1

change volume by -10
set volume to 100 %
volume

change tempo by 20
set tempo to 60 bpm
tempo

Sprite1
x: 30 y: 0 direction: 90

Scripts Costumes Sounds

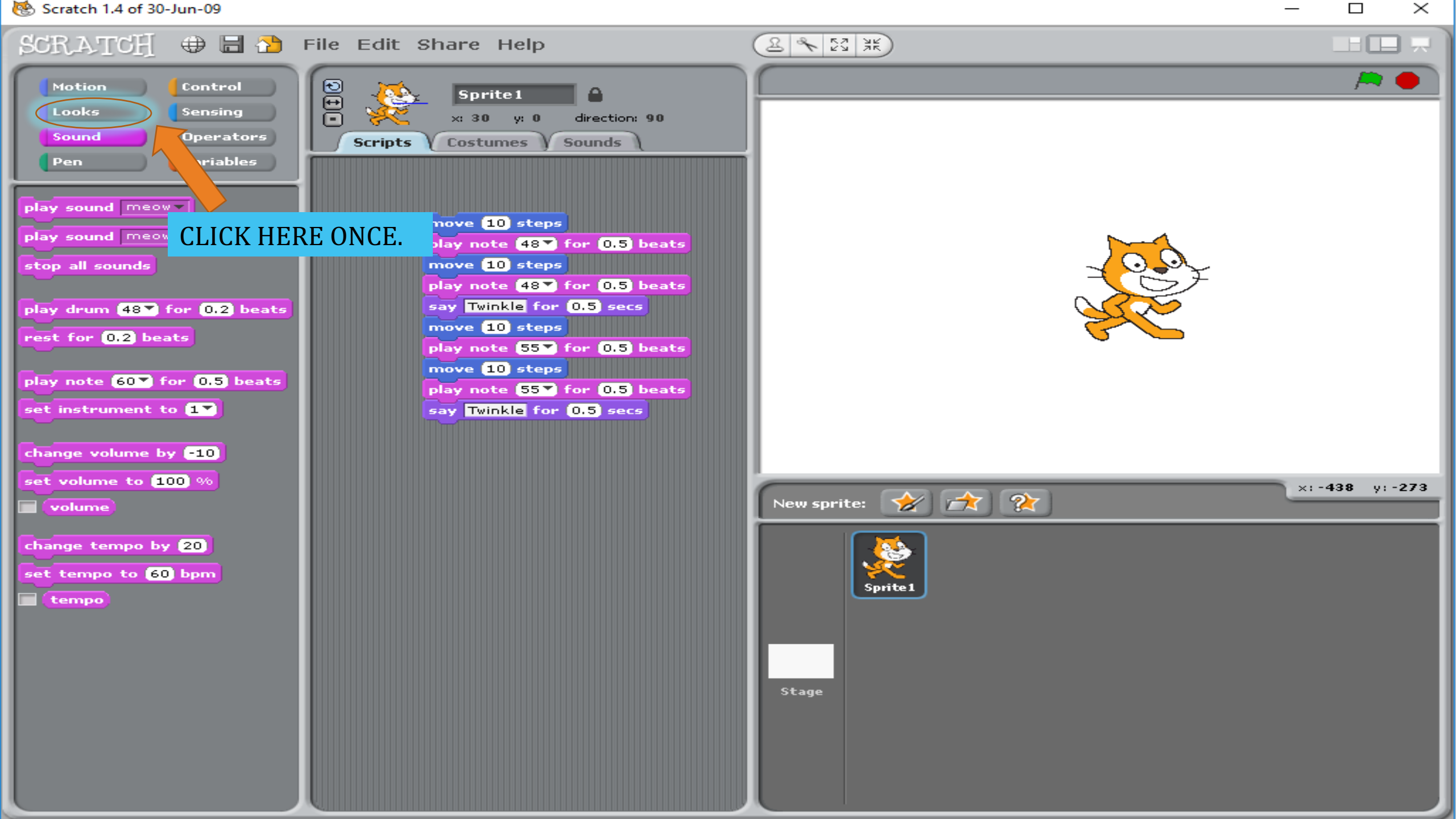
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

x: -438 y: -273

New sprite:

Sprite1

Stage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SCRATCH
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Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
play sound meow
play sound meow
stop all sounds
play drum 48 for 0.2 beats
rest for 0.2 beats
play note 60 for 0.5 beats
set instrument to 1
change volume by -10
set volume to 100 %
volume
change tempo by 20
set tempo to 60 bpm
tempo
CLICK HERE ONCE.
Sprite1
x: 30 y: 0 direction: 90
Scripts
Costumes
Sounds
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
New sprite:
x: -438 y: -273
Sprite1
Stage

Scratch 1.4 of 30-Jun-09

SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

switch to costume costume2
next costume
costume #

say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...

change color effect by 25
set color effect to 0
clear graphic effects

change size by 10
set size to 100 %
size

show
hide

go to front
go back 1 layers

Sprite1
x: 30 y: 0 direction: 90

Scripts Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

DRAG UNDER THE 3RD "PLAY NOTE".

New sprite:

x: 178 y: -25

Sprite1

Stage

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SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

switch to costume costume2
next costume
costume #

say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...

change color effect by 25
set color effect to 0
clear graphic effects

change size by 10
set size to 100 %
size

show
hide

go to front
go back 1 layers

Sprite1
x: 90 y: 0 direction: 90

Scripts Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume2
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

x: -482 y: -329

New sprite:

Stage

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SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

switch to costume costume2
next costume
costume #

say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...

change color effect by 25
set color effect to 0
clear graphic effects

change size by 10
set size to 100 %
size

show
hide

go to front
go back 1 layers

Sprite1
x: 90 y: 0 direction: 90

Scripts Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume2
move 10 steps
play note 55
say Twinkle for

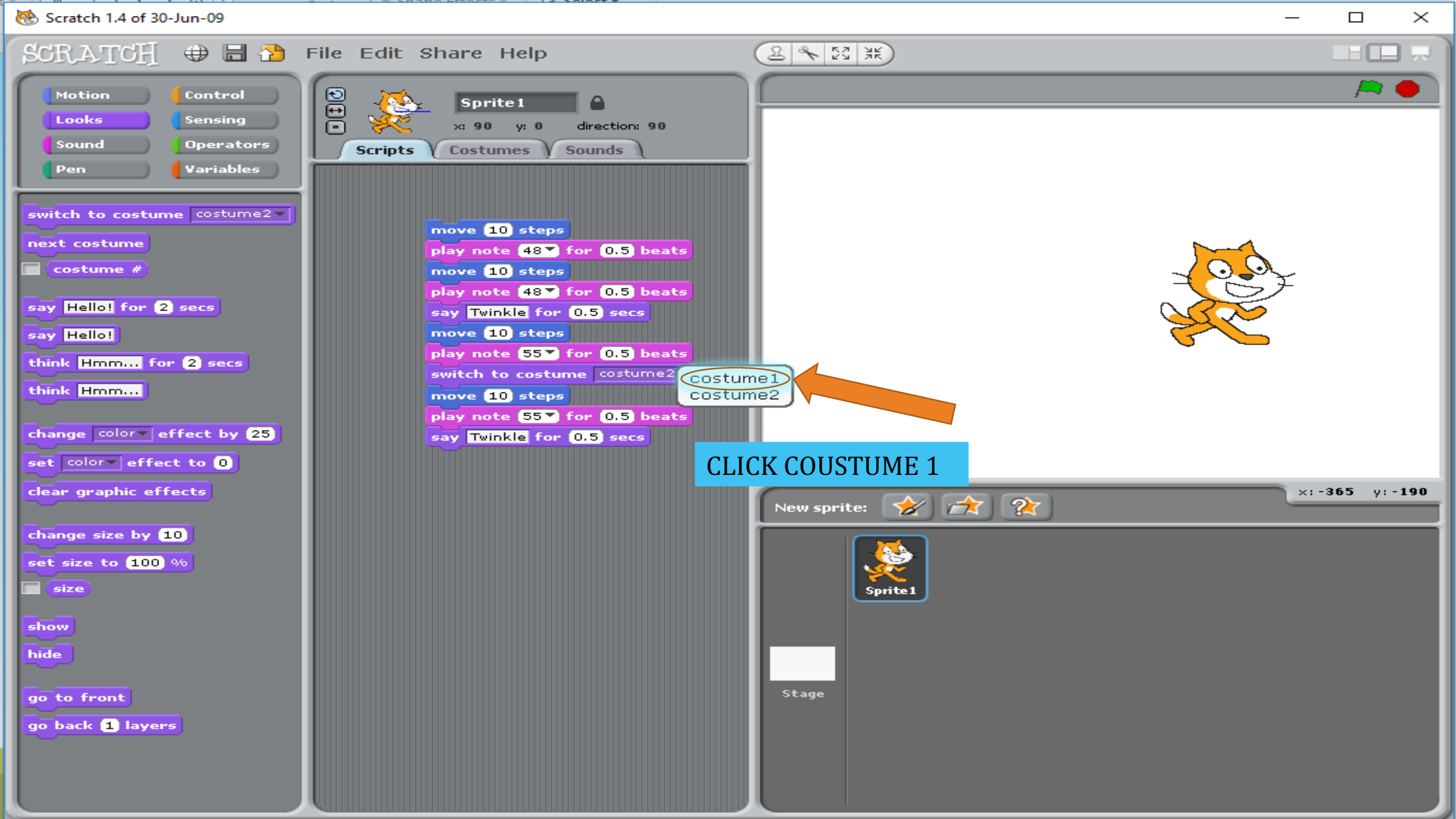
CLICK DOWN ARROW.

New sprite:

x: -482 y: -329

Sprite1

Stage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Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
switch to costume costume2
next costume
costume #
say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...
change color effect by 25
set color effect to 0
clear graphic effects
change size by 10
set size to 100 %
size
show
hide
go to front
go back 1 layers
Sprite1
x: 90 y: 0 direction: 90
Scripts
Costumes
Sounds
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume2
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
costume1
costume2
CLICK COUSTUME 1
New sprite:
x: -365 y: -190
Sprite1
Stage

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SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

switch to costume costume2
next costume
costume #

say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...

change color effect by 25
set color effect to 0
clear graphic effects

change size by 10
set size to 100 %
size

show
hide

go to front
go back 1 layers

Sprite1
x: 90 y: 0 direction: 90

Scripts Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

x: -267 y: -422

New sprite:

Sprite1

Stage

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

CLICK HERE ONCE.

switch to costume costume2
next costume
costume #

say Hello! for 2 secs
say Hello!
think Hmm... for 2 secs
think Hmm...

change color effect by 25
set color effect to 0
clear graphic effects

change size by 10
set size to 100 %
size

show
hide

go to front
go back 1 layers

Sprite1
x: 90 y: 0 direction: 90

Costumes Sounds

move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

New sprite:

x: -566 y: -165

Stage

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else

Sprite1
x: 90 y: 0 direction: 90
Scripts Costumes Sounds

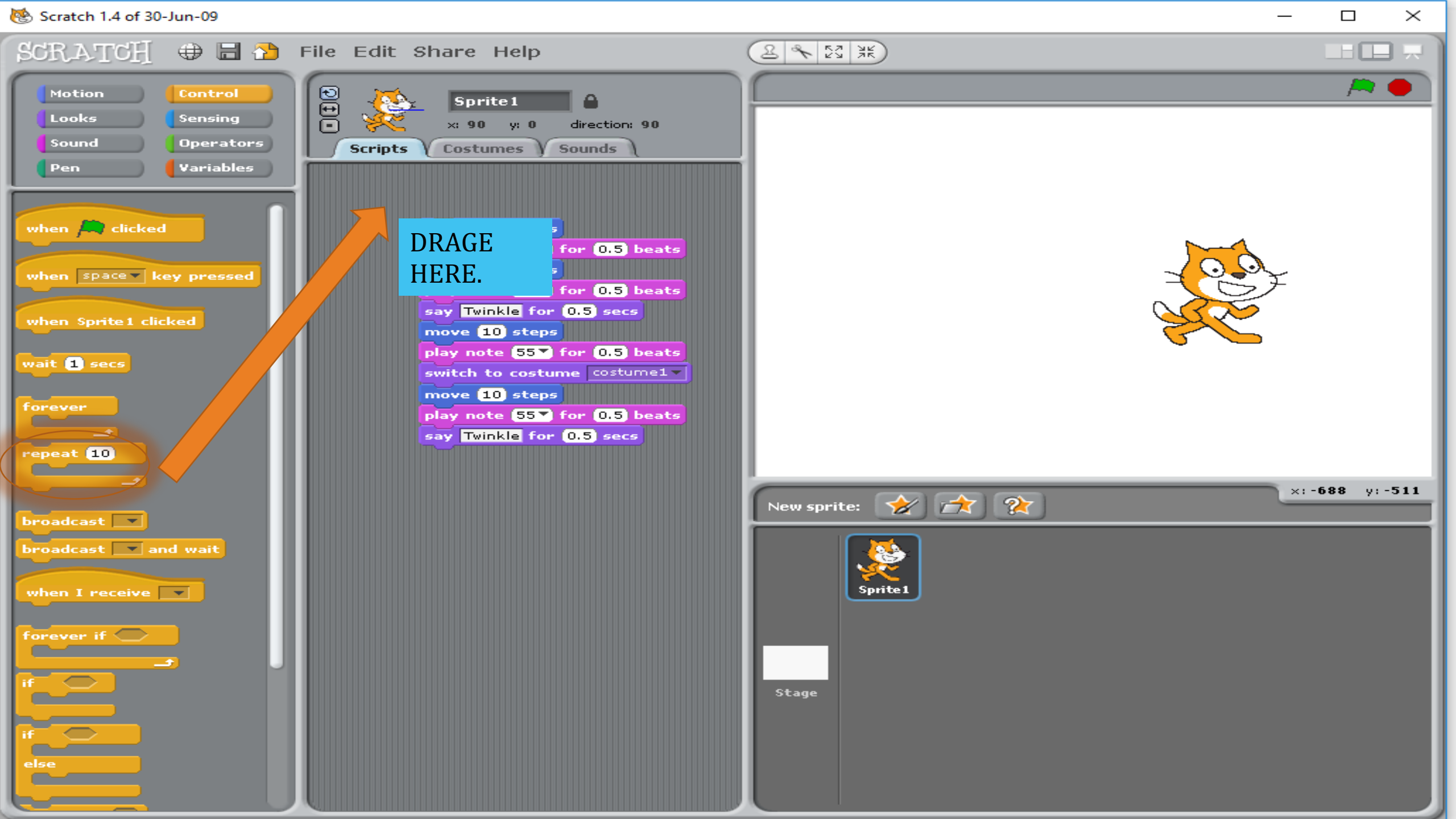
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

x: -688 y: -511

New sprite:

Sprite1

Stage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Pen
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when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else
Sprite1
x: 90 y: 0 direction: 90
Scripts
Costumes
Sounds
DRAGE HERE.
for 0.5 beats
for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
New sprite:
x: -688 y: -511
Sprite1
Stage

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else

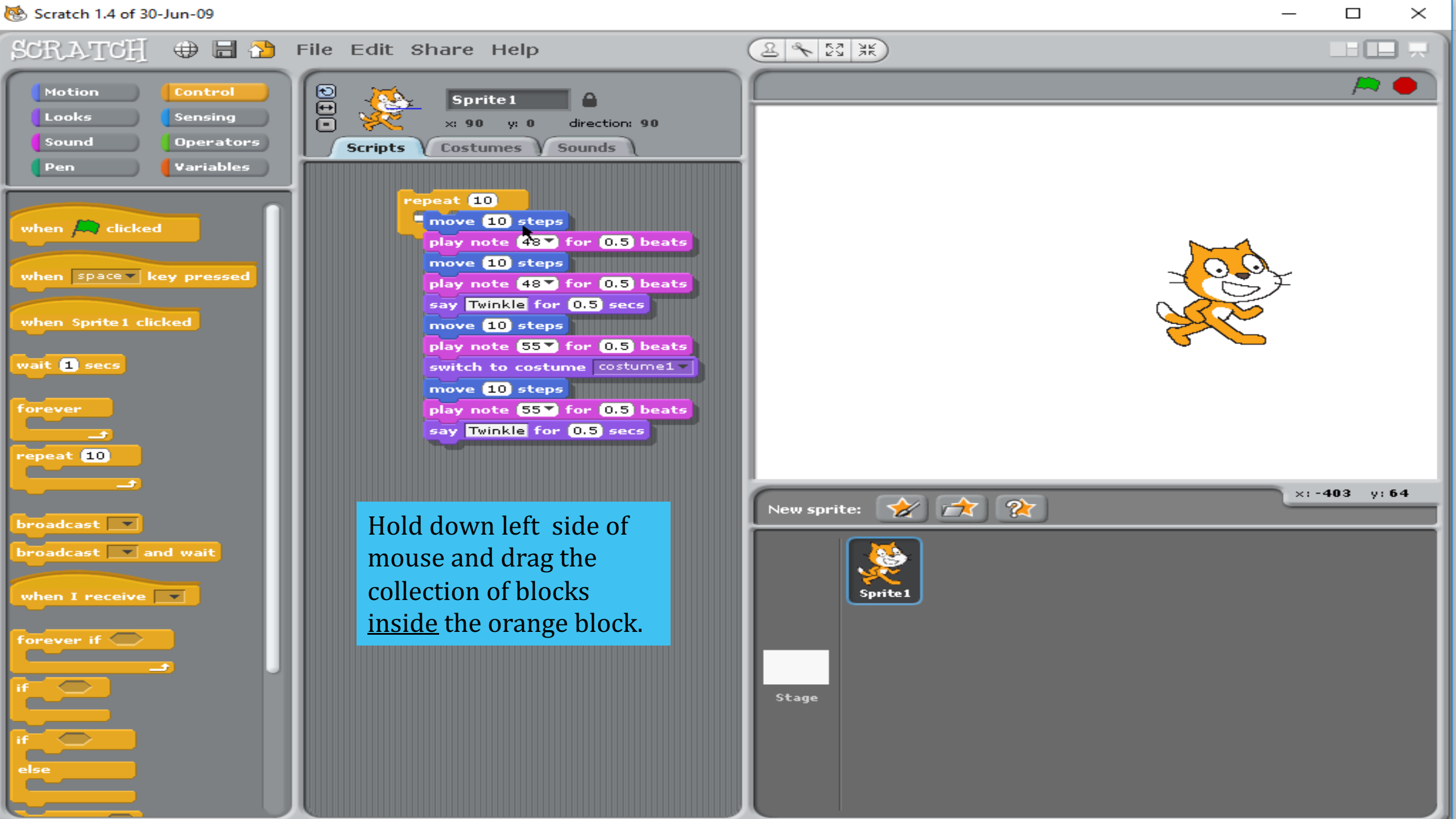
Sprite1
x: 90 y: 0 direction: 90
Scripts Costumes Sounds

repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

New sprite:
x: -375 y: -330

Sprite1

Stage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Pen
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when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else
Sprite1
x: 90 y: 0 direction: 90
Scripts
Costumes
Sounds
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
Hold down left side of mouse and drag the collection of blocks inside the orange block.
New sprite:
x: -403 y: 64
Sprite1
Stage

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Motion Control
Looks Sensing
Sound Operators
Pen Variables

when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else

Sprite1
x: 90 y: 0 direction: 90

Scripts Costumes Sounds

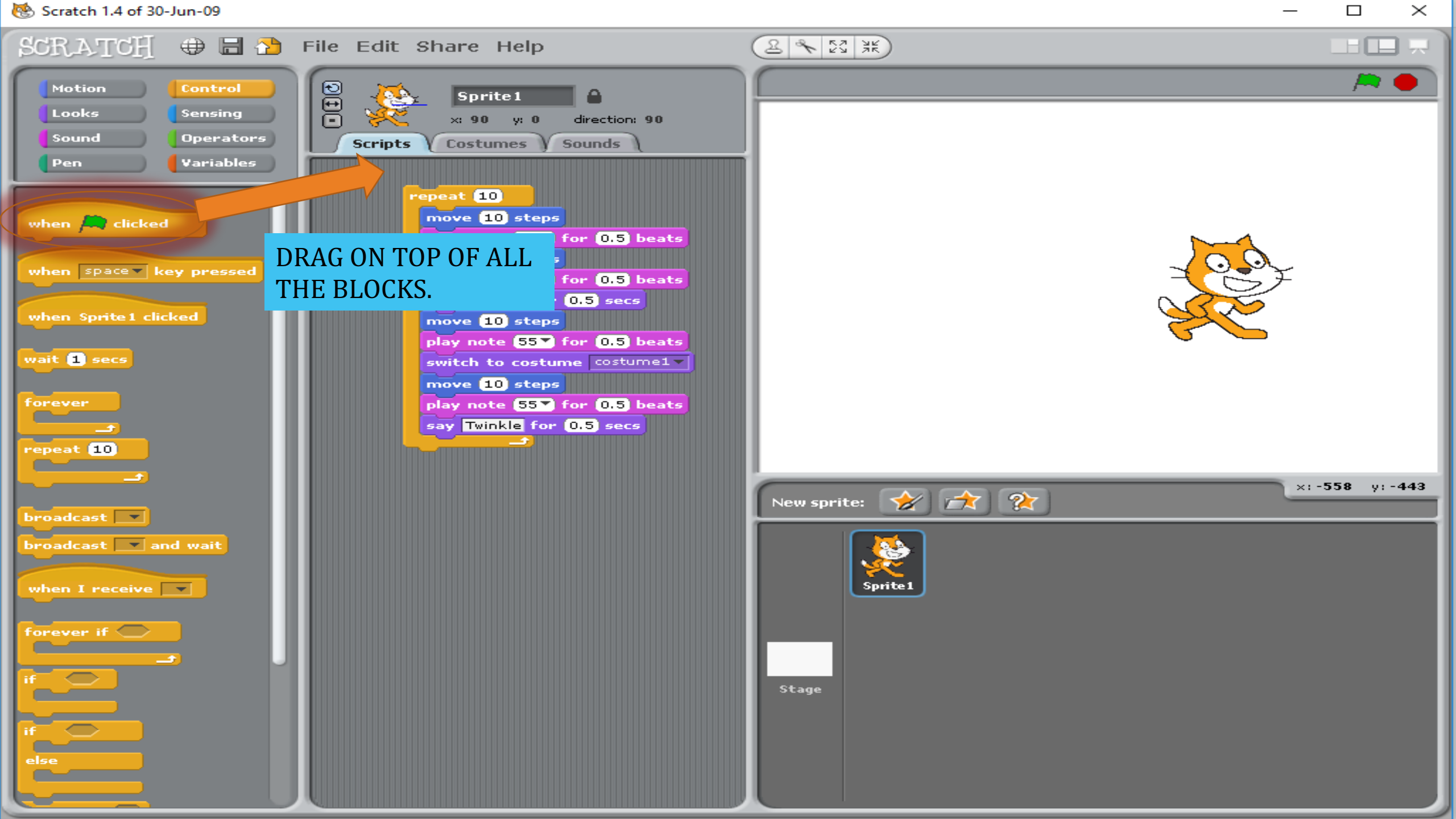
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

x: -558 y: -443

New sprite:

Sprite1

Stage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Sensing
Sound
Operators
Pen
Variables
when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else
Sprite1
x: 90 y: 0 direction: 90
Scripts
Costumes
Sounds
repeat 10
move 10 steps
for 0.5 beats
for 0.5 beats
0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
DRAG ON TOP OF ALL THE BLOCKS.
New sprite:
x: -558 y: -443
Sprite1
Stage

Scratch 1.4 of 30-Jun-09

SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else

Sprite1
x: 90 y: 0 direction: 90
Scripts Costumes Sounds

when clicked
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

x: -148 y: -413

New sprite:

Sprite1

Stage

Scratch 1.4 of 30-Jun-09

SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else

Sprite1
x: 90 y: 0 direction: 90
Scripts Costumes Sounds

when clicked
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

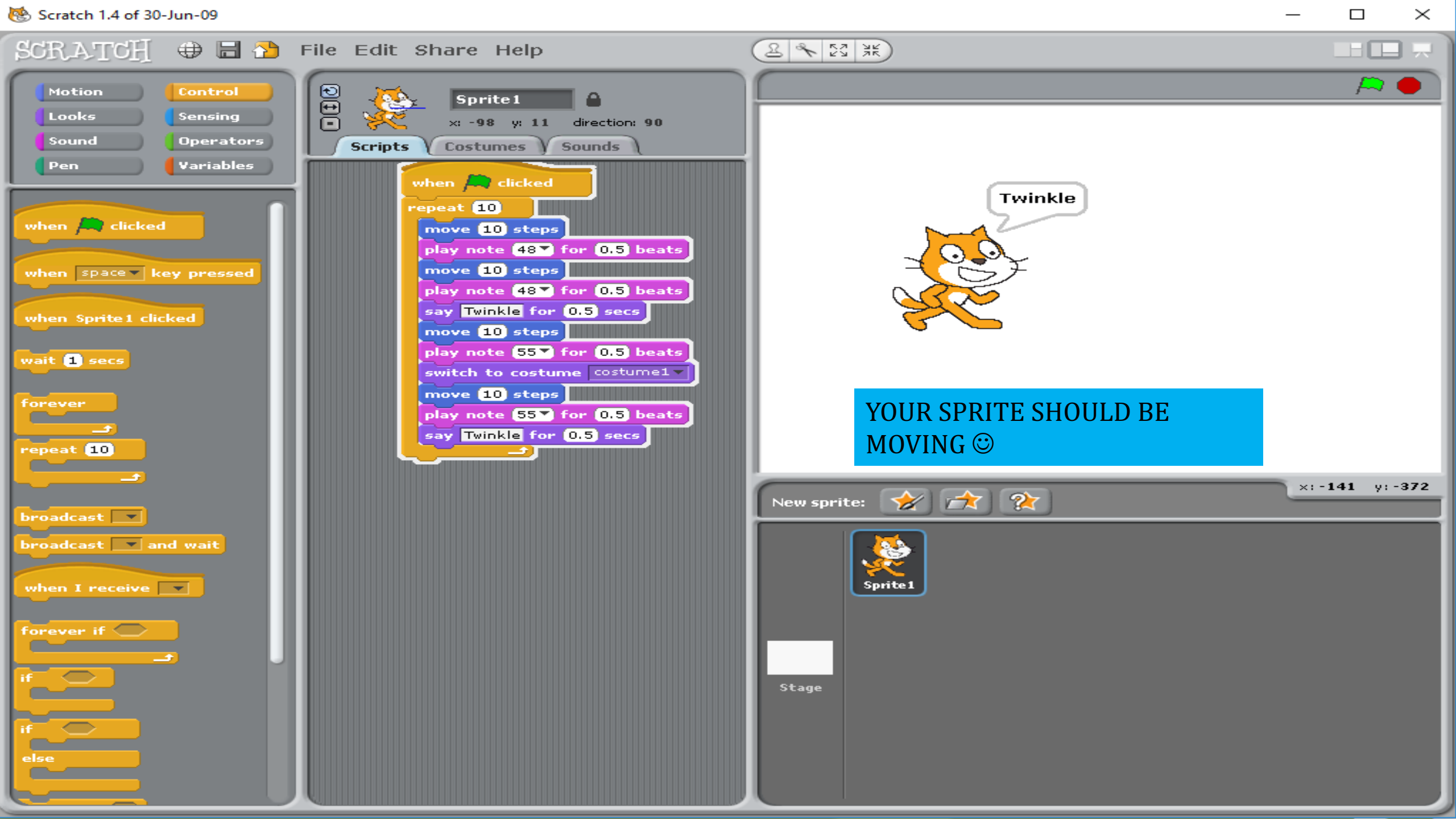
CLICK THE GREEN FLAG TO START THE SCRIPT.

New sprite:

x: -293 y: -195

Sprite1

Stage


Scratch 1.4 of 30-Jun-09
SCRATCH
File Edit Share Help
Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else
Sprite1
x: -98 y: 11 direction: 90
Scripts
Costumes
Sounds
when clicked
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
Twinkle
YOUR SPRITE SHOULD BE MOVING ☺
New sprite:
x: -141 y: -372
Sprite1
Stage

Scratch 1.4 of 30-Jun-09

SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

CLCIK HERE.

when clicked
when space key pressed
when Sprite1 clicked
wait 1 secs
forever
repeat 10
broadcast
broadcast and wait
when I receive
forever if
if
if
else

Sprite1
x: 162 y: 11 direction: 90
Scripts Costumes Sounds

when clicked
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

x: -721 y: -514
New sprite:
Sprite1
Stage

Scratch 1.4 of 30-Jun-09

SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: 162 y: 11
go to
glide 1 secs to x: 162 y: 11

change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

x position
y position
direction

Sprite1
x: 162 y: 11 direction: 90

Scripts Costumes Sounds

when clicked
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs

DRAG AFTER PURPLE BLOCK.

New sprite:

x: -387 y: 35

Stage

Scratch 1.4 of 30-Jun-09

SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: 162 y: 11
go to

glide 1 secs to x: 162 y: 11

change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

x position
y position
direction

Sprite1
x: 162 y: 11 direction: 90

Scripts Costumes Sounds

when clicked
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
if on edge, bounce

x: -414 y: -301

New sprite:

Sprite1

Stage

Scratch 1.4 of 30-Jun-09

SCRATCH File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: 162 y: 11
go to
glide 1 secs to x: 162 y: 11

change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

x position
y position
direction

Sprite1
x: 32 y: -8 direction: -90

Scripts Costumes Sounds

when clicked
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
if on edge, bounce

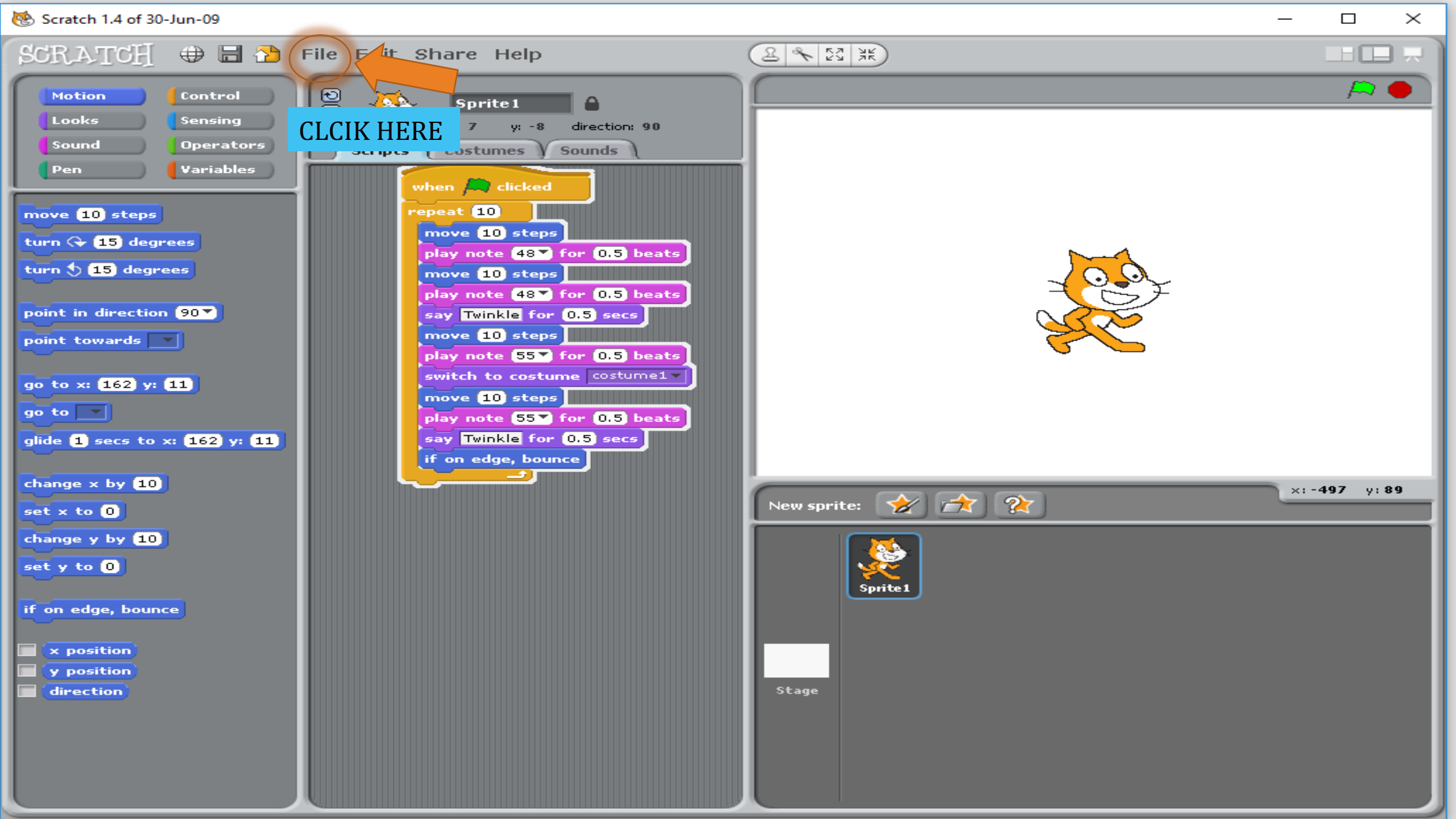
Twinkle

x: -757 y: -466

New sprite:

Sprite1

Stage


Scratch 1.4 of 30-Jun-09
SCRATCH
File
Edit
Share
Help
CLCIK HERE
Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
Sprite1
x: 7
y: -8
direction: 90
Scripts
Costumes
Sounds
when clicked
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
if on edge, bounce
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 162 y: 11
go to
glide 1 secs to x: 162 y: 11
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
x position
y position
direction
New sprite:
x: -497
y: 89
Sprite1
Stage

Scratch 1.4 of 30-Jun-09

SCRATCH

File Edit Share Help

New
Open...
Save
Save As...
Import Project...
Export Sprite...
Project Notes...
Quit

CLICK HERE.

Motion Control
Looks Sensing
Sound Operators
Pen Variables

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: 162 y: 11
go to
glide 1 secs to x: 162 y: 11

change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

x position
y position
direction

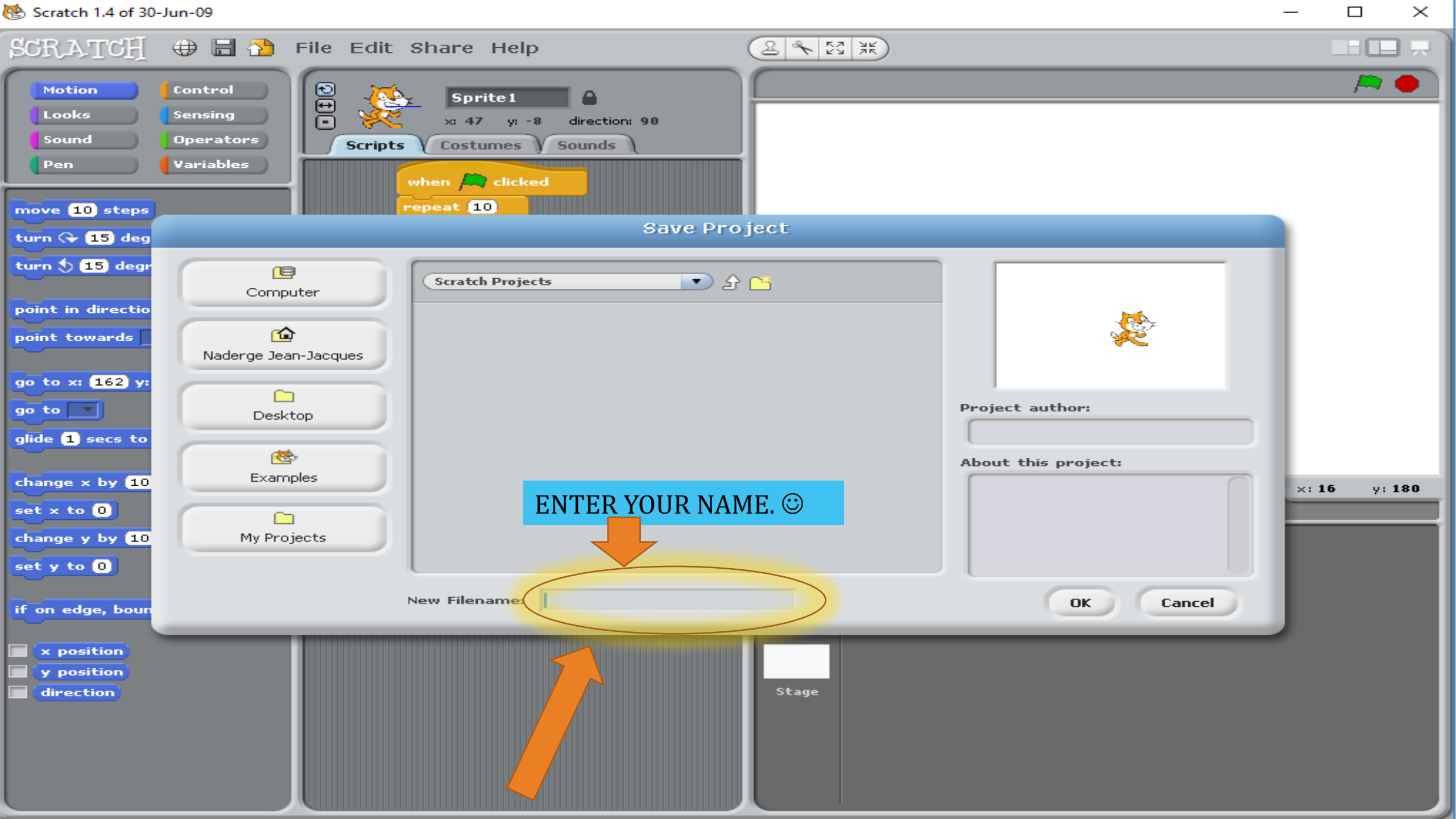
clicked
repeat 10
move 10 steps
play note 48 for 0.5 beats
move 10 steps
play note 48 for 0.5 beats
say Twinkle for 0.5 secs
move 10 steps
play note 55 for 0.5 beats
switch to costume costume1
move 10 steps
play note 55 for 0.5 beats
say Twinkle for 0.5 secs
if on edge, bounce

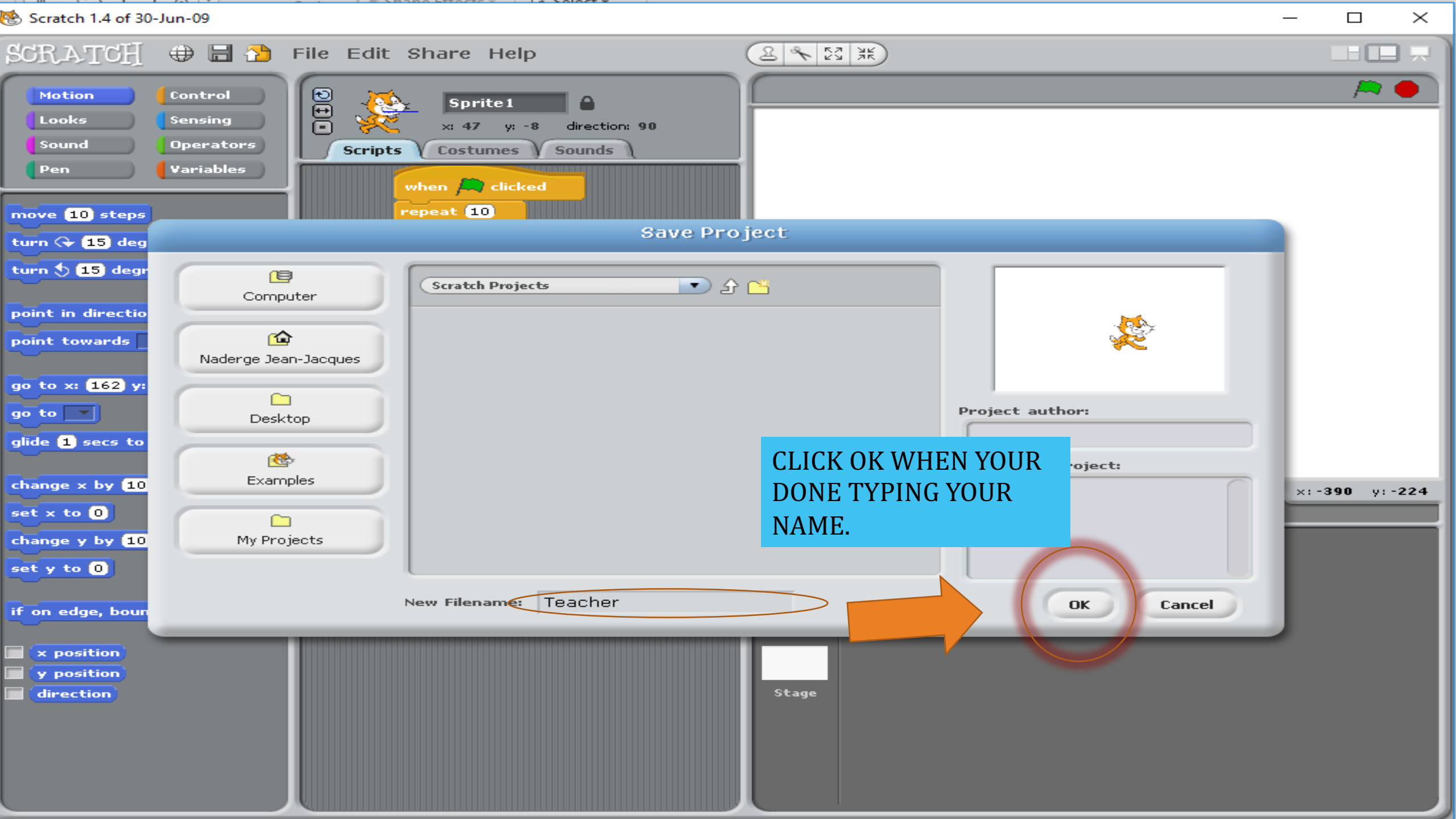
x: -553 y: 233

New sprite:

Sprite1

Stage


Scratch 1.4 of 30-Jun-09
SCRATCH
File Edit Share Help
Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
Sprite1
x: 47 y: -8 direction: 90
Scripts
Costumes
Sounds
when clicked
repeat 10
move 10 steps
turn 15 deg
turn 15 degr
point in directio
point towards
go to x: 162 y:
go to
glide 1 secs to
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, boun
x position
y position
direction
Save Project
Computer
Naderge Jean-Jacques
Desktop
Examples
My Projects
Scratch Projects
ENTER YOUR NAME. ☺
New Filename:
Project author:
About this project:
OK
Cancel
Stage
x: 16 y: 180


Scratch 1.4 of 30-Jun-09
SCRATCH
File Edit Share Help
Motion
Control
Looks
Sensing
Sound
Operators
Pen
Variables
Sprite1
x: 47 y: -8 direction: 90
Scripts
Costumes
Sounds
when clicked
repeat 10
move 10 steps
turn 15 deg
turn 15 degr
point in directio
point towards
go to x: 162 y:
go to
glide 1 secs to
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, boun
x position
y position
direction
Save Project
Computer
Naderge Jean-Jacques
Desktop
Examples
My Projects
Scratch Projects
Project author:
CLICK OK WHEN YOUR DONE TYPING YOUR NAME.
New Filename: Teacher
OK
Cancel
Stage
x: -390 y: -224

You did it!