



Scratch Disco



Objectives

1. To understand what scratch is and how it works
2. To create an animation of a moving sprite
3. To create a background that changes

Make a disco background

Step 1: Create a background

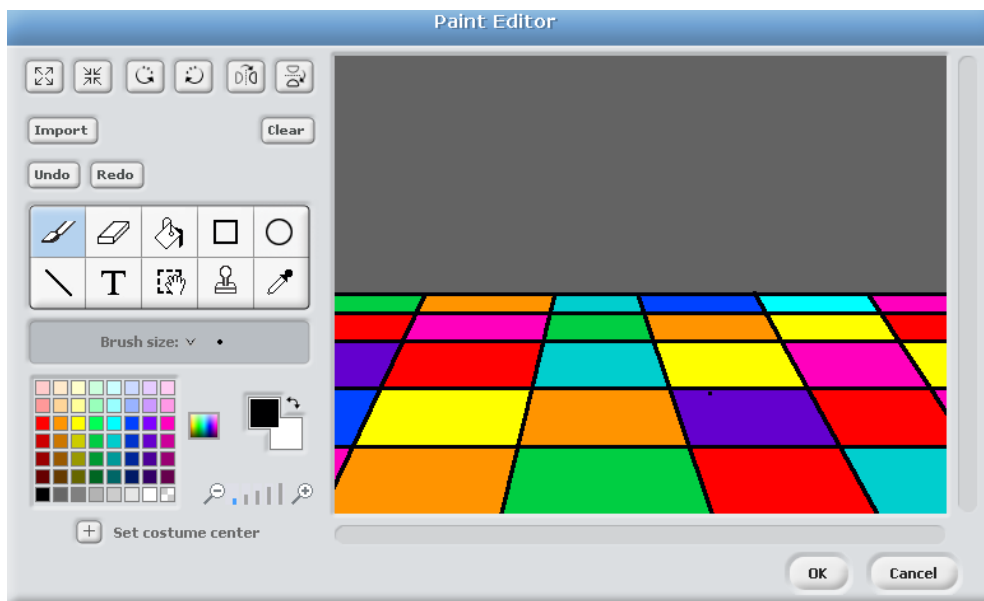
1. Select the stage

2. Select the background

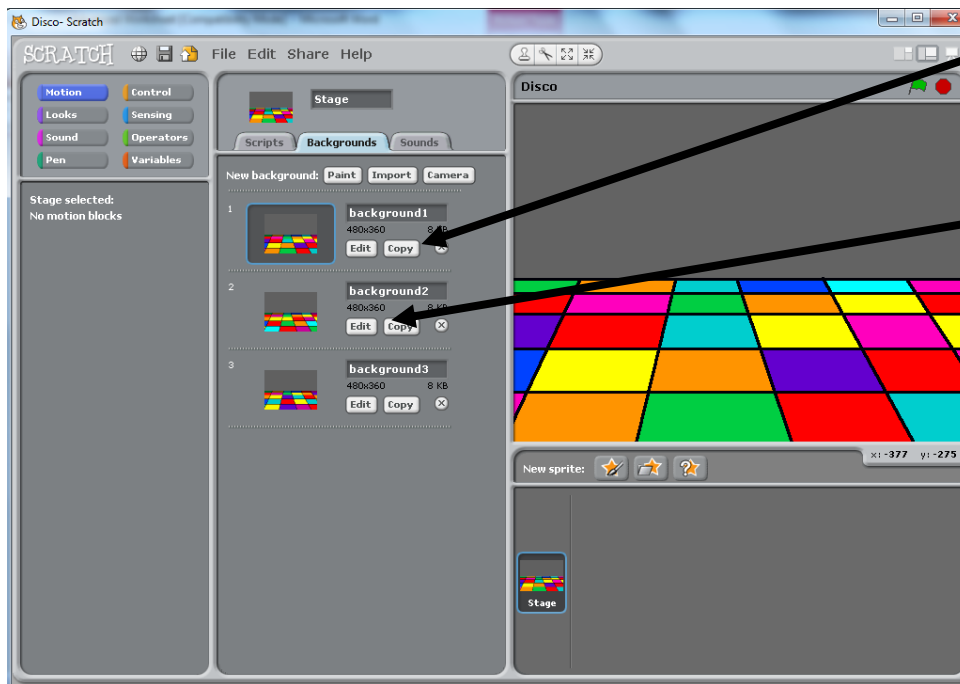
3. Edit the background.

Step 2: Edit the background

Use the drawing tools to create a disco background.



Step 3: Duplicate the background

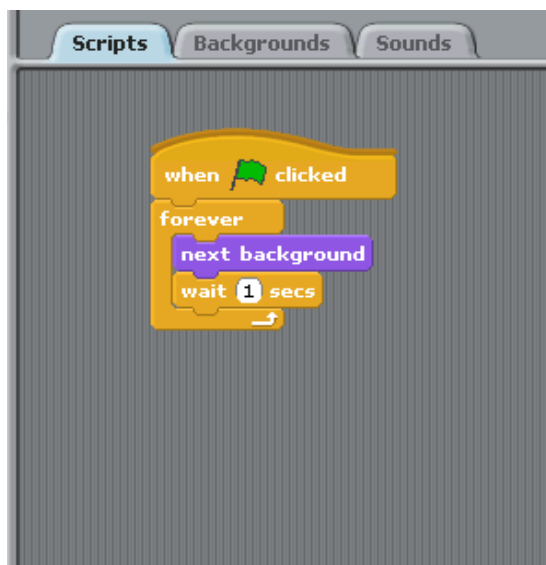


1. Copy the stage to create at least 2 backgrounds.

2. Edit the backgrounds so that each one is different.

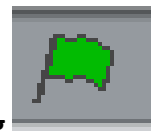
Step 4: Make the background flash.

On the **SCRIPTS** tab, enter the following code.



When the flag is clicked, it will switch to the next background, wait one second, then switch to the next background. This will loop forever.

Test that it works by pressing the green flag



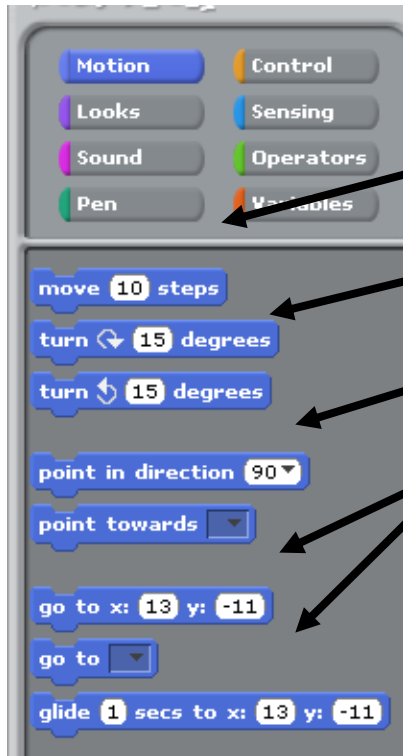
Make a sprite from the library move

Step 5: Get a sprite from the file



Find a new sprite from the library

Step 6: Get the sprite dancing



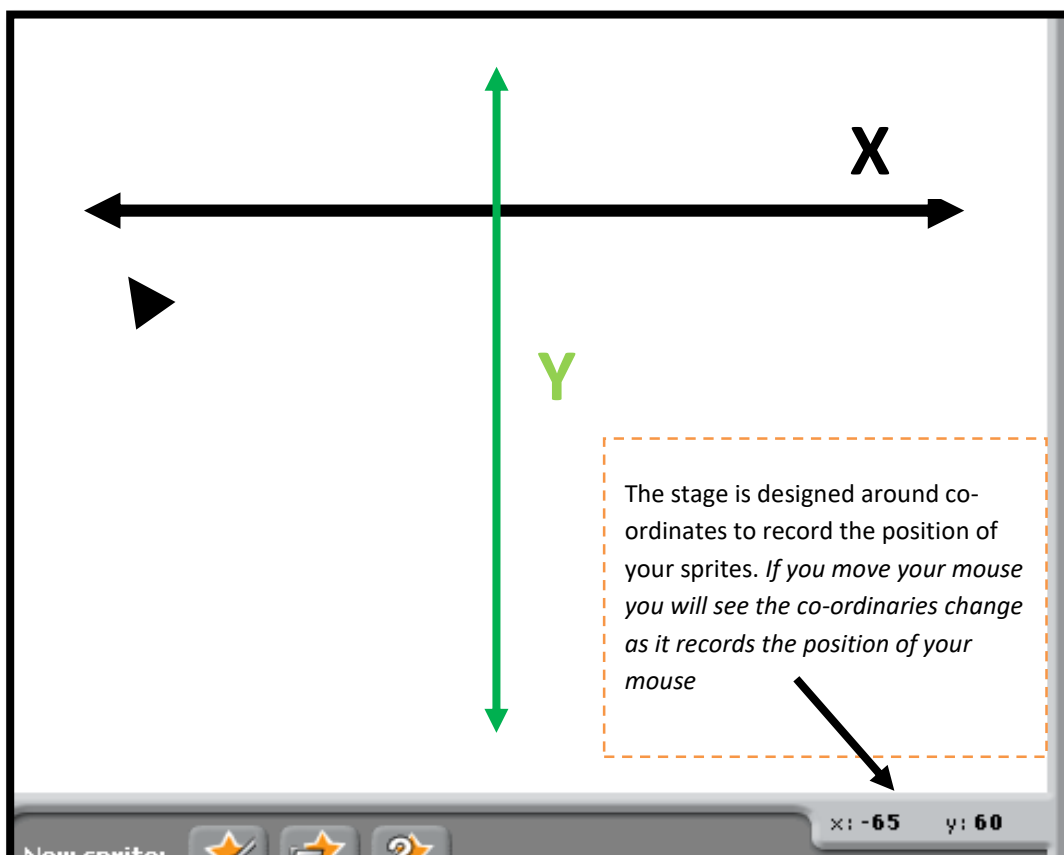
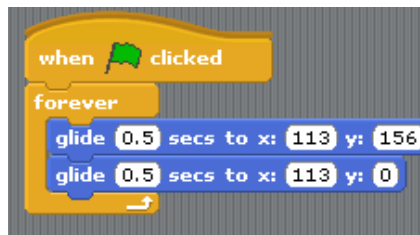
Edit your script to make the sprite move with the blue motion commands.

Make it move 10 steps

Make it rotate on the spot

Make it point in a certain direction

Make it glide to, or go to certain co-ordinates.

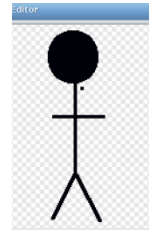
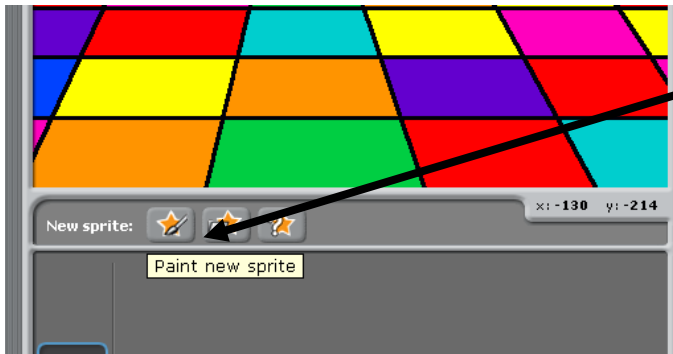


The stage is designed around co-ordinates to record the position of your sprites. If you move your mouse you will see the co-ordinates change as it records the position of your mouse

Make a painted sprite change costumes

Step 7: Make a new sprite that you can program to dance.

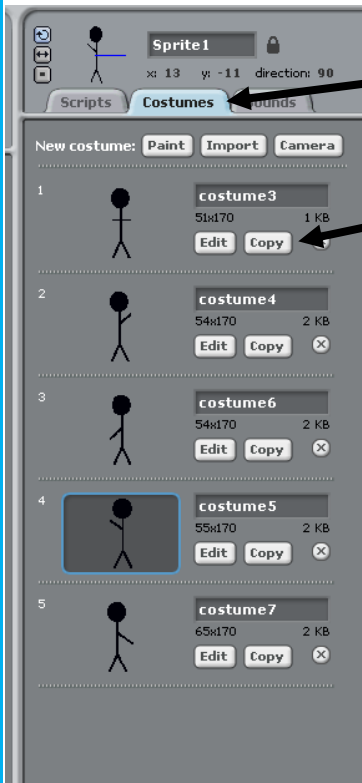
1. Click Paint New Sprite. .



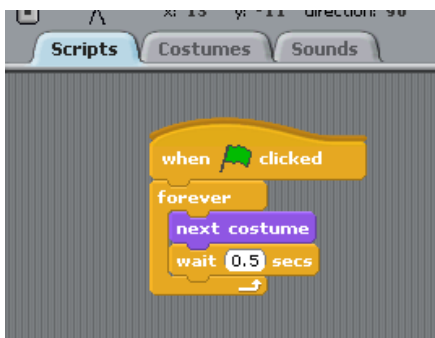
Step 8: Duplicate the sprite's costume

1. Click on the costumes tab .

2. Copy your sprite and edit each costume, like you did with the background



Step 9: Get the sprite dancing



On the Scripts tab, enter the following code.

When the flag is clicked, it will switch to the next costume, wait one second, then switch to the next costumes. This will loop forever.

Test that it works by pressing the green flag

