

PODAR INTERNATIONAL SCHOOL ,NANDED

CHAPTER: MOVING AHEAD WITH SCRATCH 2.0

Random Movements:

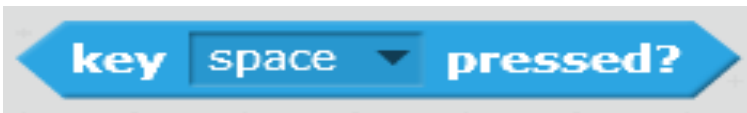
- Random numbers are numbers generated such that its outcome is unpredictable.
- They are used in games to move/show an object to a new unpredictable location.
- It adds surprise element to a game.



It will select any random number from 1 to 10

Sensing the Keys

- Used to respond to a key pressed on the keyboard



It will sense spacebar key pressed or not. And will perform appropriate function.

The following script block can be used to change the color of the sprite each time the up arrow/down arrow key is pressed

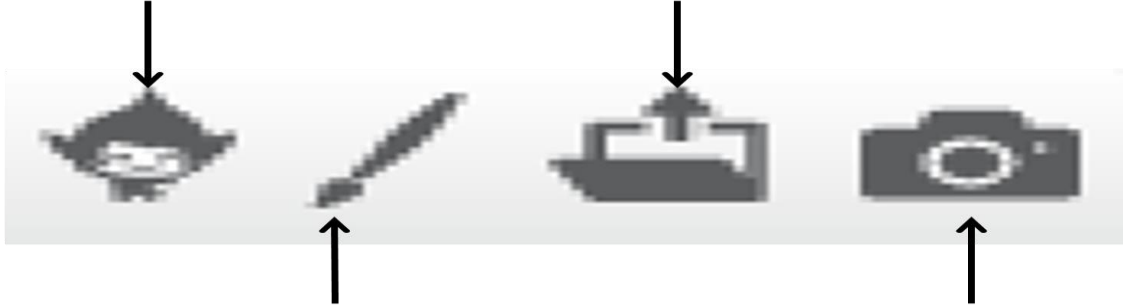


*How to create a new sprite

Click on any one of the options to create a sprite.

Choose sprite
from library

Upload sprite
from file

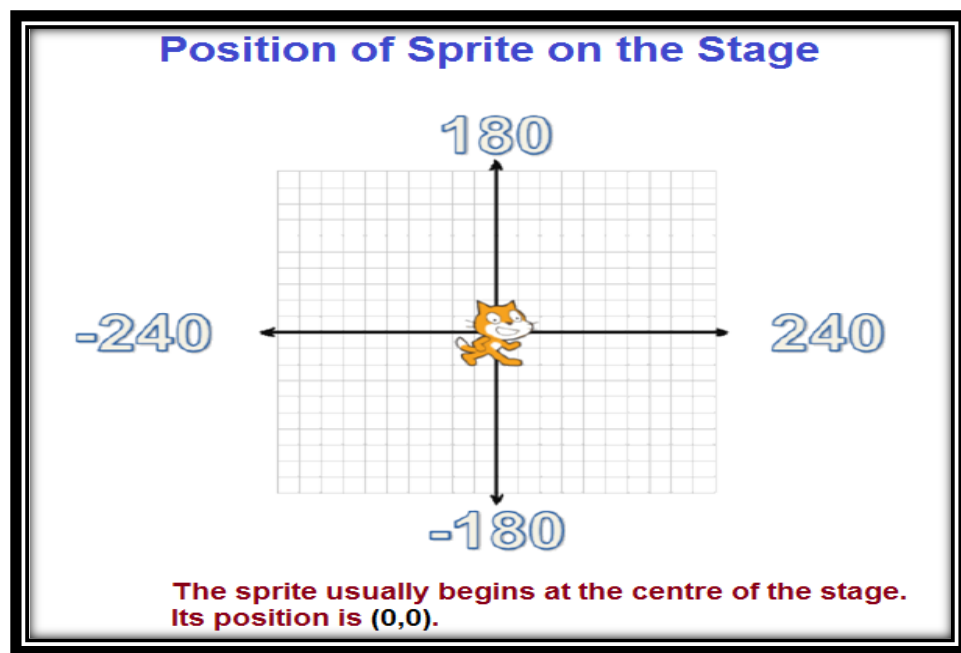


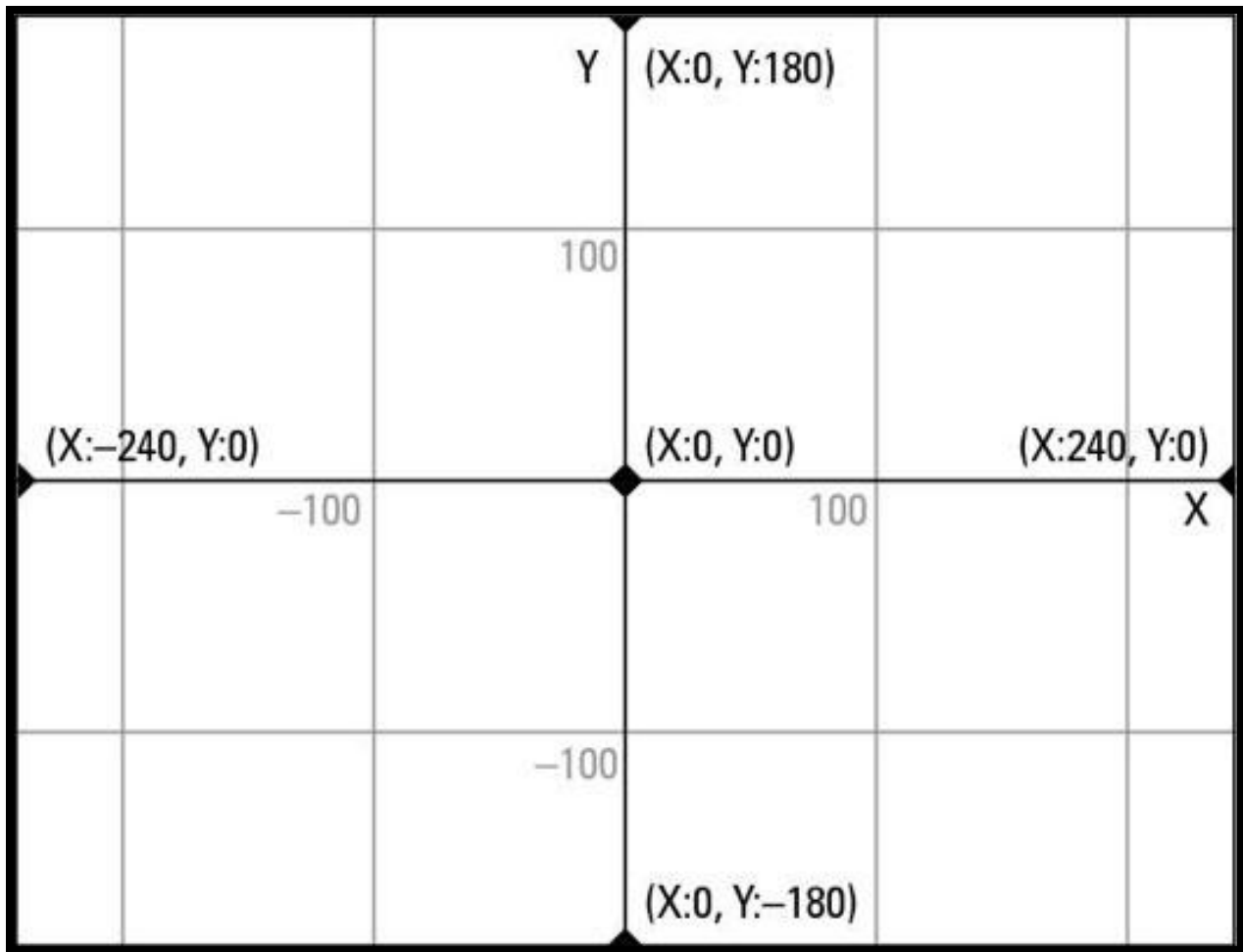
Paint new
sprite

New sprite
from camera

*Stage Interface

Ranges from -240 to 240 horizontally [X-AXIS] AND -180 TO 180 VERTICALLY [Y-AXIS]





IMPORTANT POINT:

1. SENSING KEYS ARE USED TO RESPOND TO KEY PRESSED ON KEYBOARD
2. RANDOM MOVEMENTS ARE USED TO GENERATE RANDOM VALUES BETWEEN THE UPPER AND LOWER LIMIT
3. The 'if block' is used to test a condition and execute the script inside it if the condition is true.



Motion

move 10 steps
 turn ⤴ 15 degrees
 turn ⤵ 15 degrees

 point in direction 90▼
 point towards ▼

 go to x: 0 y: 0
 go to mouse-pointer ▼
 glide 1 secs to x: 0 y: 0

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

 if on edge, bounce

 set rotation style left-right ▼

☐ x position
☐ y position
☐ direction

Looks

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

 show
 hide

 switch costume to costume2 ▼
 next costume
 switch backdrop to backdrop1 ▼

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

 change size by 10
 set size to 100 %

 go to front
 go back 1 layers

☐ costume #
☐ backdrop name
☐ size

Sound

play sound meow ▼
 play sound meow ▼ until done
 stop all sounds

 play drum 1▼ for 0.25 beats
 rest for 0.25 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

Pen

clear
 stamp
 pen down
 pen up

 set pen color to ▼
 change pen color by 10
 set pen color to 0

 change pen shade by 10
 set pen shade to 50

 change pen size by 1
 set pen size to 1

