Learning

to

SCRATCH

Version 1.4
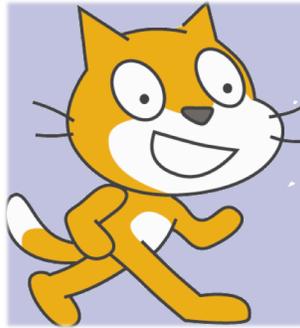
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Kids Tech University
on
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Presented by the MyVICE Project

from the Synergy Laboratory

at **VirginiaTech**
Invent the Future

http://myvice.cs.vt.edu
http://synergy.cs.vt.edu

Lesson 3: Playing with Scratch Projects

Although your time here in the Math Emporium at Virginia Tech is limited, if you continue playing with and learning about Scratch (via the resources noted at the end of this packet), you will be able to construct more substantial Scratch projects such as the ones that you will play with in this lesson.

You will explore existing projects that were animated using Scratch, specifically Mad Libs and Pong.

Mad Libs

The Mad Libs game first asks you for a few words, and then it puts them into a silly story. This project can be launched in Scratch using the following steps:

Click on "File" on the Scratch menu bar and select "Open …" to get to the Open Project window, as shown to the right. Click on the "Examples" button, i.e., the 4th button on the left.
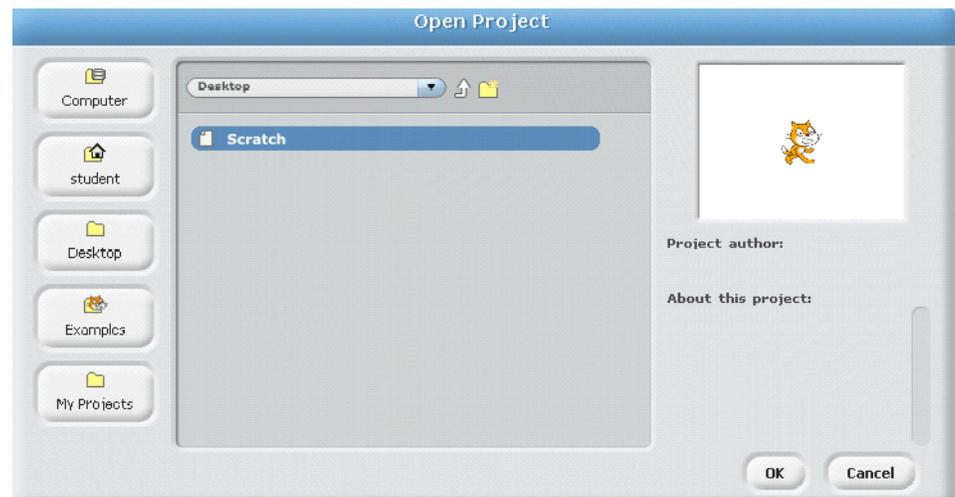
Now you should see the following project folders to choose from, as shown at the right.
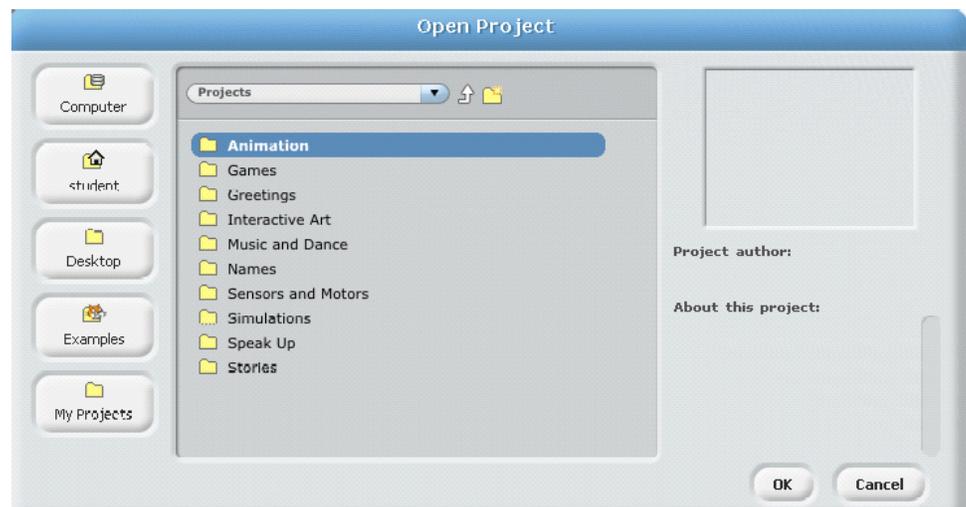
Double-click on the "Stories" folder and select the "MadLibs" project from the list. Click OK.
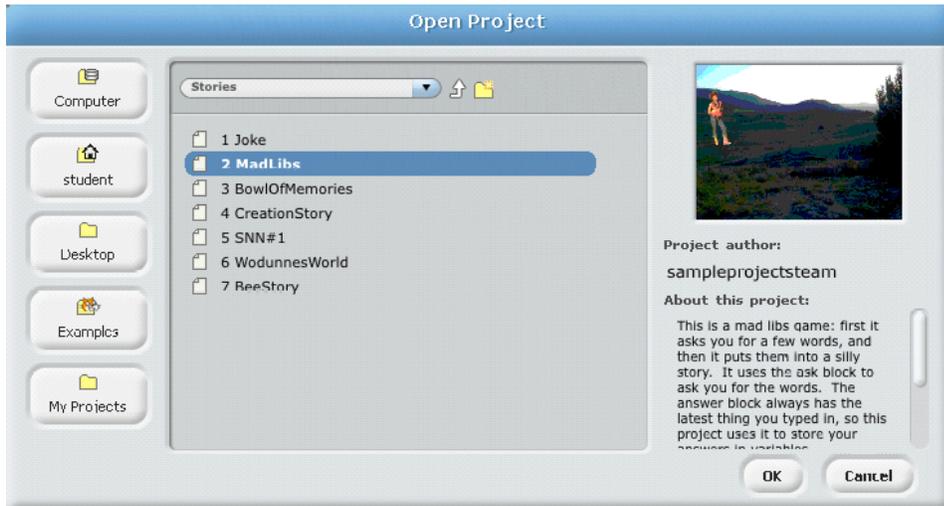
The project is now launched and your window looks like below:

"story maker" script   "story maker" sprite
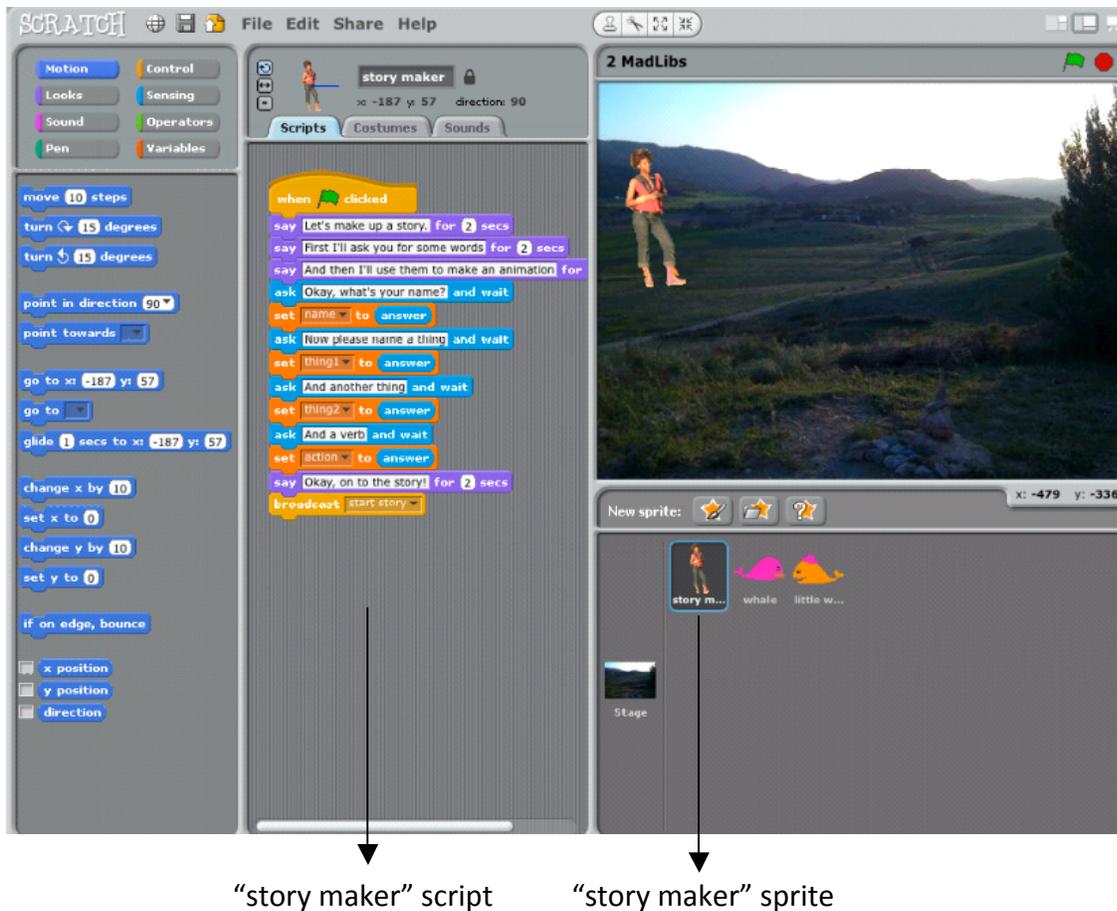
So you might follow how the "story maker" sprite is animated. Click on the "story maker" sprite shown above and then click on the green flag in the upper-right corner. Notice that the "story maker" sprite behaves according to the script shown above.

As the "Mad Libs" animation runs, feel free to click on the different sprites to see the scripts that govern their behavior.

Pong

This game is simple so it's a good place to start learning how to create a game. To open the "Pong" game, click on "File" on the Scratch menu bar. Then, click "Open …" Click on the "Examples" button and then double-click on "Games" and double-click on "Pong" to open the Pong project.

There are two sprites: ball and paddle. The ball sprite moves randomly on its own whereas the paddle sprite is controlled by the user via the mouse.
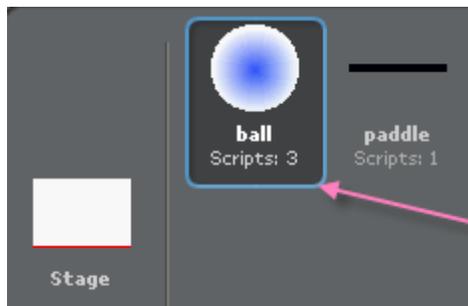
The ball sprite will move randomly.
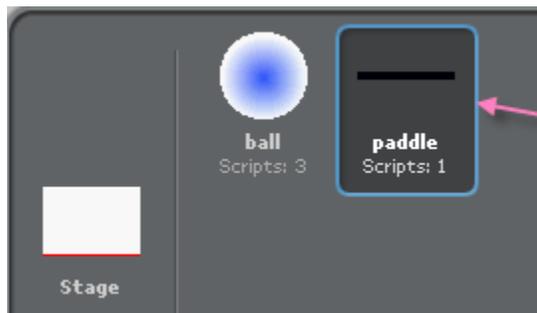
The paddle sprite is controlled by a human user.

Click the green flag to try the game. Use the paddle to hit the ball as it falls down. You will find that if the ball hits the bottom of the STAGE, the game will end.

Now What?
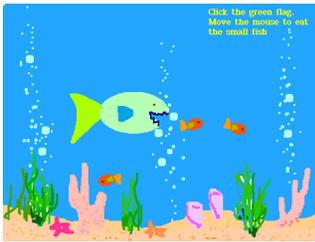
For More Information

Visit the Scratch websites to learn more!

http://learnscratch.org
http://scratch.mit.edu

http://myvice.cs.vt.edu
http://synergy.cs.vt.edu