

Scratch Challenges Completion

To the student: Create a program in Scratch that will solve each situation. There is more than one correct solution for each problem. The goal is to create a program that is the best possible solution, addresses all possibilities and is efficient in its execution. Skip the ones that you have difficulty with and come back to them later. Show each solution to Mr. E.

Each solution is worth 4 marks.

- ___ 1) Whenever you press the B key, the sprite gets a little bigger. Whenever you press the S key, the sprite gets a little smaller.
- ___ 2) Whenever the sprite hears a loud sound, it changes color.
- ___ 3) Whenever the sprite is in the top 25% of the screen, it says "I like it up here."
- ___ 4) When the sprite touches something blue, it plays a high note. When the sprite touches something red, it plays a low note.
- ___ 5) Whenever two sprites collide, one of them says: "Excuse me."
- ___ 6) Whenever the cat sprite gets near the dog sprite, the cat turns and runs away from the dog.
- ___ 7) Whenever you click on the background, a flower appears at that spot.
- ___ 8) Whenever you click on a sprite, all other sprites do a dance.
- ___ 9) When the score reaches 10, the scene (background) changes.
- ___ 10) The sprite falls as if controlled by gravity, but stops when hits the green ground.
- ___ 11) The sprite follows the mouse-pointer, but it never gets too close to the mouse-pointer.
- ___ 12) The sprite follows a red line.

When done, create your own game program in Scratch.

Total: ___/48

Extension: ___/12

Mark: ___/60

Comments: