Creating a basic Animation:

2. Go to the upper bar. Rename your project from Untitled to Animation (or whatever you like)
3. Delete the Cat. (Click the scissors in the top bar and then click the Cat under Sprites.)
4. Create your First Twin Sprite
   - Click "Choose sprite from library" icon in the Sprites Bar after New sprite:
   - Select Boy3 Walking.
   - Double click.
5. Create your Second Twin Sprite
   - Click "Choose sprite from library" icon in the Sprites Bar after New sprite:
   - Select Boy3 Walking.
   - Double click.
6. Make the Second Twin turn:
   - Go to Costumes
   - Choose each costume and click on Flip left-right icon in the upper right corner
7. Make the first Boy move:
7. Make the Second Twin move. **Be careful to change the x-coordinates and change the “move steps” to -5!**

Extras:
Add sounds or a longer conversation or other characters.
Creating a Basic *Hide and Seek* Game:

4. Open Scratch. Sign in. Go to **Create**.
5. Click on “Choose backdrop from library” icon below. Choose a backdrop. Double click.
6. Delete the Cat. (Click the **scissors** in the top bar and then click the Cat under **Sprites**.)
4. Create your Sprite
   - Click "Choose sprite from library" icon in the **Sprites** Bar after **New sprite**:
   - Select an icon that you want.
   - Double click.
5. Click on **Scripts**
6. Click on **Data**. Click on **Make a Variable**. Write Variable name: **Score**. Click **OK**.
7. Create the Scripts for your Sprite:
   - Go to **Events**. Drag a "When Green Flag Clicked" into the scripts field
   - Go to **Data**. Drag "Set score to 0" and connect it to the Green Flag Script
   - Go to **Motion**. Drag "go to x: y: ".
   - Change the coordinates to 0: "go to x:0 y:0". and connect it to “Set score to 0”
   - Go to **Looks**. Drag “show”. Connect. Drag “Say: _____ for ____ secs”. Change the message to “Catch me to score a point!”. Connect.
   - Go to **Control**. Drag “forever”. Connect.
   - Go to **Looks**. Drag “hide”. Insert into “forever”.
   - Go to **Control**. Drag “wait 1 secs”. Connect to “hide”.
   - Go to **Motion**. Drag "go to x: y: ".
   - Go to **Operators**. Drag “pick random __ to__”. Change the numbers: “pick random -200 to 200”. Insert it after x: . Drag “pick random __ to__”. Change the numbers: “pick random -140 to 140”. Insert it after y:

![Diagram of Scratch scripts](image)

Connect to “wait 1 secs”.
   - Go to **Looks**. Drag “show”. Connect.
   - Go to **Control**. Drag “wait 1 secs”. Change 1 to 0.7 or even less if you want your game to be harder.
8. How to keep score:

- Go to **Events**. Drag "when the sprite clicked"
- Go to **Data**. Drag "change score by 1" and connect to "when the sprite clicked"
- Go to **Sound**. Drag “play sound__” and connect.

If you want to change sound, click on **Sounds**. Under **New sound** click on **Choose sound from library**. Double-click on the sound you like. Go back (click on **Scripts**). In your “play sound__” tag change the sound.
Creating a Basic Maze Game:


8. Delete the Cat. (Click the scissors in the top bar and then click on the Cat.)

9. Create your character Sprite:
Go to New Sprite. Either go to Choose new sprite from the library or Paint new sprite.

10. Create your maze:
Click on Stage. Go to Backdrops. Draw your maze. Use Rectangular Tool. Click on Scripts.

5. Click on your Sprite.
Make it move and bounce from the walls by pressing arrow keys:

- Go to Events. Drag When Green Flag Clicked.
- Go to Control. Drag "forever" and connect it to When Green Flag Clicked.
  - Drag if. Drag when___key pressed onto the stage. Choose up arrow.
  - Go to Motion. Drag point in direction. Change to 0. Connect to when up arrow key pressed. Put move 2 steps in if.
  - Go to Control. Drag and connect another if.
  - Go to Sensing. Drag touching color. Click on the colour window and then touch your maze. The colour in touching color should change to the colour of your maze. Put touching color in the if.
  - Go to Motion. Put move steps after if. Change to move – -2 steps. Then your sprite will bounce when touching the walls.
6. Make scripts to the rest of the arrow keys:
   - Right-Click on the script and **Duplicate**. Change to **up arrow**. Change direction to **0**.
   - Right-Click on the script and **Duplicate**. Change to **left arrow**. Change direction to **-90**.
   - Right-Click on the script and **Duplicate**. Change to **right arrow**. Change direction to **90**.

7. Let your sprite always start at the entrance of the maze:
   - Move your sprite to the entrance.
   - Go to **Events**. Drag **When Green Flag Clicked**.
     - Go to **Motion**. Drag and connect **go to x: y**: 
Creating a Basic Race Game:


12. Make the Announcement Backdrop:
   - Click on Stage
   - Click “’Paint new backdrop” icon under New backdrop:
   - Choose T (text tool) and type PLACE YOUR BETS! At the left edge of the backdrop
   - Click on Scripts
   - Go to Events. Drag a "When Green Flag Clicked" into the scripts field
   - Go to Looks. Drag and connect “change backdrop to__”. Change it to “change backdrop to backdrop2”.
   - Go to Control. Drag and connect “wait _ sec”. Change it to “wait 4 sec”.
   - Go to Looks. Drag and connect “change backdrop to__”. Change it to “change backdrop to backdrop1”.
   - Go to Events. Drag and connect “broadcast__”. Open the menu inside “broadcast__”. Click on “new message”. Type “run”. Click OK.

13. Delete the Cat. (Click the scissors in the top bar and then click the Cat under Sprites.)

14. Create your Finish Line
   - Click "Paint new sprite" icon in the Sprites Bar after New sprite:
   - Draw a line from top to bottom
   - Click on sprite. Move the line to the right edge of the stage
   - You can rename your sprite. Click on i. Name your sprite “Finish”.

3. Create your first racing Sprite
   - Click "Choose sprite from library" icon in the Sprites Bar after New sprite:
   - Select an icon that you want.
   - Double click.
   - Move it to left edge of the stage (the Start of your race)

4. Make your sprite race:
   - Click on Scripts
- Go to **Events**. Drag a "When I receive__" into the scripts field. Choose "When I receive run"
- Go to **Motion**. Drag "glide _ sec to x: y: ". Change the coordinates to whatever coordinates are shown in the upper right corner. Change “glide __sec” to “glide 2 sec”. Connect.
- Go to **Control**. Drag “forever”. Connect.
- Go to **Motion**. Put "move _ steps" inside the "forever"
- Go to **Operators**. Drag “pick random _ to _” inside the "move _ steps", Change “pick random 1 to 15”
- Go to **Control**. Drag “if _ then”. Connect to “move”.
- Go to **Sensing**. Drag “touching ?”. Change to “touching Finish ?” or whatever the name of your Finish sprite. Insert into “if _ then”.
- Go to **Control**. Drag “stop all”. Insert in “if touching Finish ? then”.

![Image of Scratch blocks]

5. Add more “racers”

- Click "Choose sprite from library" icon in the **Sprites** Bar after **New sprite**.
- Select an icon that you want.
- Double click.
- Move it to left edge of the stage (the Start of you race)
- Click on your first “racer” sprite. Drag and drop the whole script onto your new “racer” sprite.
- Click on your new “racer” sprite. Change the coordinates in “go to x: y: ". to whatever coordinates are shown in the upper right corner. You have your second “racer”!
- Repeat these steps to create as many racers as you wish.