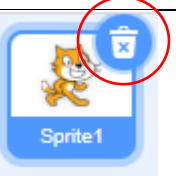


Code With Scratch:

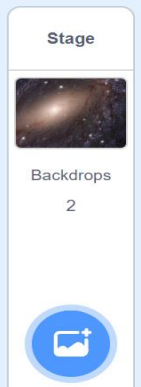
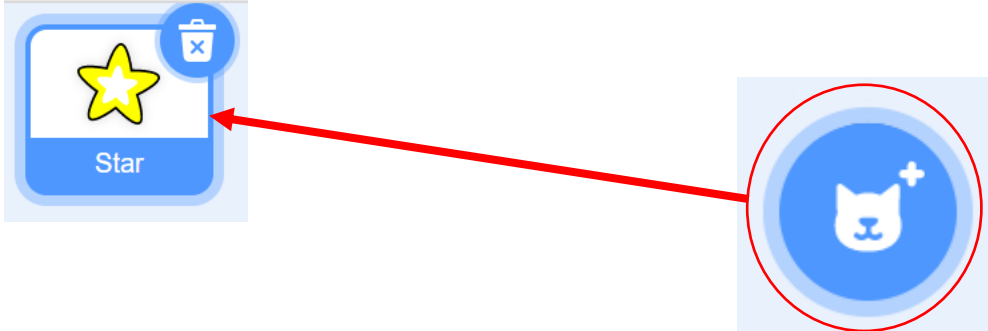
Create a Space Themed Screensaver

The coding steps:

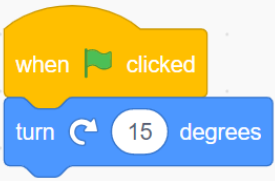
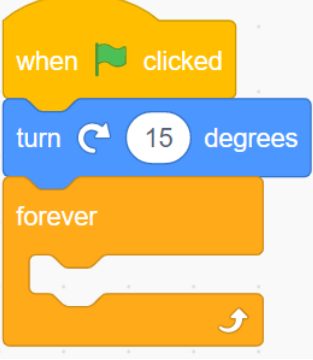
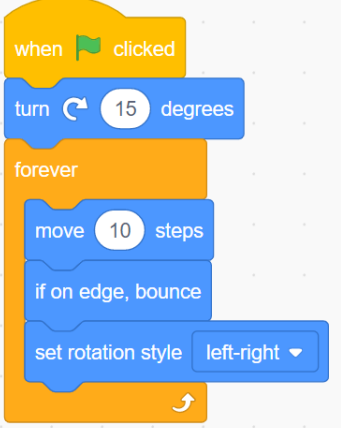
1. Delete the Scratch Cat sprite and start with fresh screen
2. Use the scratch tools to choose a background and add a starting sprite (character)
3. Use coding blocks to make a sprite move around the screen
4. Add another space-themed sprite
5. Duplicate code onto a new sprite
6. Change the size of the Sprite
7. Adding more sprites and variation

	<p>Step 1:</p> <p>Whenever you start a new scratch project, the Scratch Cat appear by default.</p> <p>To delete the Scratch Cat, move down to the sprite area and click on the rubbish bin. This will delete the sprite so that you can start afresh!</p>
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Step 2: Choose a space-themed background and add a space sprite

Choose a background	Choose a character (Sprite) - Select a suitable Space related one 😊
	

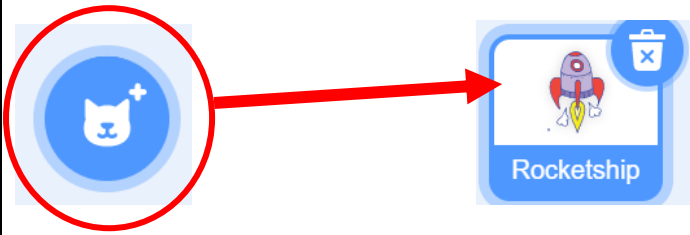
Step 3: Use coding blocks to make a sprite move around the screen

 <p>Go to Events and drag the “when green flag clicked” block onto the coding area.</p> <p>Then go to the Motion area and drag and connect the Turn 15 degrees block onto the “When clicked...” block.</p>	 <p>Go to the Control area and drag and connect at Forever block</p>	 <p>Go back to Motion and drag Move 10 steps, if on edge bounce and set rotation style left-right blocks into the Forever block.</p> <p>The code block should now look like the one above 😊</p>
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Testing Time! Now test by click the Green Flag... Does your code work? Is the star moving around the screen? If not... debug the code. Check again against the example above - Does your code match exactly?

Step 4: Add another space-themed sprite

Now go back to the Sprite area and choose another spaced themed sprite. It could be a different one or it could be the same – It is up to you! 😊



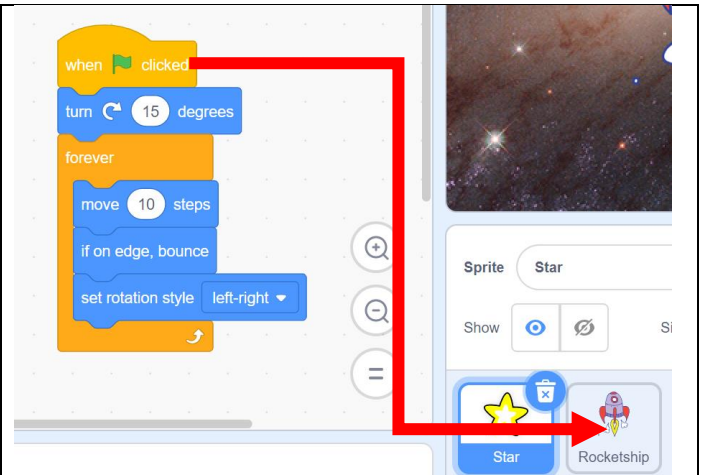
Step 5: Duplicate code onto a new sprite

Click back on the first sprite (star) and the coding blocks will appear.

Drag the whole block onto the top of the new sprite (Rocketship).

The code will now be copied onto that sprite!

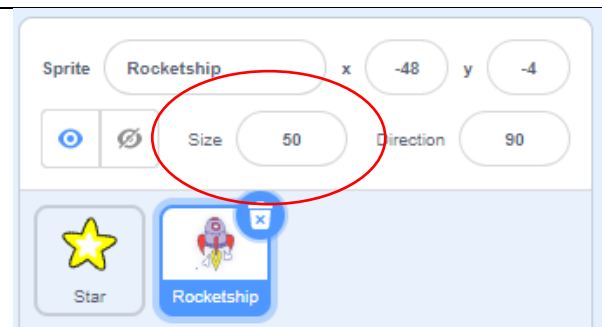
To test this, click on the new sprite to see if the code is there.



Step 6: Change the size of the Sprite

Change the size of the sprite by making it bigger or smaller clicking within the **size box** and inputting a number of your choice.

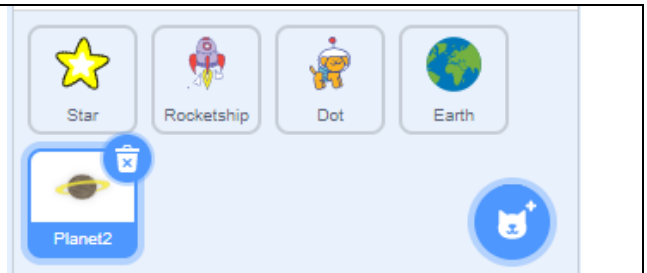
For this example, it has been changed from **100** down to **50** making it half the original size!



Step 7: Adding more sprites and variation

Finally, in order to make your screen saver busier and more interesting, add more space themed sprites.

Remember to copy the code onto each new sprite by repeating step 5 and dragging the code onto it!



Extra details: What could you change to improve your program?

You could...

- Adjust the sizes of the different sprites bouncing around the screen so that they are all different sizes.
- Adjust the speeds of the sprites by change the Move 10 code. Experiment – What makes the sprite move quicker?
- Change the angle of direction that the sprite moves in by adjusting the Turn 15 degrees block.