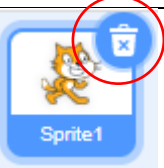


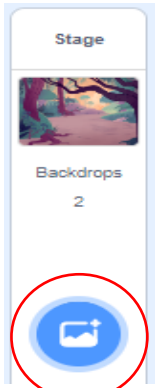

Code With Scratch:

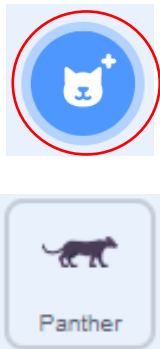

Create a Space Themed Screensaver

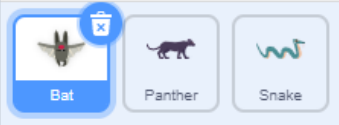
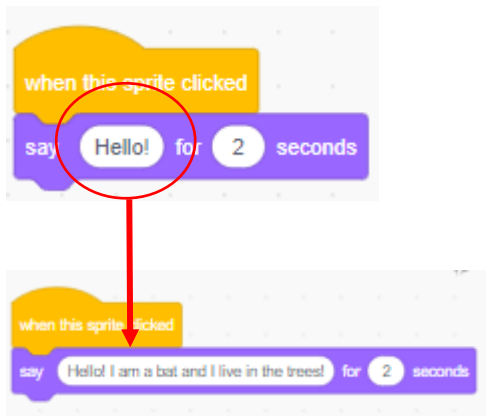
The coding steps:

1. Delete the Scratch Cat sprite and start with fresh screen
2. Use the scratch tools to choose a background
3. Use the scratch tools to add a sprites (jungle animal)
4. Use coding blocks to make a sprite display text (speak)
5. Change the size of the Sprite
6. Add jungle sounds to add ambience
7. Test and improve the interactive jungle scene.

	<p>Step 1: 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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	<p>Step 2:</p> <p>Choose a jungle themed background by clicking on the blue icon in the Stage area and then scrolling through the backdrops until you find a jungle scene.</p>	
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	<p>Step 3:</p> <p>Now click on the Choose a Sprite area and scroll through until you find a jungle animal. Click on it and it will be added to your jungle scene.</p> <p>Now do this again adding more jungle sprites (animals) to your jungle scene.</p> <p>Once you have chosen your sprites, you can move them around the page by clicking on them and holding the mouse button down as you move them around.</p>	
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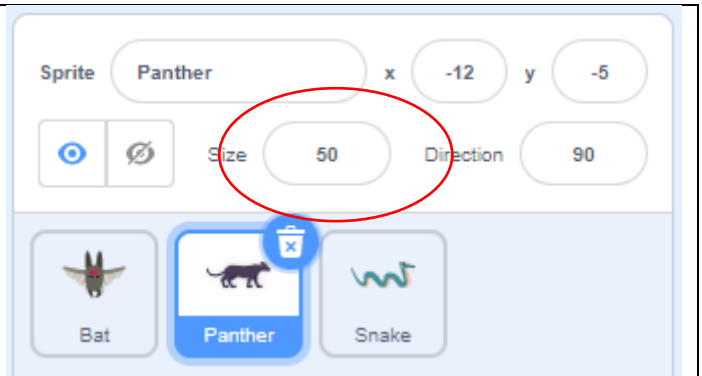
<p>Step 4: Use coding blocks to make a sprite display text (speak)</p> <p>Click on the animal that you would like to “speak” (display text). If it is selected, it will be highlighted in blue.</p>  <p>Click Events in the Code area and drag “When this sprite is clicked” onto the coding workspace.</p> <p>Then go to the Looks code area and drag “Say Hello! For 2 seconds” onto the code workspace and <u>connect it</u> to the first block.</p> <p>Click inside the Hello! bubble and add some new text (such as “Hello! I am a bat. I live in the trees of the jungle.”)</p>	
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Step 5: Change the size of the Sprite

Repeat step 4 until all of the animals in your interactive scene have something to say when they are clicked on.

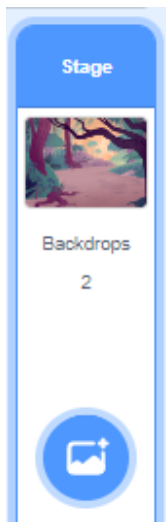
Then, click on each animal and adjust the size of them so that they can fit and look better.

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



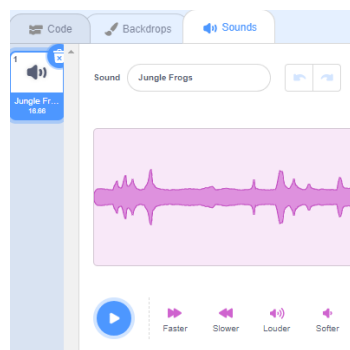
Step 6: Add jungle sounds to add ambience

To add some jungle ambience (atmosphere), click on your stage and jungle backdrop so that it is highlighted in blue...



Click on the Events code area and drag “When green flag clicked” onto the coding workspace.

Click on the sounds table towards the top of the pages and type “jungle frogs” into the sound search bar. This sound will now be added to the sounds that you can use.



Now click back onto the **Code** area

Choose **Sound** and drag the “Play sound *Jungle Frogs* until done” block onto the “When green flag clicked” block.

It should now look like this...

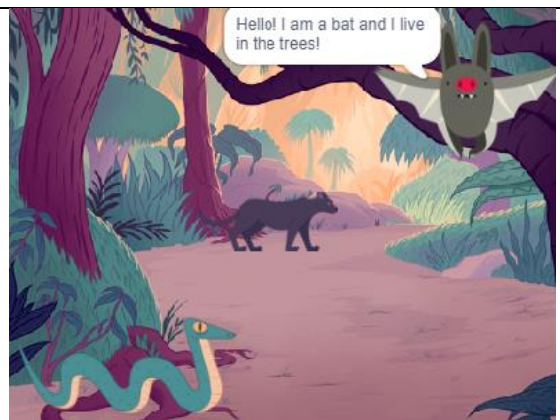


Step 7: Test and improve the interactive jungle scene.

Now test your interactive screen. Check that everything is working as it should.

When you click an animal, is text being displayed?
“When green flag is clicked”, do jungle noises play?

If not, debug the issues by working back through the coding blocks for each element and check for errors.



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

You could...

- Add more animals?
- Improve the quality of the text by considering the vocabulary.
- Add sounds for each animal so that when they are clicked, a noise is made.