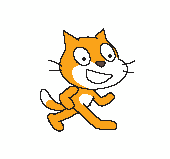
Scratch Exercises

*Be sure to save your work after each exercise because you will need your program throughout this assignment.*

**Lesson 1 Smooth Moves**

Your assignment is to make the cat walk back and forth across the screen according to the arrow keys. Plus, add a background scene.

Start with the cat sprite



Add a motion block to make it move.



Change the sprite orientation so it only goes right or left, not any direction.



Use a Control block to make the cat move on the arrow command



Use a Looks block to make it appear like the cat is walking. Switch the costume.

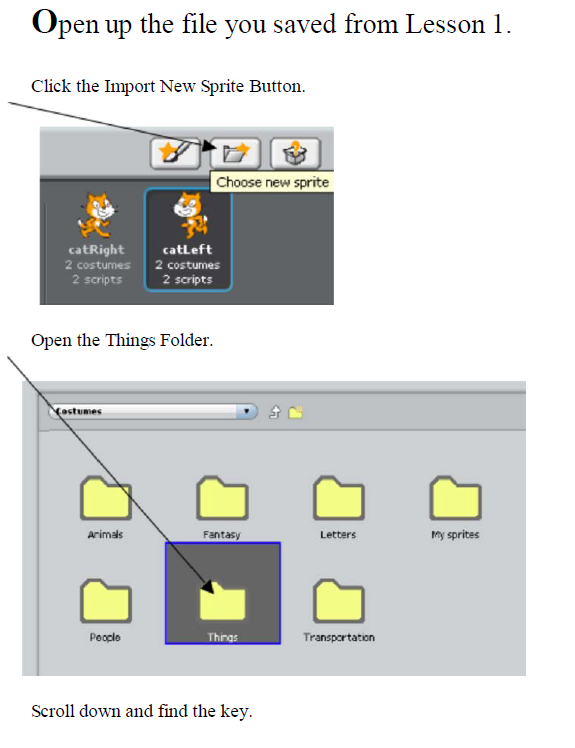


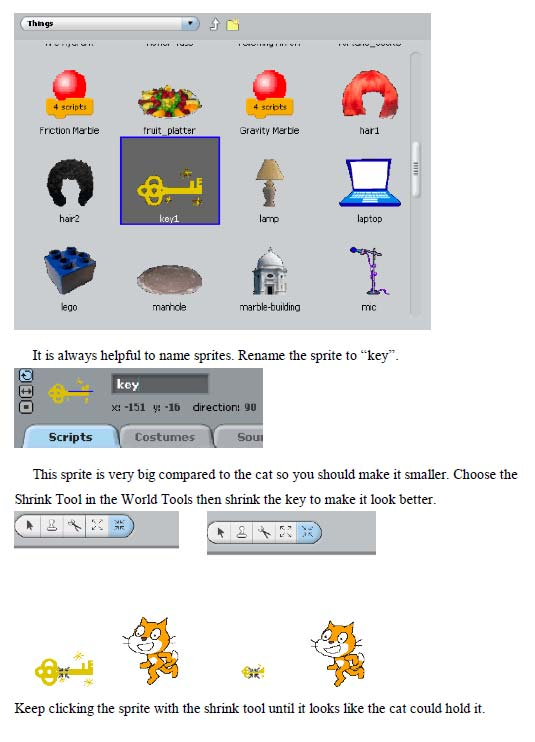
This is a good start. Your task is to figure out how to make the cat turn and walk to the left. When you are finished that task, add a background scene.

**Lesson 2 Import a Sprite, Interaction, Conditional and Question**

**Blocks, Talking**

Your assignment is to add a sprite to the world and have the cat interact with it.





Your Tasks:

1. Using the following blocks, make the key disappear when the cat touches it.



2. Once you are successful at making the key disappear. Augment the program to make the key disappear when the cat touches it and the down arrow is pressed.

3. Using think and say blocks, have the cat think something like “Hey, a key” and say, “Press the down arrow to pick it up”

Here are some things to make note of:

 you can copy commands from one sprite to another by dragging the blocks onto the sprite thumbnail

 use AND blocks when you have two questions that both need to be true

 use OR blocks when you only need one of the two questions to be true

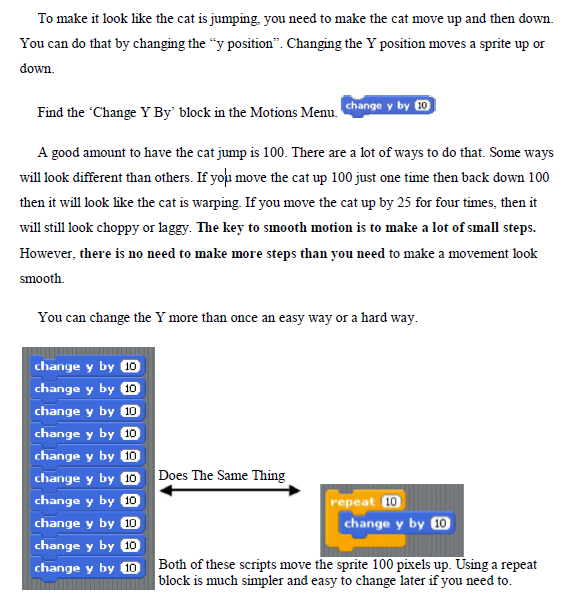
 the order that you combine questions *does* make a difference

 they are many different ways to do the same thing

**Lesson 3 Repeat Blocks, Export Sprite**

Your assignment is to use repeat blocks to make the cat jump to get the key. Change the background to one that has shelves or a high place to put the key. Move the key sprite above the cat.

Read the following and try to make it happen well.



Tasks:

1. Change what the cat says to make it relevant to the key up high

2. Make the cat jump up to touch the key, key disappears