Catch Adeep and Cate!

This booklet is suitable for beginners to coding with scratch

The time required to create this game is 40 – 50 minutes.

You will receive a stamp on the "Technology" section of your SCART card

You will need:

- Scratch (you can download it or use it online)
- An instruction booklet for your chosen game (this one!)
- The files for your chosen game containing the images
- A USB stick if you want to save your project

Firstly, open scratch by clicking this link: www.scratch.mit.edu

 Then, press "Try it out" to get to the scratch creation page
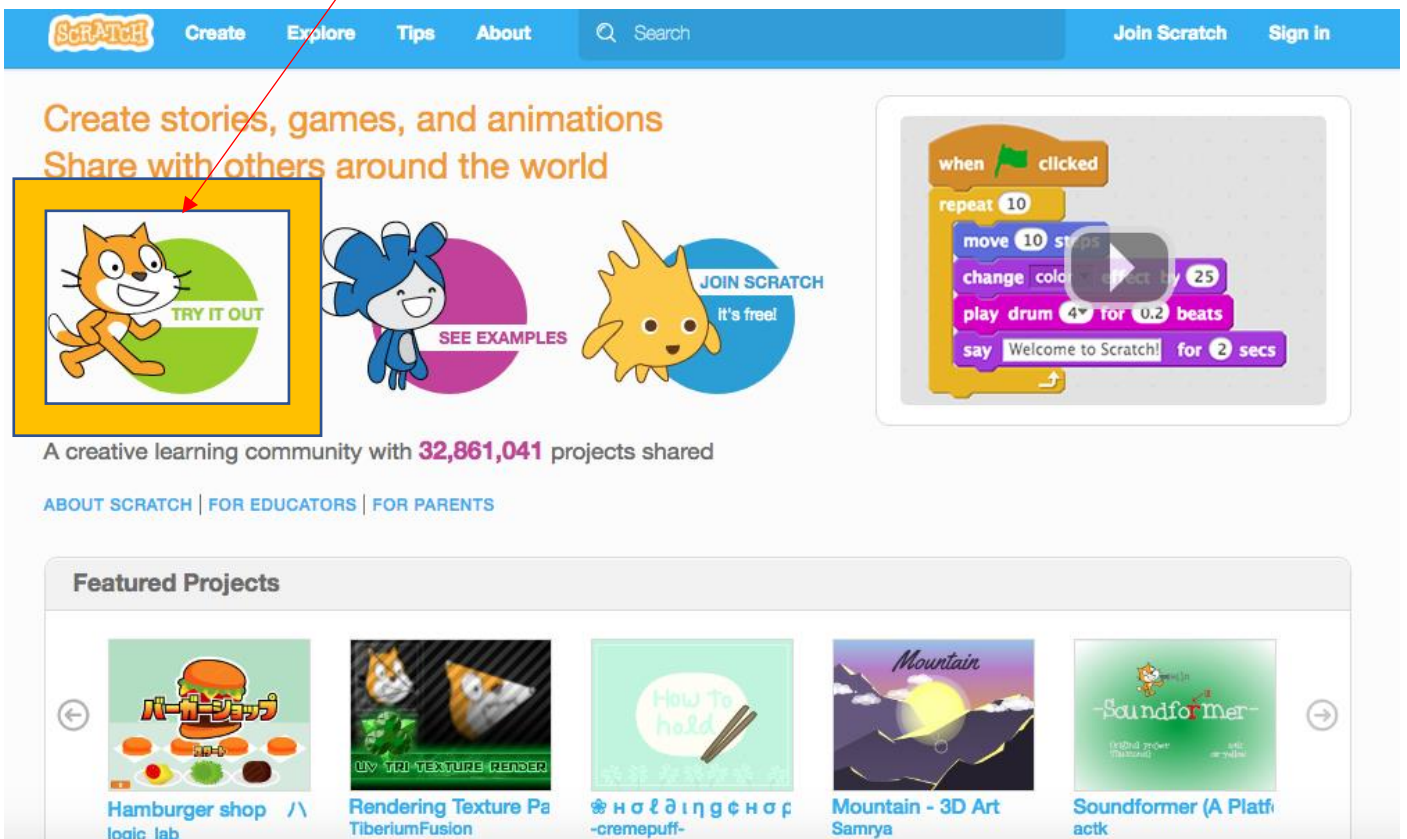
 You then need to remove the "cat" sprite.
 To remove the cat you will need to right click on the cat and press delete.

Top Tip!
A sprite just means a character in Scratch
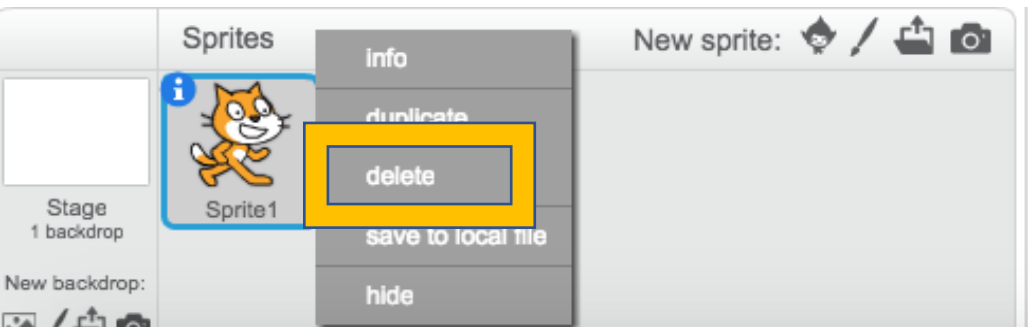
☐ Then press the "Import from File" option to select the pictures you need to add

New sprite:

☐ Now you will need to choose your SCART club characters for your, Squirrel plus two of the SCART club kids. We've used Adeep and Kate for these instructions, but you can choose any two. Just go to the **end of this booklet** for links to all the characters.

☐ You should now see Cate, Adeep and Squirrel on your scratch screen like this:

If your screen looks like this, then you're on track and doing it correctly! If it doesn't look like this you must have done something wrong – why not go back and make sure you've done everything correctly? If you're stuck speak to your course leader.

- You now need to make Adeep, Cate and Squirrel a little smaller and move them away from each other. To do this you need to drag Adeep to one side of your screen, Cate to the other side of your screen and the Squirrel to the top.

- To make them smaller you need to use the shrink function. You can find it at the top of your screen and it looks like this:

- You need to click the shrink button and then press your "sprite" as much as you'd like to make it the right size

- This is about right:
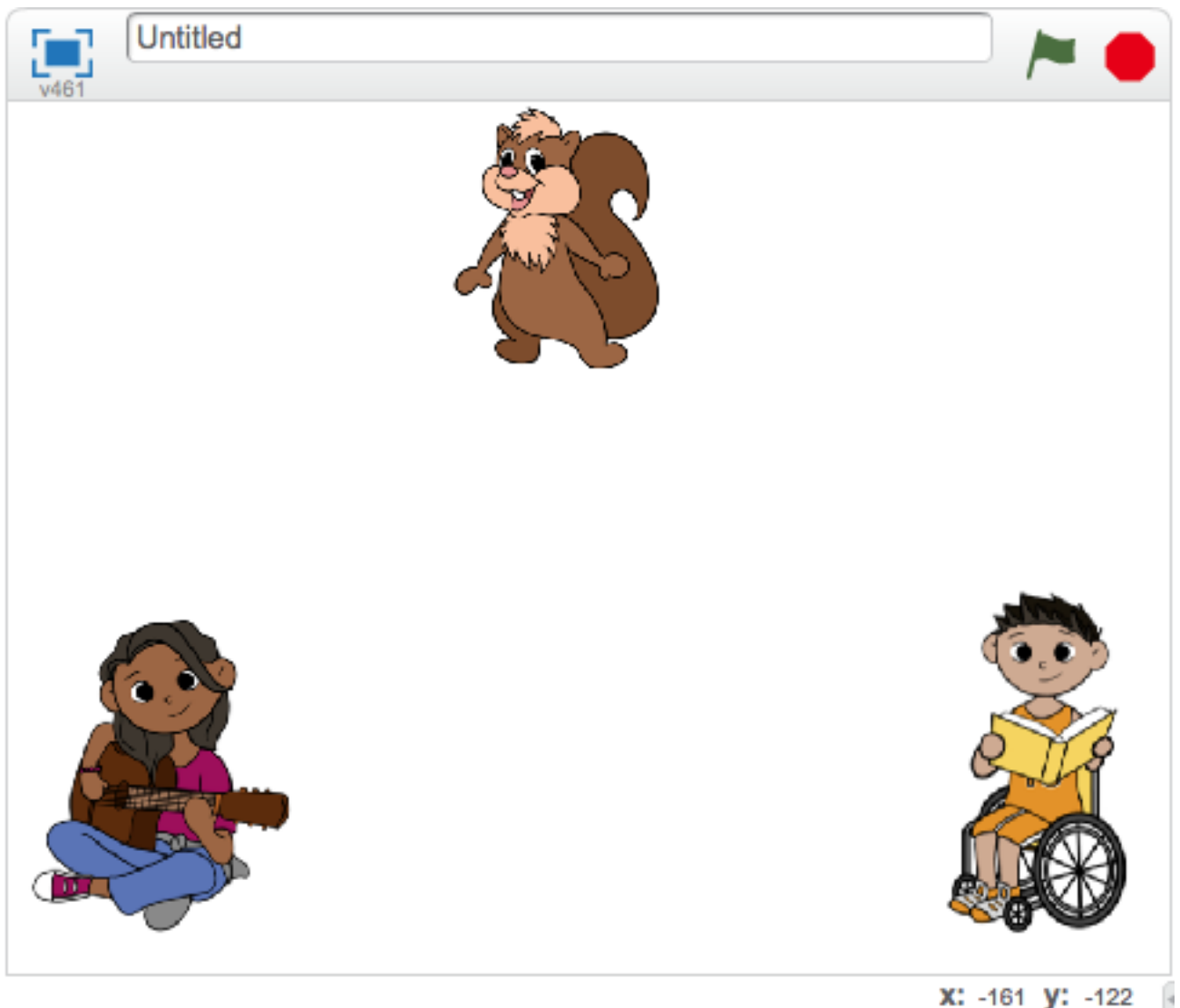
If your screen doesn't look like this – you've done something wrong!
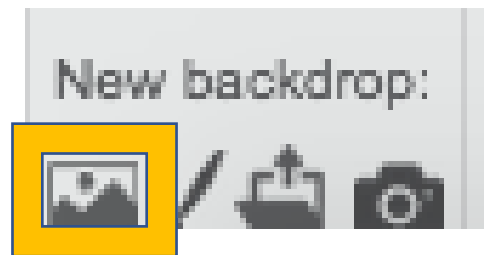
Try again or speak to your course leader!

- We will now need a basket to try and catch Tess and Tom in when they fall! To find this we will need to go to the "Choose a Sprite Menu" . To do this click here:

New sprite

- Then on the list find this BOWL sprite. Once you've found it click OK to put it onto your game

Bowl

- Now you have your sprites we need to change the background to a different one. For our game we are going to use the "Blue Sky" background. To find this you need to go to the import a stage menu. It looks like this:

New backdrop:

- Then find the Blue-Sky background and press OK

blue sky

- Your game should now look like this. If it doesn't speak to your course leader:

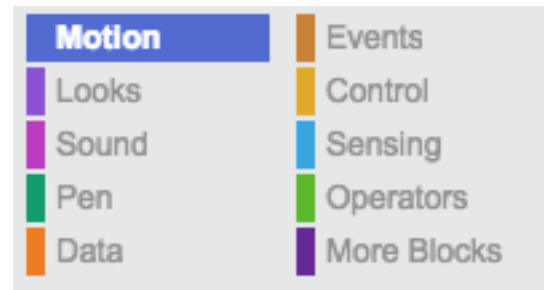Catch Adeep and Cate (Scratch Example)

Score   -7
Time

x: -1   y: 10
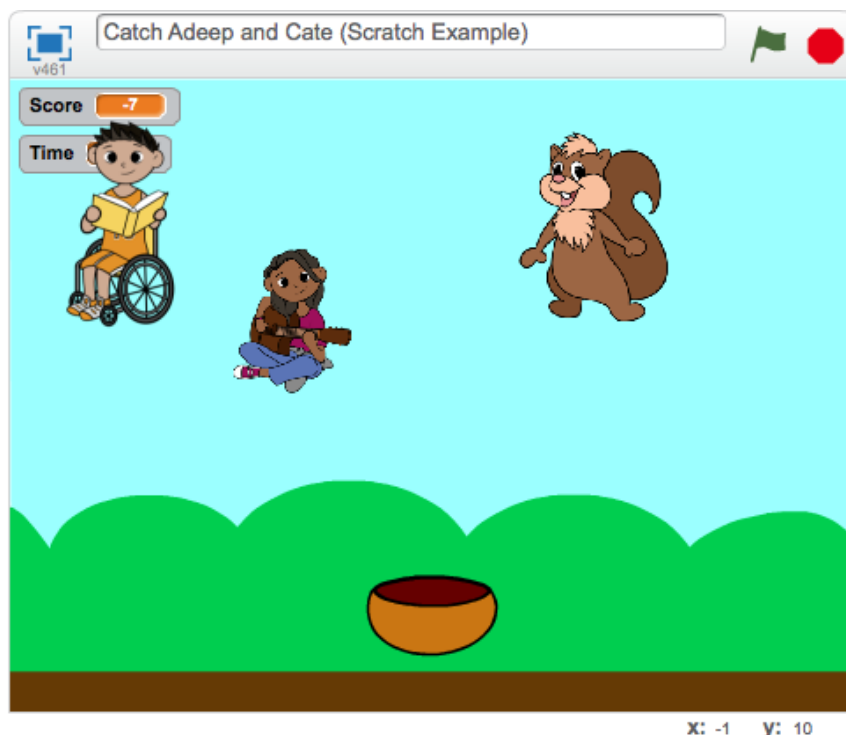
☐ Now you have your game set-up, it's time to code it!

☐ Make sure that "Adeep" is clicked at the bottom – it will go blue when you click it!

Adeep_02

☐ Each action is colour-coded and can be found on the "script" menu that looks like this

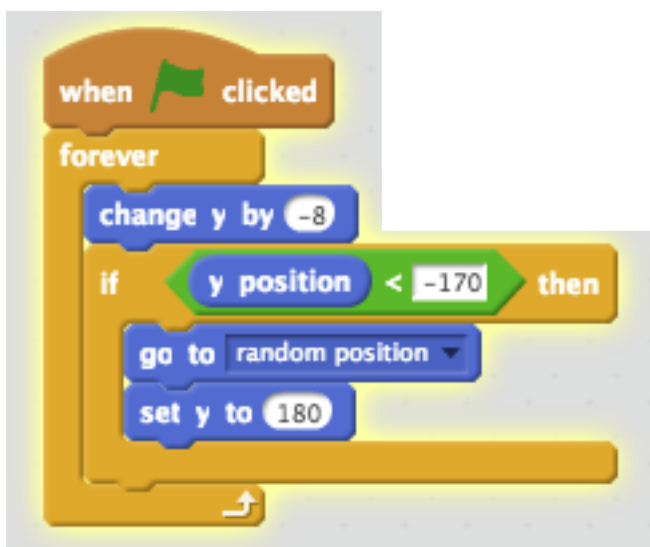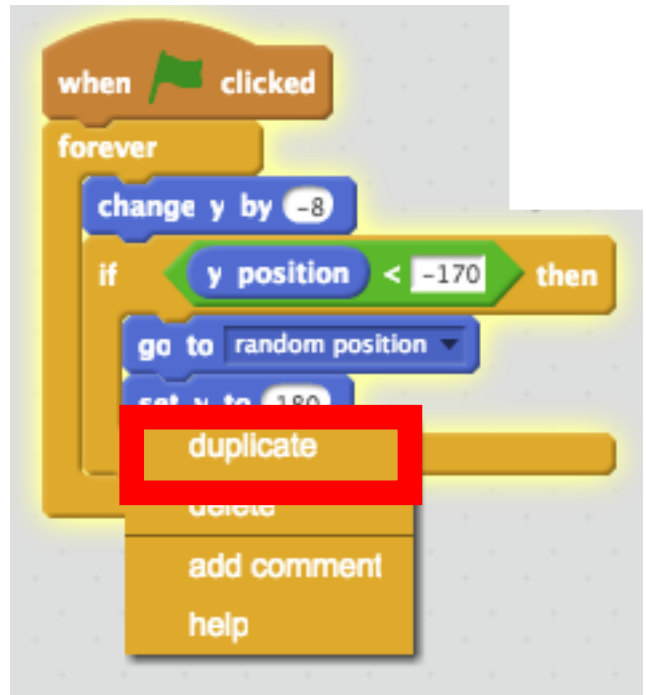| Motion	Events
Looks	Control
Sound	Sensing
Pen	Operators
Data	More Blocks

☐ Copy this code into Addep's script:

☐ This will make sure that Adeep's always starts at the top of the page!

☐ You will then need to copy this code into Adeep's script to make sure that Adeep falls down repeatedly:

☐ You then need to duplicate the two sets of code from Adeep into Cate and the Squirrel. Do this by right clicking on the script and pressing duplicate:

☐ Make sure you do this for both bits of code otherwise your game won't work!

when 🏳 clicked
forever
change y by -8
if   y position < -170 then
go to random position
set y to 180
duplicate
delete
add comment
help

☐ Once duplicated you will need to drag and drop the code to the Cate and the Squirrel section on the sprite column. MAKE SURE ONCE YOU HAVE PUT IT INTO CATE AND THE SQUIRREL THAT YOU DELETE THE DUPLICATE CODE FROM ADEEP!

☐ You will need to change the value of "Change y by" for each character. Set Adeep to -8, Squirrel to -7 and Cate to -6. Make sure you click on each different sprite at the bottom to change it for each individual character!

change y by -6

☐ Time to save your code! Download your code to your USB by clicking FILE at the top of the screen and then download to computer!

File ▾ Edit ▾ Tips About
New
Upload from your computer
Download to your computer
Revert
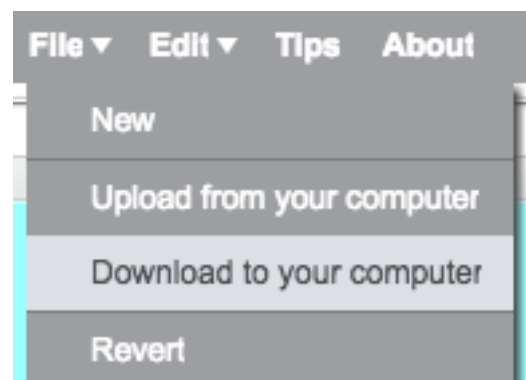
☐ We now need to program the bowl. Make sure that you have clicked the bowl at the bottom of the screen:
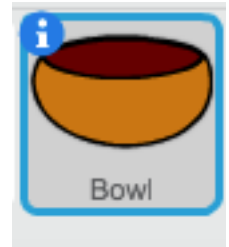
☐ Click the white "I" next to the picture of the bowl and then press the ←→ menu option (it looks like this)

☐ Then press the back button: this will take you back to your script

☐ We are now going to program how to make the bowl move left and right. To do this you will need to copy this code into your script (make sure it is on the bowl!)
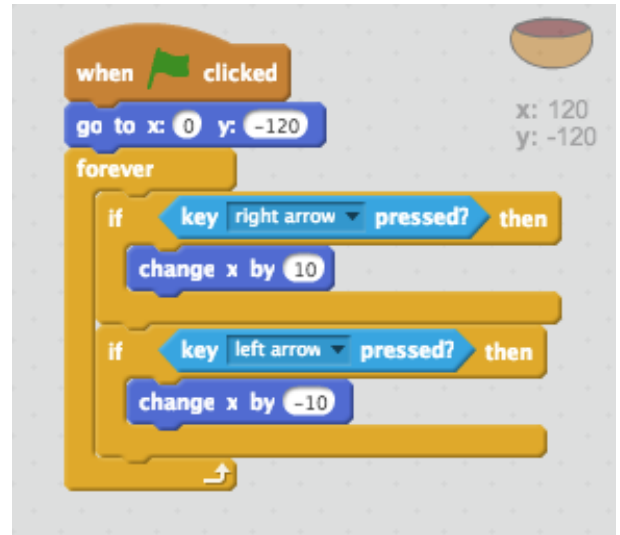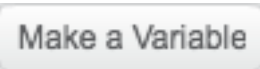
☐ This script will make sure that the bowl will move left or right to "catch" the characters!

☐ We now need to make a score variable. A variable will keep track of a number – in our case the score. To make a variable:
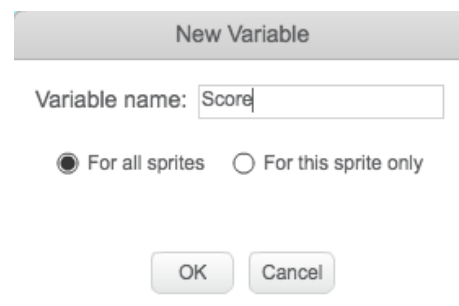
   o Go to the Data Menu

   o Click Make a Variable

   o Type "Score" and press "OK"

☐ Copy this code into the script for your "bowl". Make sure "bowl" is clicked!

This code will make sure that:

- If you catch squirrel in your bowl you will lose one point

- If you catch Cate in your bowl you will gain one point

- If you catch Adeep in your bowl you will gain one point

- **Therefore the aim of the game is to avoid getting the squirrel in your bowl!**

```
when [flag] clicked
set Score to 0
forever
    if < touching Squirrel ? > then
        change Score by -1
        wait 0.5 secs

    if < touching Cate_02 ? > then
        change Score by 1
        wait 0.5 secs

    if < touching Adeep_02 ? > then
        change Score by 1
        wait 0.5 secs
```

☐ We now need to set up a time variable to give all users a fair chance of winning. It is setup similar to the "Score" variable:

- o Go to the Data Menu   **Data**

- o Click Make a Variable   Make a Variable
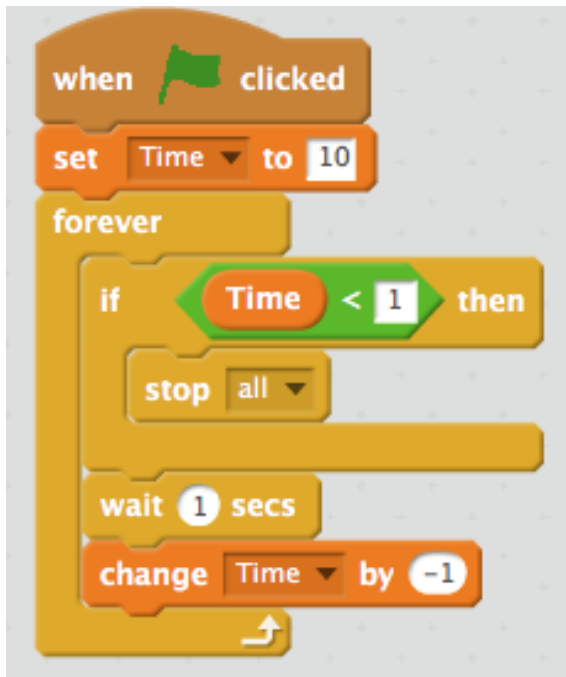
- o Type "Time" and press "OK"
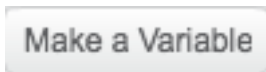
New Variable

Variable name: Time

● For all sprites   ○ For this sprite only

OK   Cancel

☐ You now need to copy this code into the bowl script:

Congratulations!

You've done it! You have completed your Catch Adeep and Cate game – and you've received your technology stamp!

Are you ready for a challenge?

Why not change the time limit, the score you need or the characters in your game? Or you can even change something else?

Impress your course leader!

Choose your characters

Get Squirrel to be a character (Sprite) in your SCART Club scratch game and then choose two of the SCART Club kids to help Squirrel

To get Squirrel click here >> **Squirrel**
(Then right click on the big Squirrel picture that opens and choose '**Save image as…**')

To choose Adeep click here >> **Adeep**

To choose Rubie click here >> **Rubie**

To choose Anya click here >> **Anya**

To choose Sadie click here >> **Sadie**

To choose Caleb click here >> **Caleb**

To choose Si click here >> **Si**

To choose Cate click here >> **Cate**

To choose Tess click here >> **Tess**

To choose Raj click here >> **Raj**

To choose Tom click here >> **Tom**