Game On!

SCRATCH

Scratch cat running
Get Scratch from

http://scratch.mit.edu/
What is Scratch?

• A programming “language”
• A development environment
• Visual and audio action
• Interaction with application
• Create stories, music, art, animations, and games
The Scratch Environment
The Scratch Environment

Building Blocks

Scripting Area

Presentation – developer view

Sprites – moving objects
Block Categories

• Control – what to do, when, how many times
• Looks – costumes, speech bubbles, etc
• Motion – move, turn, position
• Sensing – touching, interaction
• Sound – play sound, instrument, duration
• Pen – drawing control, color, etc.
• Operators – arithmetic, compare, functions
• Variables – name values to retain, change
Sprite Categories

• Animals
• Fantasy
• Letters
• People
• Things
• Transportation
Costumes

A sequence of poses or other changes to a sprite
Backgrounds (Stage)
Indoors, Outdoors, Nature, Sports
Make a Script

• Drag blocks from the tools pane into the script area
• Wrong block? Drag it back!
• Fill in block options
• Click on a block to run the script
Some blocks

- when Sprite1 clicked
- play drum 48 for 0.2 beats
- move 10 steps
- ask What's your name? and wait
- pick random 1 to 10
- set pen color to
Simple Animation

• Make the cat walk back and forth on the stage
Catwalk: A simple back and forth movement
Catwalk with Dog barking off left edge
Tournament

• A 50 minute timed event
• Teams of one or two contestants
• A Tournament game theme will be announced
  ... at the tournament
• Themes may be general or specific
Tournament

• Use only what comes with Scratch

• No external resources allowed (including but not limited to internet access, pre-constructed games, files, phone, email)

• Scoring will use the Game On Rubric on www.soinc.org

• Don’t forget Eye Protection
Questions?