

Scratch Session 2 (more scratching)

In this session we will:

Build a fish tank with moving fish.

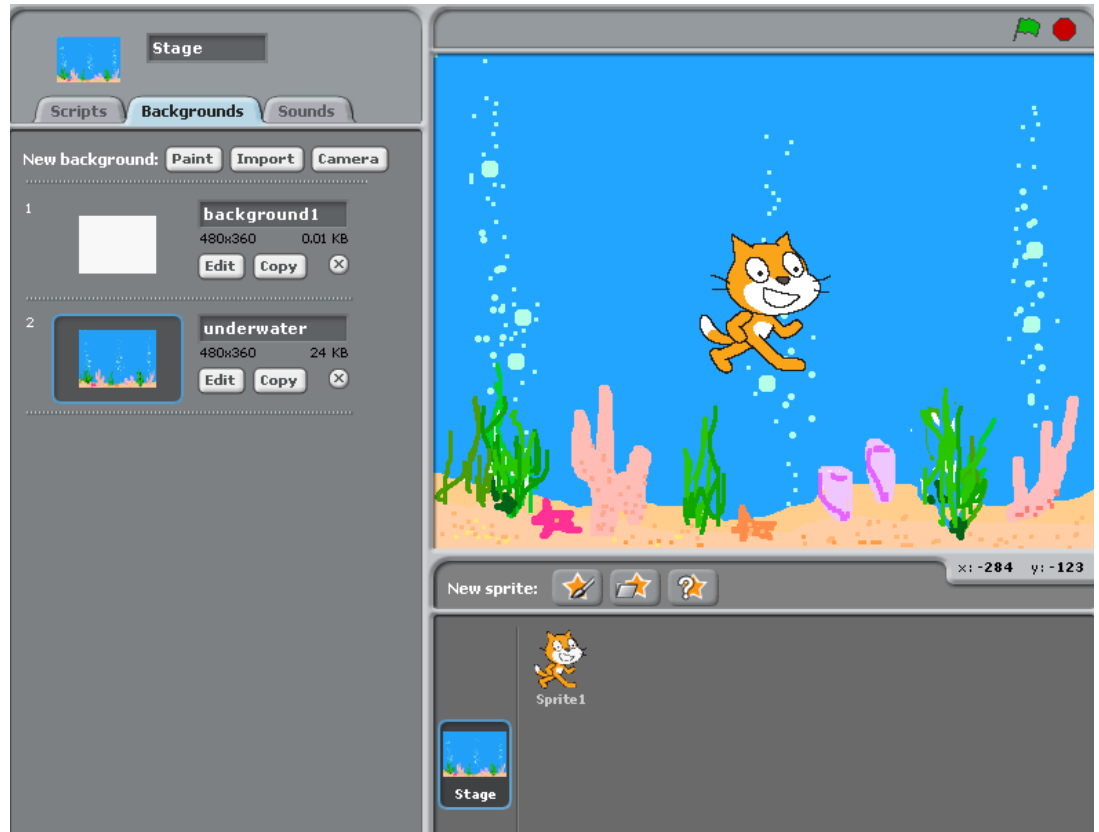


Select a background.

Select Stage (from the sprites window).
Select the Backgrounds tab and select Import.

(You could paint your own background or take a photo at this point).
From the Nature folder select Underwater.

You probably want to delete the cat, and the blank background (background1) at this point.



Insert, rename, resize and reposition a fish (sprite).

Select New Sprite (from the sprites window).

Select a fish from the animals folder (such as fish 2).

Rename your sprite Fish 2.

Shrink the size of your fish.

Re-position the fish.

Repeat this process for fish 3 and fish 4

Add a crab and clam if time allows.



Make a fish sprite move.

Select Fish 2

Add the commands to the script as show

Test your animation.

What could we do to make the fish keep moving?



Add a forever loop and test the animation.

Is the fish moving too fast?

What happens when the fish hits the side of the tank?

Edit the value of 'move' (e.g. to 5)

Add a motion block - if on edge, bounce

Select only face left-right as shown



Make all the sprites move.

We can re-use the code we made for Fish 2 and apply it to Fish 3, 4, Crab, Clam etc.

Make sure you can see the coding for Fish 2.

Carefully position your mouse arrow on top of green flag as shown and drag the blocks onto the Fish 3 sprite - then let go! Click on the Fish 3 sprite to see if it has worked.

Do this for all your sprites. Change the 'move' values so that they all move at different speeds.



Review

Test the program to make sure that all of your sprites move correctly i.e. at different speeds and not upside down!

Make sure all your sprites are correctly named.

Save your work as 'Fishtank'

We have:

Changed a background stage.

Inserted, renamed, resized and repositioned a sprite.

Used and edited the [move](#) command.

Re-used code and applied it to other sprites.

