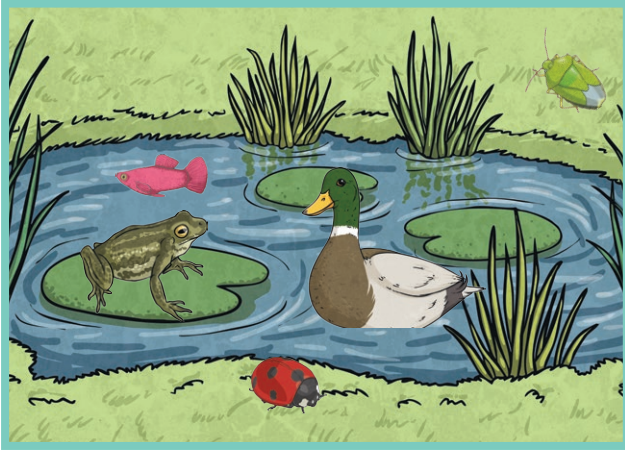


Creative Coding With Scratch

River Animals Hide and Seek



Getting Started

Select **Water and Rocks** backdrop.

Choose **Frog, Fish 1, Beetle, Ladybug 1 and Butterfly 2** from the sprite library.

Position the sprites on the backdrop, resizing as required.

Challenge 1

Can you change the size and position of the river animals to fit them onto the backdrop?

Challenge 2

Can you hide the animals when the green flag is clicked?

Challenge 3

Can you make the animals appear when the mouse-pointer touches them?

Challenge 4

Can you add effects to make the sprites more animated when they are found? What about adding a scoring system each time an animal is found?

I can:

- change the position, size and appearance of sprites;
- hide sprites;
- program sprites to appear when triggered by the mouse-pointer;
- add effects to improve the quality of a game;
- add a scoring system.

Helpful Hints

River Animals Hide and Seek

Each Creative Coding Challenge is an open-ended task, which can be approached in many different ways. Pupils should be encouraged to have a go and tackle these tasks independently. The following hints are not intended to provide complete solutions but may serve as useful cues for supporting less-confident coders.

To hide sprites:

when  clicked

hide

To make sprites appear when touched by mouse-pointer:

forever

hide

if touching mouse-pointer then

show

To add scores to the game use the Data script and select Make a Variable:

when  clicked

set score to 0

when this sprite clicked

change score by 1