

# **D·BIC**

## **Code Their Dreams**

### **Unit 5: Dino on the Balls**



# Mouse Script. Continuation

forever

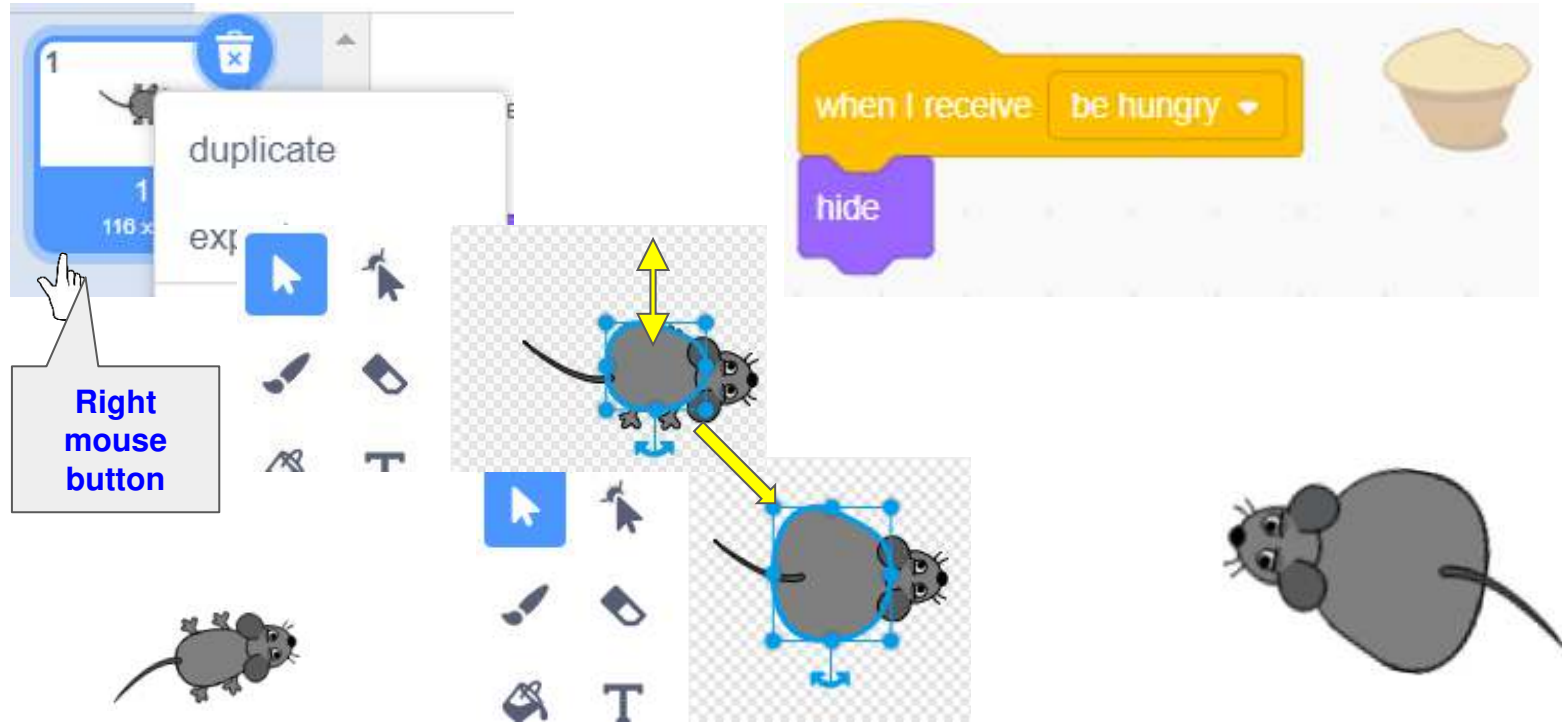
- point towards muffin
- move 1 / 2 steps
- if touching muffin ? then
  - change pen size by 77
  - set size to 100 %
  - broadcast be hungry
  - say I ate it all! for 2 seconds
  - switch costume to 2
- wait 1 seconds

Here's the promised message

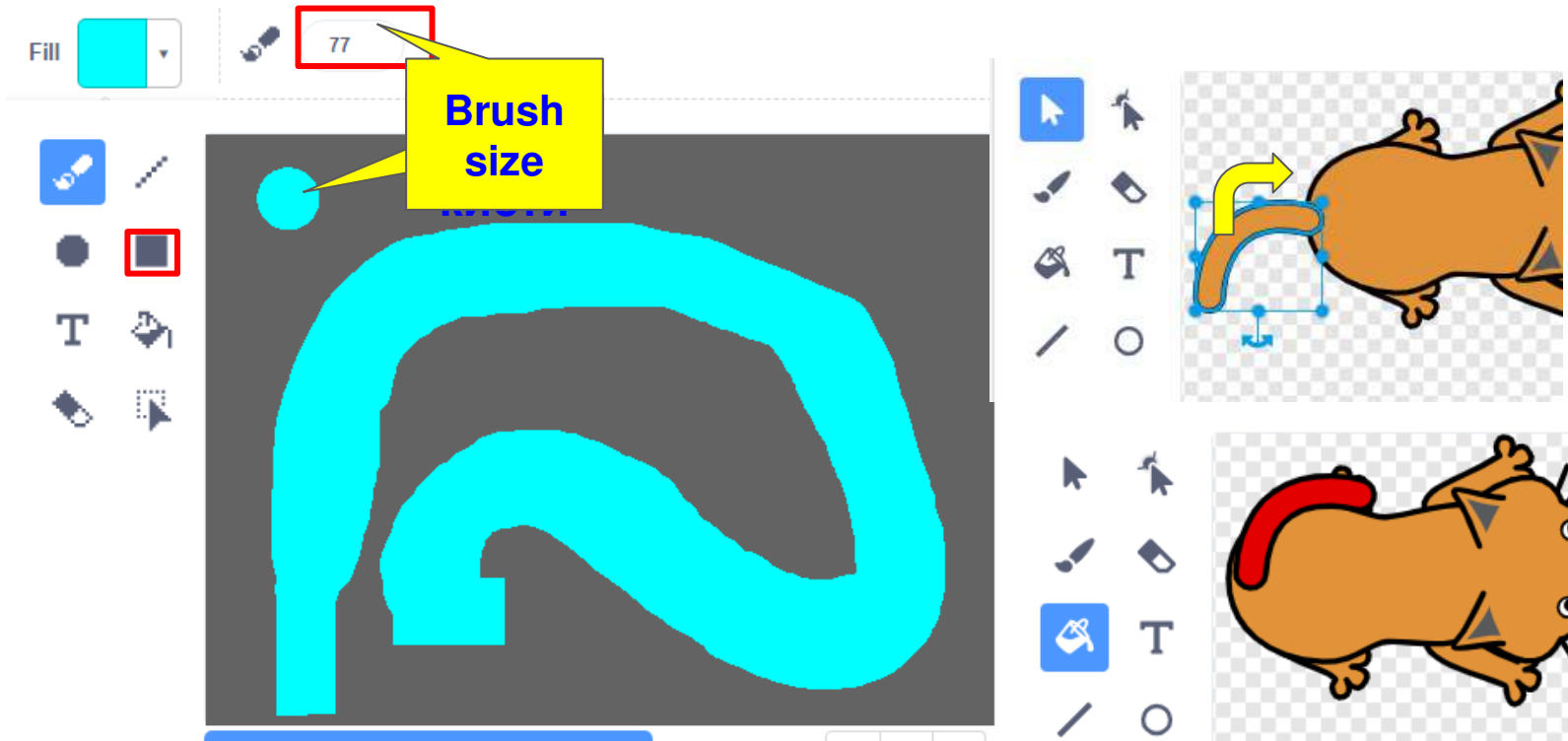
- wait 1 seconds
- turn 180 degrees
- set pen size to 55
- glide 1 secs to x: 215 y: -154
- wait 1 seconds
- erase all
- set size to 26 %
- point in direction -90
- stop this script



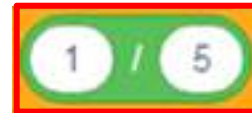
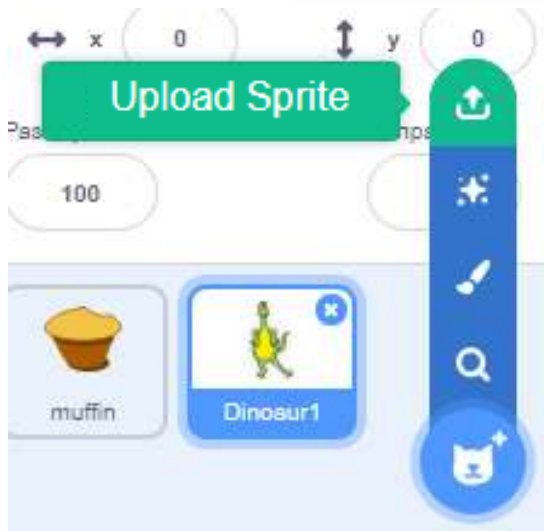
# Mouse's costumes: don't eat too many muffins!



## Second level. Labyrinth. Tail



## Second level. Animation 2

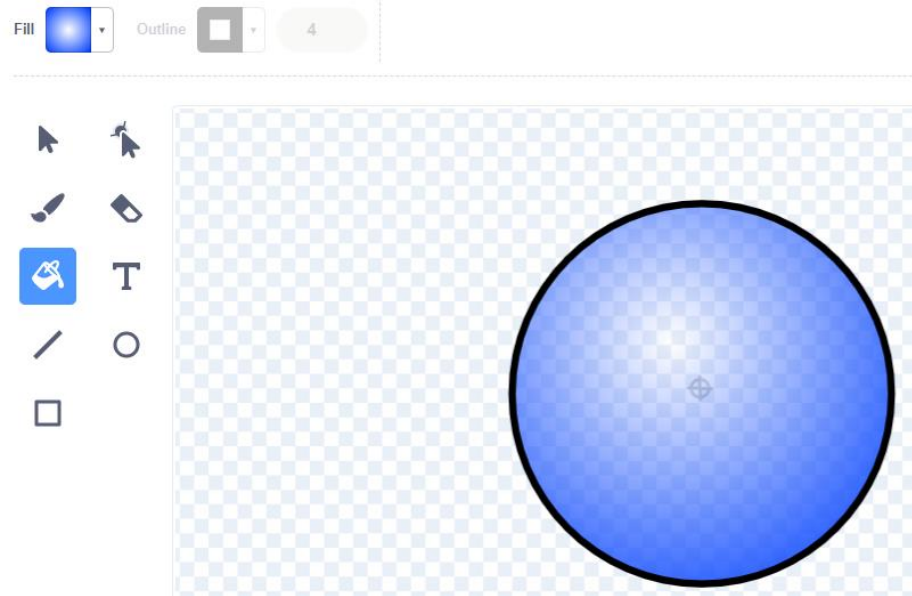


# Draw a ball

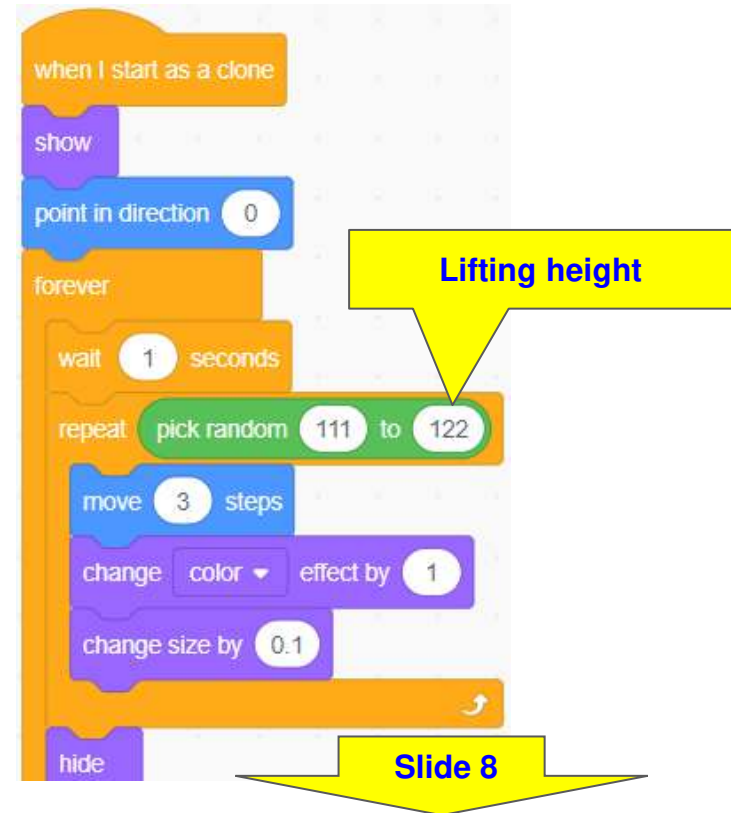
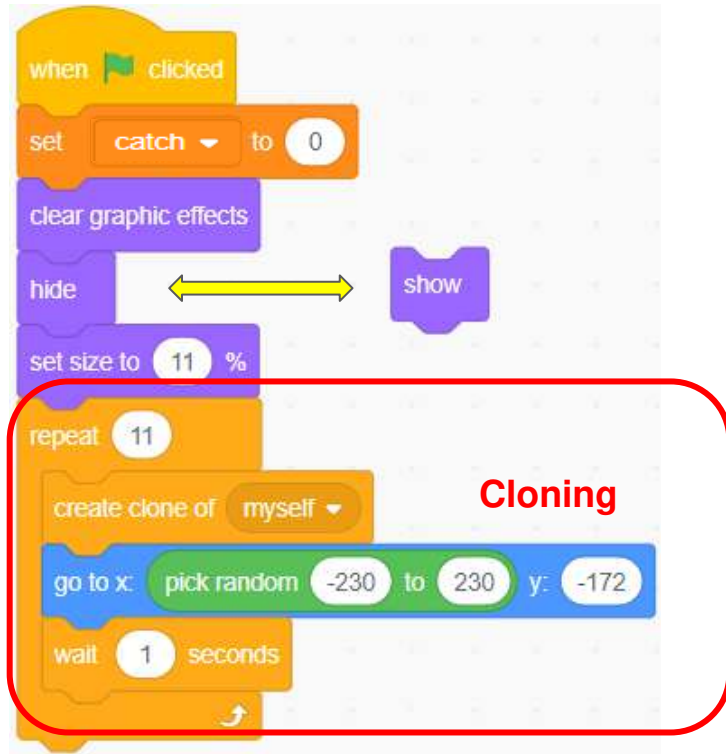
Draw an outline

Choose a gradient

Fill in



# Ball movement



## Ball movement. Continuation



The image shows a Scratch script with the following blocks:

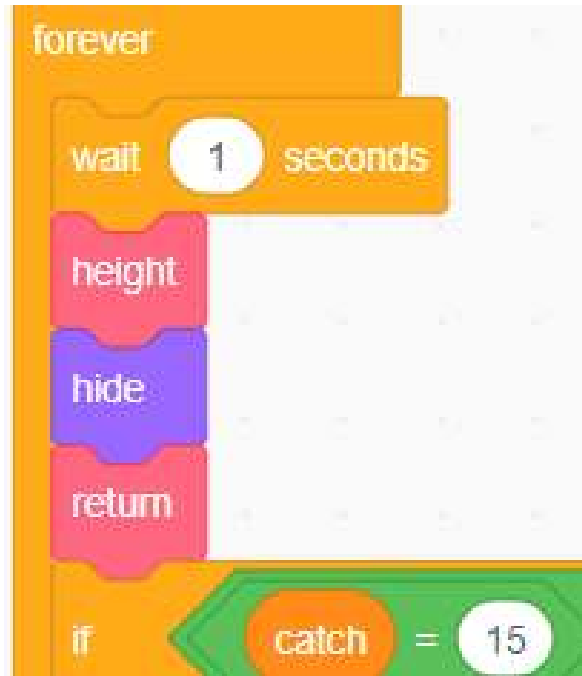
- hide
- if touching edge ? then
  - hide
  - go to x: pick random -230 to 230 y: -172
  - clear graphic effects
  - set size to 11 %
  - show
- if catch = 15 and touching Dinoaur ? then
  - hide

A red box highlights the second 'if' block and its 'hide' sub-block. A yellow callout bubble points to this red box with the text: "We will return to this condition later".





## Ball movement. Other blocks



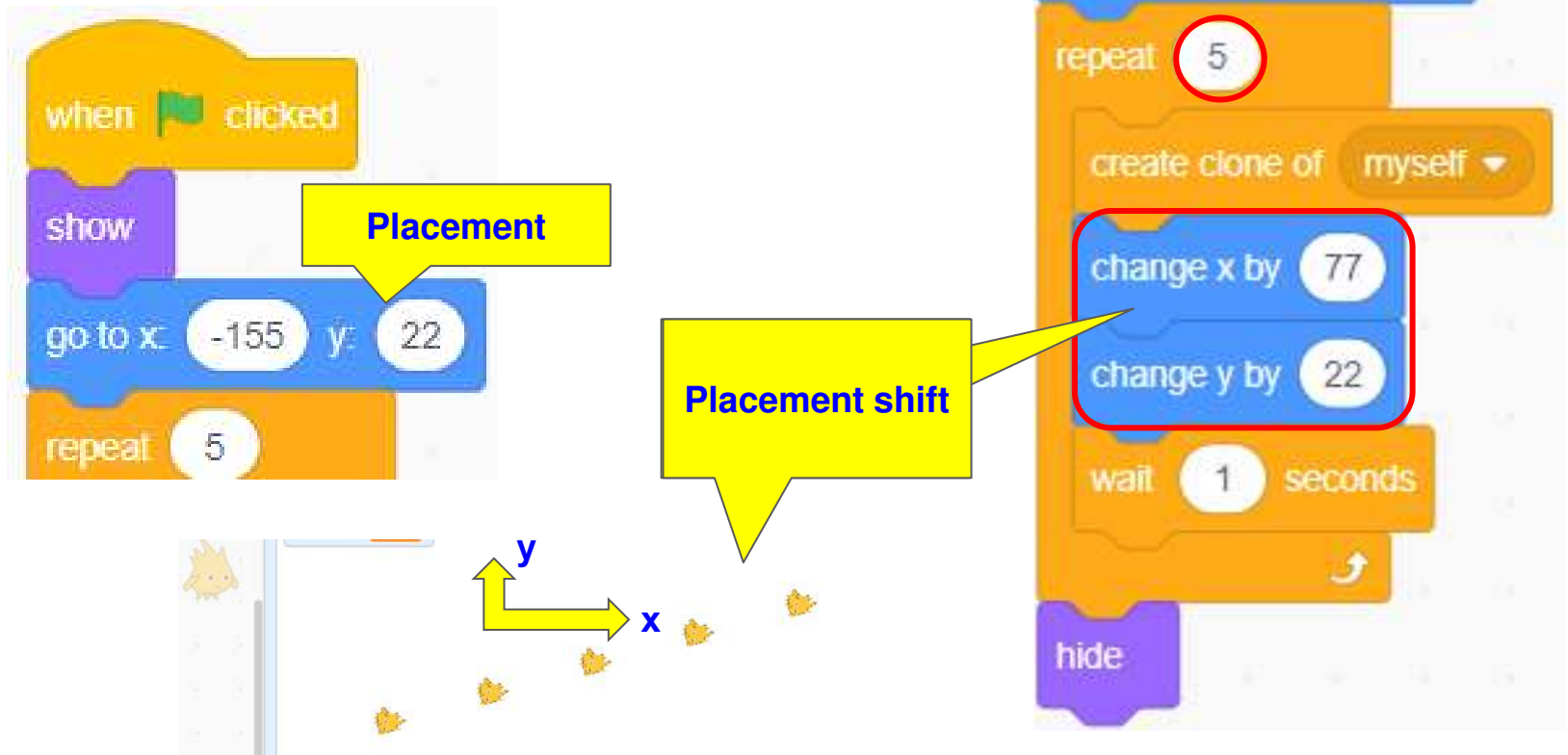
## Ball movement. Other blocks 2

```
forever loop  
  wait 1 seconds  
  height  
  hide  
  return  
  if catch = 15
```

```
define return  
  if touching edge ? then  
    hide  
    go to x: pick random -230 to 230 y: -172  
    clear graphic effects  
    set size to 11 %  
    show
```



# Gobo Antagonist



## Gobo: Other blocks



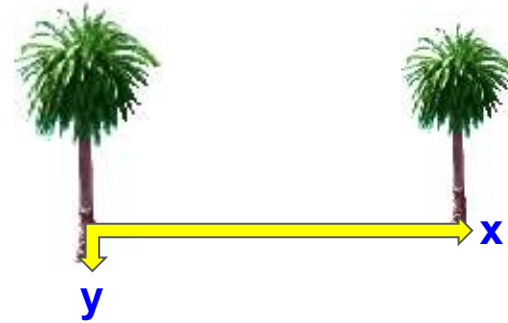
## Gobo. Other blocks 2



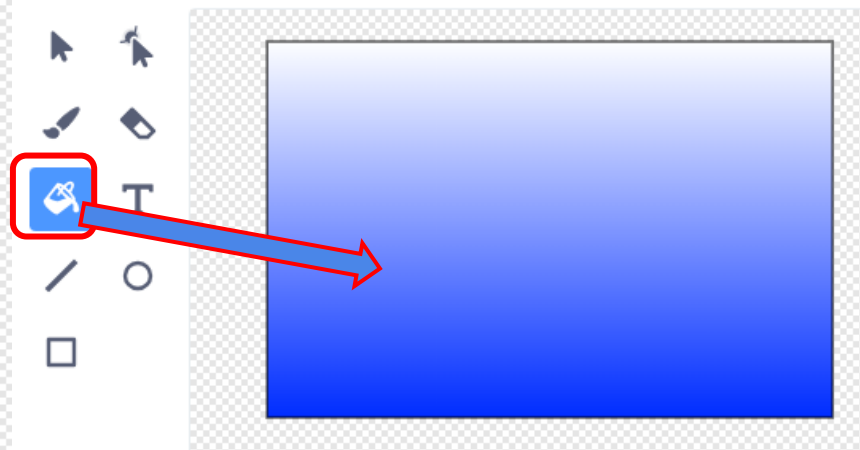
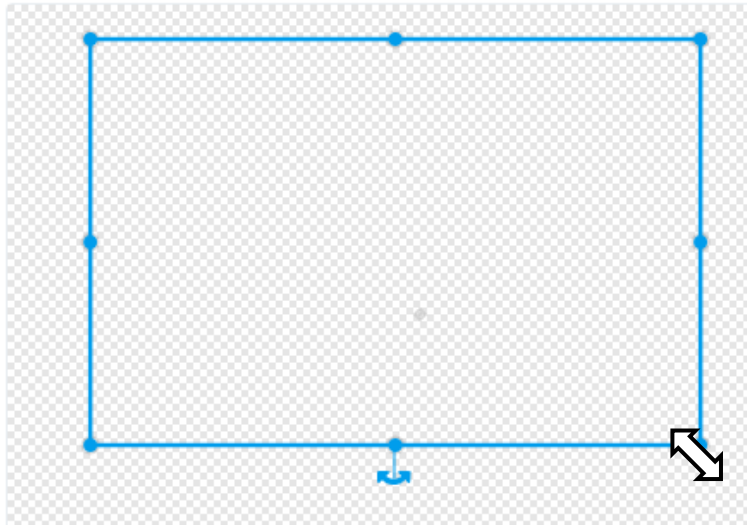
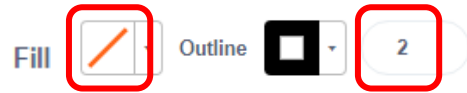
# Gobo. Palm tree



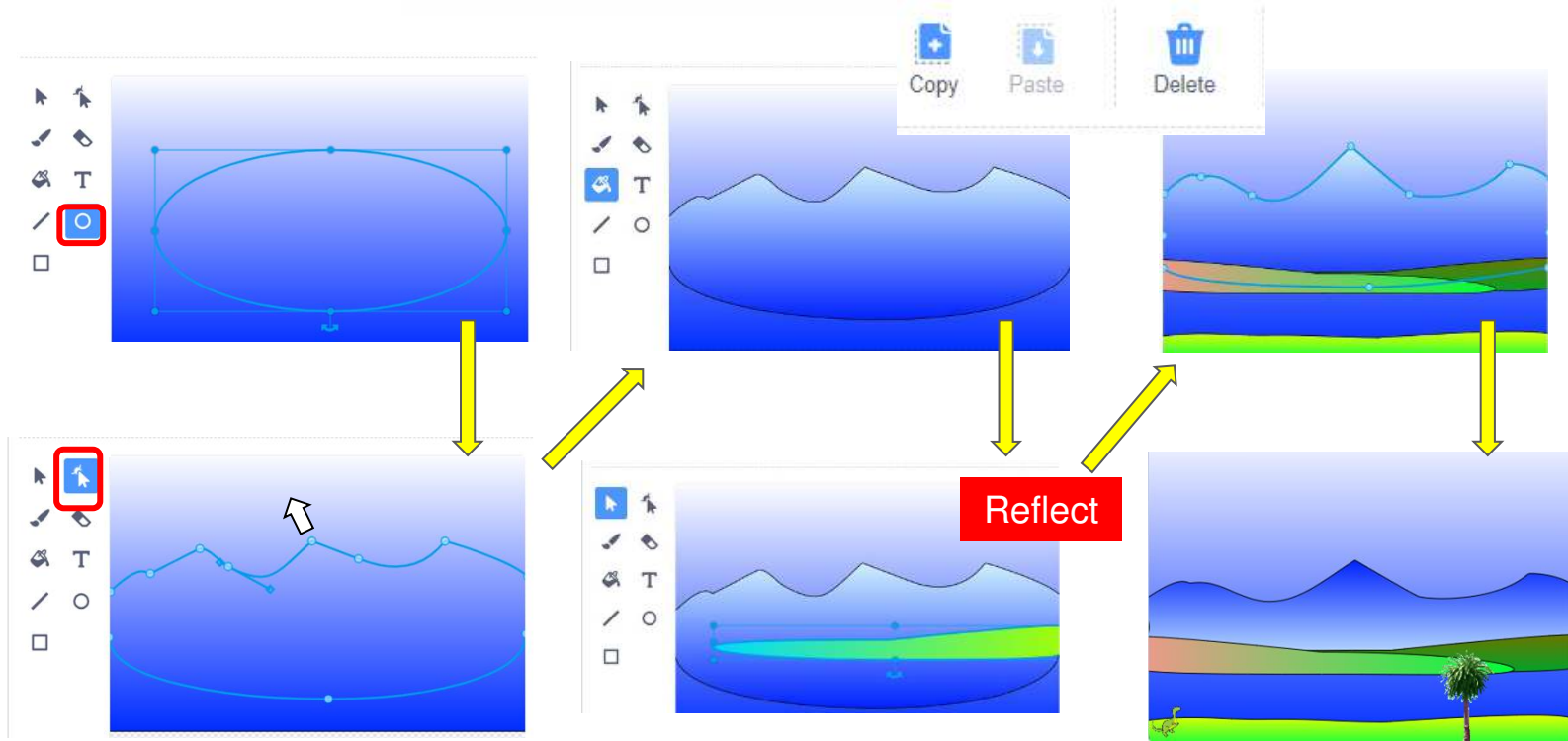
```
when green flag clicked
  show
  go to front layer
  go to x: -210 y: -106
  set size to 77 %
  repeat 2
    create clone of myself
    change x by 166
    change y by -11
    change size by -11
```



# Background. Landscape

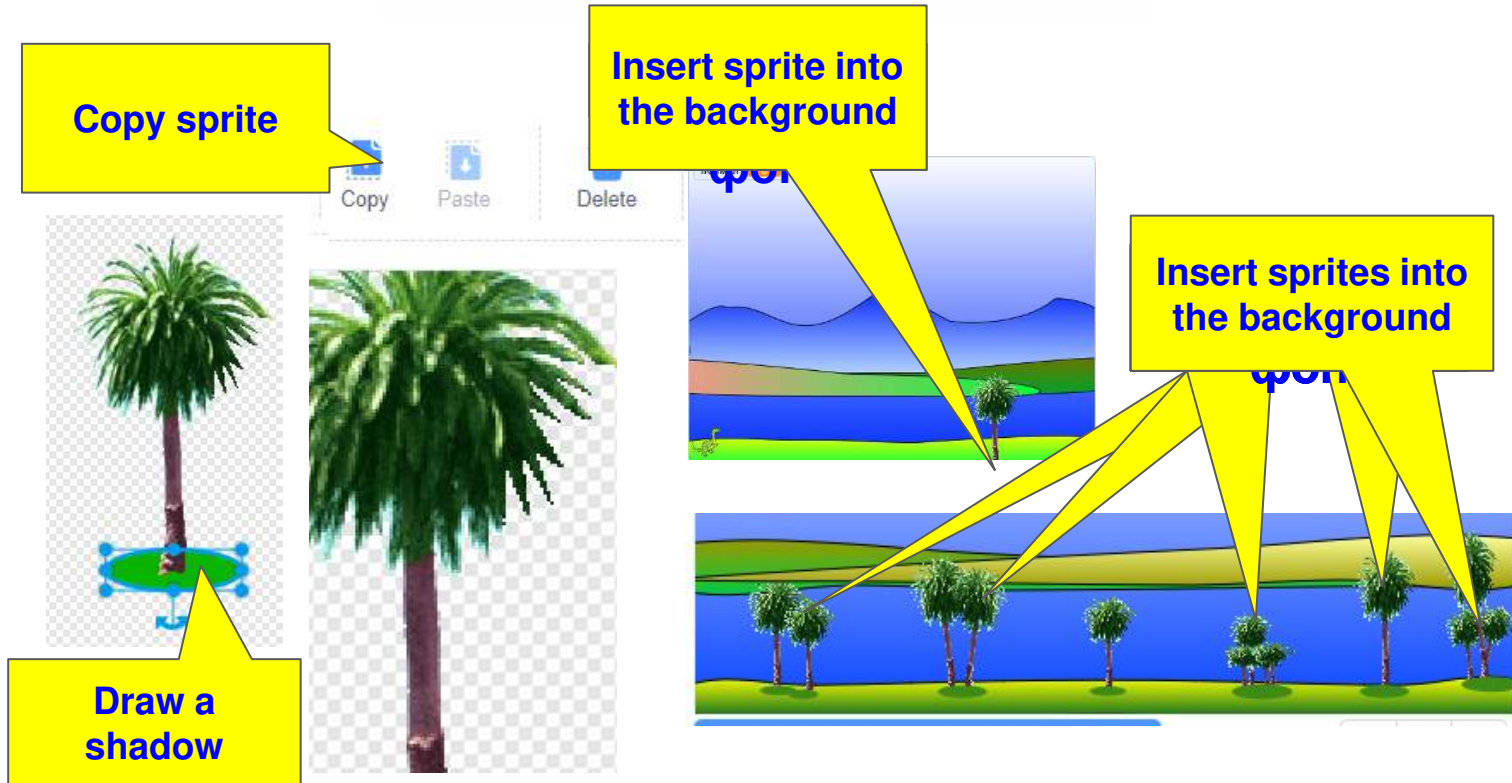


# Background. Landscape 2





## Background. Palm grove

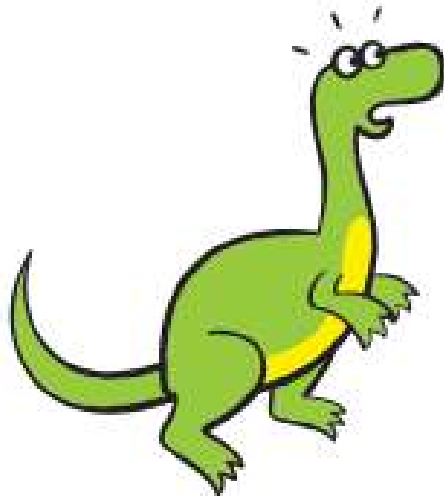


# Background. Scripts

The image displays two Scratch scripts on a grid background. The first script, on the left, is triggered by a 'when green flag clicked' event. It consists of the following blocks: a 'set volume to 5 %' block, a 'repeat 10' loop containing a 'play sound Dance Around until done' block, and an 'if catch < 15 then' block containing a 'broadcast lose' block. The second script, on the right, is triggered by a 'when I receive win' event. It consists of a 'repeat 50' loop containing a 'change volume by -0.25' block. A yellow callout box with a blue border and a yellow background points to the 'change volume by -0.25' block, containing the text 'Volume decreases'.



# Dino



## Dino back and forth



The image shows two Scratch code blocks for a dinosaur's movement. The left block is a 'define' block for the 'right' key, containing an 'if' block that checks if the 'right arrow' key is pressed. If true, it sets 'y' to -155, points in direction 90, and moves 3 steps. The right block is a 'define' block for the 'left' key, containing an 'if' block that checks if the 'left arrow' key is pressed. If true, it sets 'y' to -155, points in direction -90, and moves 3 steps. A green cartoon dinosaur is positioned at the bottom center of the code blocks.

```
define right
  if key right arrow pressed? then
    set y to -155
    point in direction 90
    move 3 steps

define left
  if key left arrow pressed? then
    set y to -155
    point in direction -90
    move 3 steps
```



# Warm up

