

## Intro to Programming

### Scratch #2 - Baseball

Objective: Demonstrate your understanding of the different ways that Sprites can move and change costumes in Scratch.

1. Download *first\_last\_scratch\_2.sb3* file from the [www.missblomeyer.com](http://www.missblomeyer.com) website and save it on your Chromebook. Login to the Scratch website. Create a new project. Do *File>Load from your computer* and upload the *first\_last\_scratch\_2.sb3* file. When asked if you want to replace the contents of the current project, click *OK*. Now, rename your project so that *first\_last* is your first name and your last name.
2. You are to add the code so that the cat runs the bases and completes a home run.
  - a. The cat must start at home plate when the green flag is clicked.
  - b. The cat must stop back at home plate when it has finished running the bases.
  - c. The cat needs to face the base it is running to.
  - d. The cat's legs must move making it look like it is running. It should not look like it is hopping or skipping, but running.
  - e. The cat must always **move 10 steps**. Do not change the number of steps the cat moves on his journey around the bases.
  - f. Make sure the cat stays in the lane and doesn't run in the grass! Hint: repeat 10 will **not** work.
  - g. The cat needs to actually **run** to bases. You will not receive full credit if the cat moves too slowly, too quickly, or if the cat stops at any base. The cat must be fast!
3. Now, do the following to your project:
  - a. Change the color of the cat so that it is not orange. You will need to change the color of both costumes.
  - b. After the cat reaches home plate after running the bases, play a cheering sound.
4. Always do *File->Save now* before you log out of the Scratch website.
5. Now do *File->Save to your computer*.
6. Turn in your *first\_last\_scratch\_2.sb3* file to *missblomeyer.com* in the usual way.