Creative Coding With Scratch

Catch the Bugs

Getting Started

Select **Blue Sky** backdrop.

Choose **Beetle, Butterfly 3** and **Ladybug 1** from the sprite library and decrease size of each.

Challenge 1
Can you make each of the bugs move up and down forever?

Challenge 2
Can you make the frog follow the mouse-pointer?

Challenge 3
Can you make the bugs disappear when the frog touches them?

Challenge 4
Can you add messages, sound effects or scoring to improve your game?

I can:
- select a backdrop and a sprite; ☐
- program more than one sprite; ☐
- make a sprite follow a mouse-pointer; ☐
- make one sprite sense and interact with another sprite; ☐
- create a simple game. ☐

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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 make a sprite travel forever in a vertical direction:

```
when space key pressed
point in direction    0 secs
forever
        move 10 steps
        if on edge, bounce
```

To make a sprite follow a mouse-pointer:

```
when space key pressed
forever
        go to mouse-pointer
```

To make a sprite disappear when it touches another sprite:

```
if touching Frog then
hide
```

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