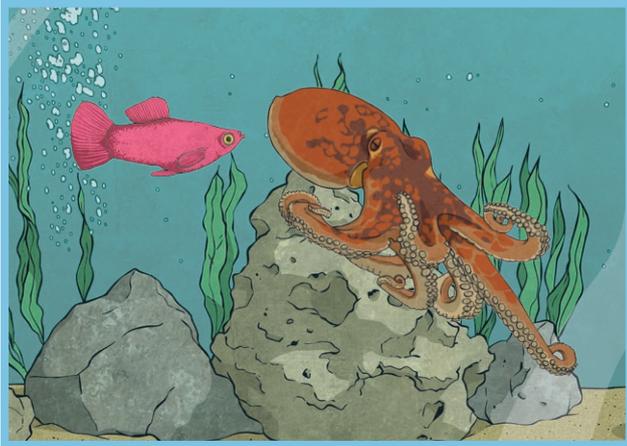


Creative Coding With Scratch

Underwater Antics



Getting Started

Select **Underwater 3** backdrop.

Choose **Octopus** and **Fish 3** from the sprite library.

Reduce the size of each sprite and change the direct or position of each sprite as required.

Challenge 1

Can you make both sprites keep moving and bounce off the edges?

Challenge 2

Can you add a sound effect to a sprite?

Challenge 3

Can you make the fish talk to the octopus?

Challenge 4

Can you change the colour of the octopus when it touches the fish?

I can:

select a backdrop and a sprite;

program two separate sprites;

use a conditional phrase (if) to make sprites bounce off the edge;

add sound effect;

make sprites talk;

program a sprite to change appearance in response to its environment.

Helpful Hints

Underwater Antics

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 add a sound effect:

play sound buubles

To make a sprite talk:

say look out! for 2 secs

To make sprites move randomly and bounce off the edge:

foever

move 10 steps

if on the edge, bounce

To make the octopus change colour when it touches the fish:

if touching Fish3 then

change colour effect by 25