

“Color Wheel”

Scratch Programming

- 1) Go to <https://scratch.mit.edu>. Then select **Create**. Then delete the **Cat** sprite.
- 2) In the white **backdrop** Stage, select the “Fill with color” icon and select the **black** color.
(Must be Bitmap mode...)
- 3) Create the sprite, **Ball**
- 4) Select the **Ball** sprite, then add this **Script**.



```

when clicked
  point in direction -90
  hide
  set color effect to 0
  forever
    set out to 0
    go to x: 0 y: 0
    turn 180 degrees
    wait 0.01 secs
    repeat 180
      turn 6 degrees
      change out by 1
      change color effect by 19
      create clone of myself
    when I start as a clone
      show
      move out steps
      wait until out = 0
      repeat until touching edge ?
        move 5 steps
      delete this clone
  
```

Script – Locating the Blocks:

Category	Blocks
Events	When [] Clicked
Control	Forever
	Wait () secs
	Repeat ()
	Create clone of [myself]
	When I start as a clone
	Wait until < [] = [] >
Motion	Repeat Until []
	Delete this clone
	Point in direction ()
	Go to X: () Y: ()
	Turn ↻ () degrees
Looks	Move () steps
	Hide
	Set [color] effect to ()
	Change [color] effect by ()
Sensing	Show
	Touching [] ?
Operators	[] = []
Data category variable:	
out	Set out to ()
	Change out by ()
	out

Result will look like this:

