


# SCRATCH

S-18

## Click Click Click... WOW...

In this worksheet you're going to make a project where when you click on the character 3 times he will jump up in the air!

- Open up a new sprite by clicking on the  button.
- In the "fantasy" folder select the "fantasy1-b" character.



- Now that you have a new sprite. Click on the "Costumes" tab and click "Import" to import the "fantasy1-a" costume.

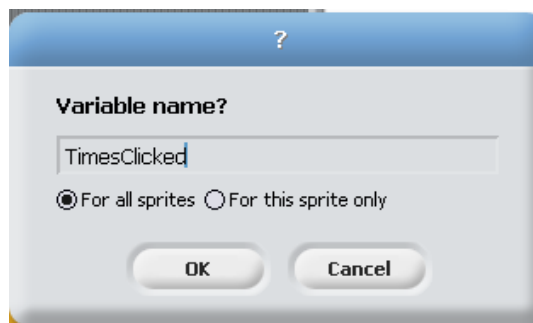


- To start off, we want make a program that when you click on the character he switches from the "fantasy1-b" costume to the "fantasy2-a" costume and says "WOW!" What was hardest about doing this?

- To keep track of how many times we've clicked on the character we will need a variable. Click on "Make a variable" to get a new variable.



- Name the variable TimesClicked



# Name



## Click Click Click... WOW... (Continued...)

- Display the variable by clicking the check-box next to TimeClicked in the Variables menu. It should look something like this:

```
change TimesClicked by 1
set TimesClicked to 0
 TimesClicked
```

TimesClicked 0

- What is the different between these two pieces? Try them out?

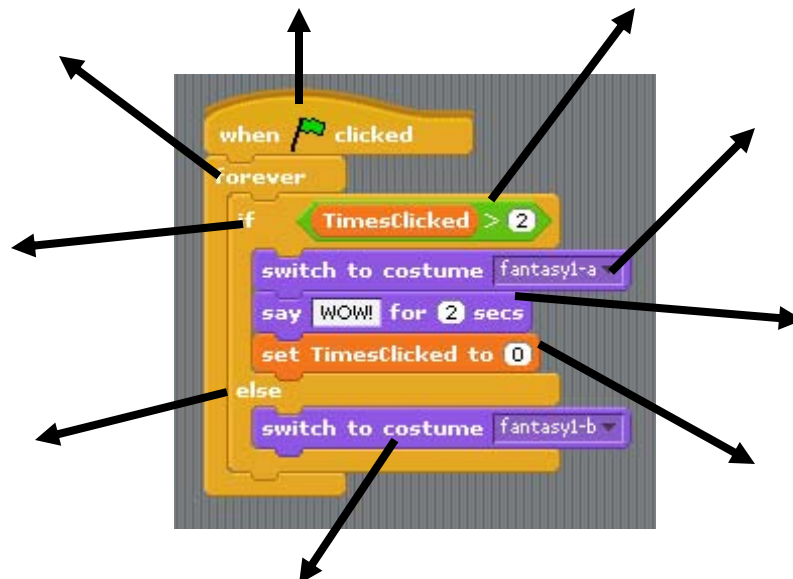
```
set TimesClicked to 0
```

```
set TimesClicked to 0
```

- What does this do?

```
when Sprite2 clicked
change TimesClicked by 1
```

- Try creating this block. Describe what each piece does in this block.



- Challenge! Make the sprite dance around after being clicked 3 times.
- What else could you use variables for? Try it!