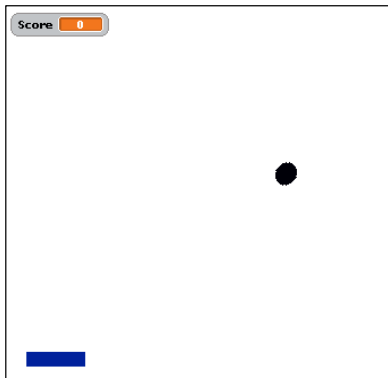


Scratch 1.4 Exercises

BY MR. REID

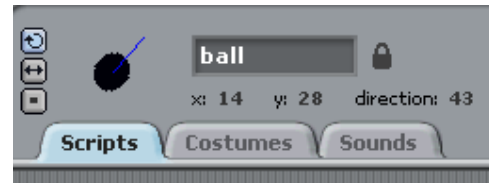
Our Seventh Scratch Program – Handball

The Visual Stage I



In this exercise we will create a simple animation that will look like a game of hand ball. The blue paddle will move left and right (using the left and right arrow keys). When the paddle intercepts the ball a point is scored and the ball changes trajectory randomly (a -45 to +45 degree angle change).

The program has an initial trajectory



set for the ball and an initial starting position for the paddle. For the ball you can see from the sprite information window that the direction is set to 43 and the x and y starting position of the ball sprite is $x = 14$ and $y = 28$.

The Programming Stage I



For the paddle code you may use the simple code found here on the left. There are three blocks of code. The “When Flag Clicked” sets the start position of the paddle’s x coordinate.

The other two blocks of code listen for the right and left arrow key press and move the paddle in the left or right direction.

The scrambled code is for the ball sprite

