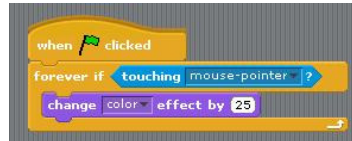


6) SENSING FEATURE/HIDE AND SHOW

1) REACTING TO THE MOUSE POINTER

- Open a new Scratch document.
- Choose one sprite to bring onto your stage.
- Build a program that uses the sensing block. Tell the sprite to react to the mouse pointer by changing colour. **Make sure to use the 'forever if' block.**
- Your program should look something like this:
- Use the stop sign to end your program.



2) REACTING TO ANOTHER SPRITE

- Choose a second sprite to bring onto your stage. Build a program where Sprite 1 starts to turn when it is touched by Sprite 2.
- Your program should look something like this:

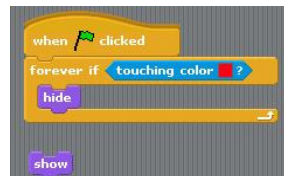


3) REACTING TO A COLOUR

- Using the same two sprites, build a program for Sprite 1 that causes it to react to the colour of Sprite 2.
- Use a 'touching colour' sensing block and the eyedropper tool to select the colour of Sprite 2.
- When Sprite 1 touches Sprite 2, Sprite 1 will hide.

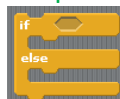
Remember: once your Sprite has disappeared, click the stop sign and click on the 'show' block below

- Your program should look something like this:



EXTRA CHALLENGE:

Create a program where your sprite disappears when your mouse is touching, otherwise your sprite is showing using the following block:



*HINT: Make sure you put a "Forever" block around your "If ___ Else ___" block!

