

Find Tennis Balls

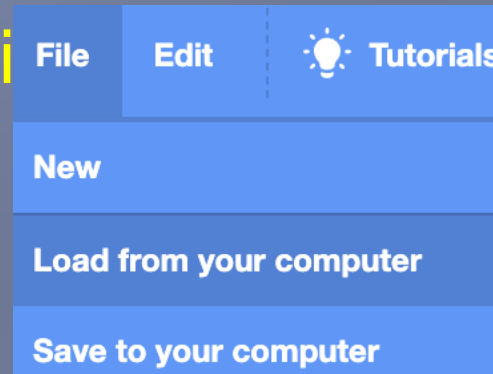


Scratch 3 Coding Activity

Follow this activity to create a game where the City Builder finds tennis balls.

Getting Started

- Begin with the “City Builder Walking” Project
- **Be sure to load** your completed “City Builder Walking” project.
 - Chose **Fi**

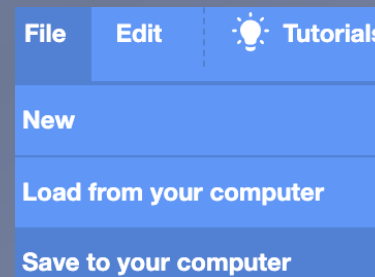


- Click the correct file then click **Open**.



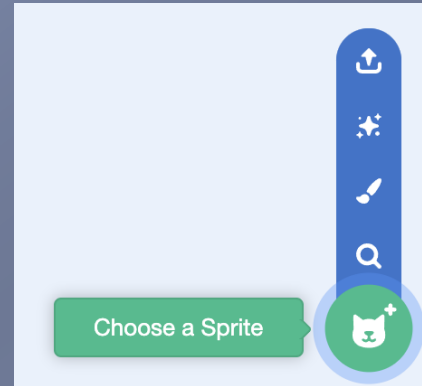
Save City Builder Find Balls

- *Save the new project before you begin*
- Save City Builder Find Balls
 - Chose **File** then **Save to your computer**.
- Change the name (starting with your last name) to
 - *YourLastName City Builder Find Balls.sb3*
 - **Example** *Patrick City Builder Find Balls.sb3*
- Click **Save**.



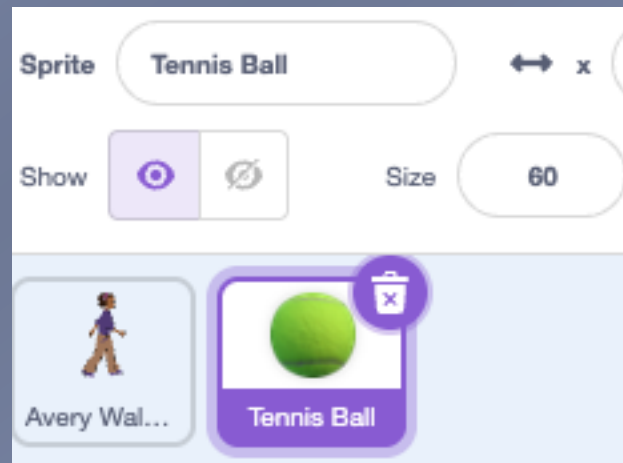
Add a Tennis Ball Sprite

- Add a new sprite by clicking on the **Choose a Sprite** icon at the bottom right.
- Key “ball” into the search bar and click the **Tennis Ball** sprite.



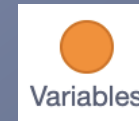
Resize Tennis Ball Sprite

- The tennis ball is a bit too large. Change the size from “100” to “60.”
- X & Y values do not matter

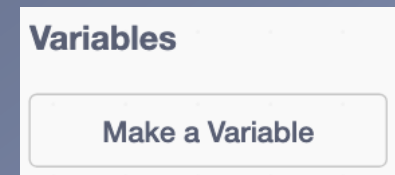


Create Score variable

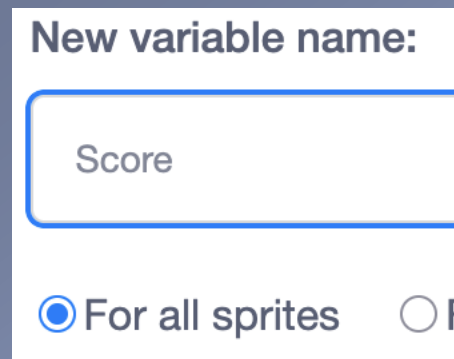
- Go to the Variables Section



- Click the Make Variable button



- Create a Score variable

A screenshot of a "New variable name" dialog box. It has a text input field containing the word "Score". Below the field are two radio buttons: the first is selected and labeled "For all sprites", and the second is unselected and partially visible as "F".

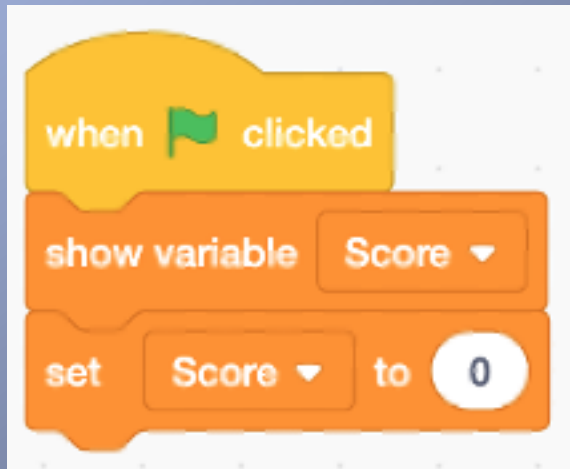
New variable name:

Score

☒ For all sprites ☐ F

Show the Score

6



- when Flag clicked
- set Score to 0
- show variable Score

- As your person captures tennis balls, we are going to show the score.
- Add these coding blocks to the Tennis Ball Sprite

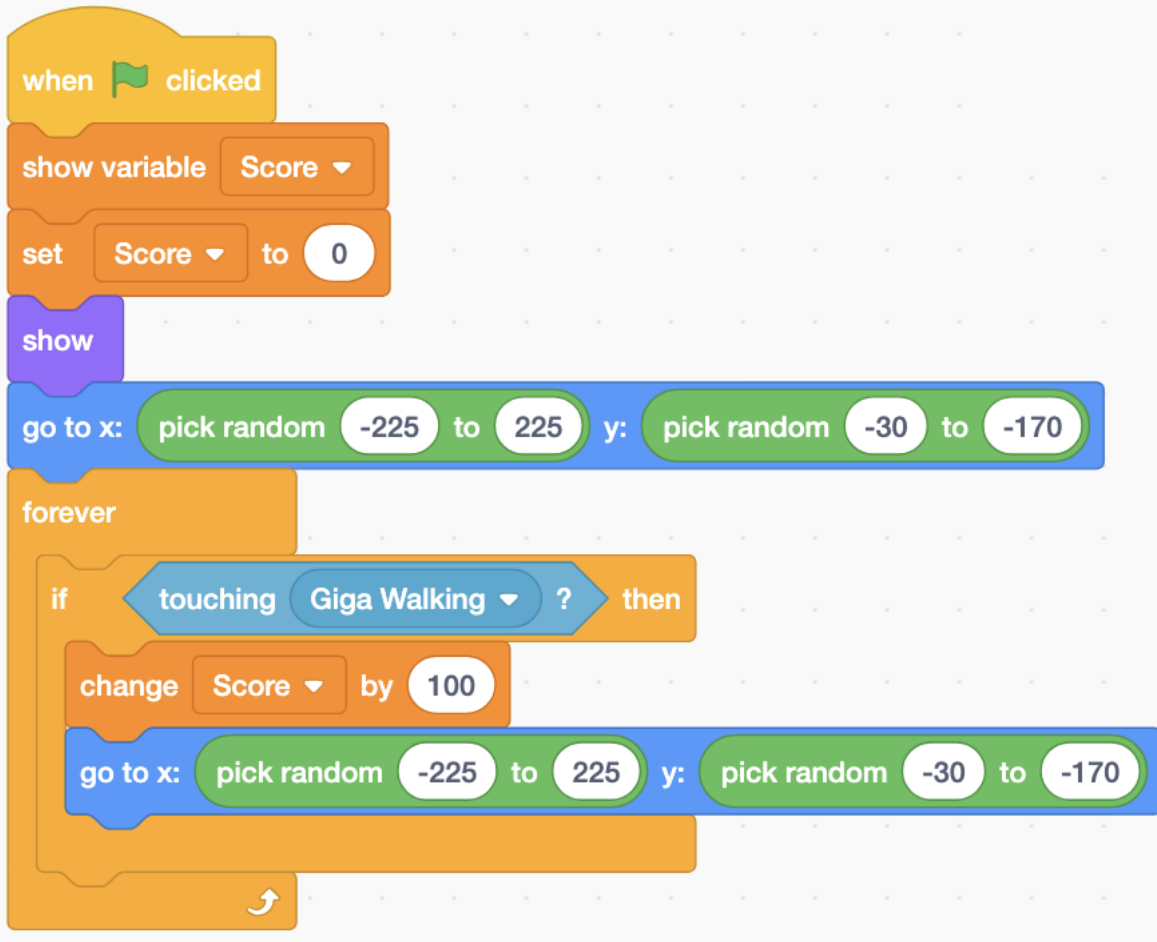


Place the Tennis Balls

- Place the tennis ball in a random location on the field



Capture and place a ball

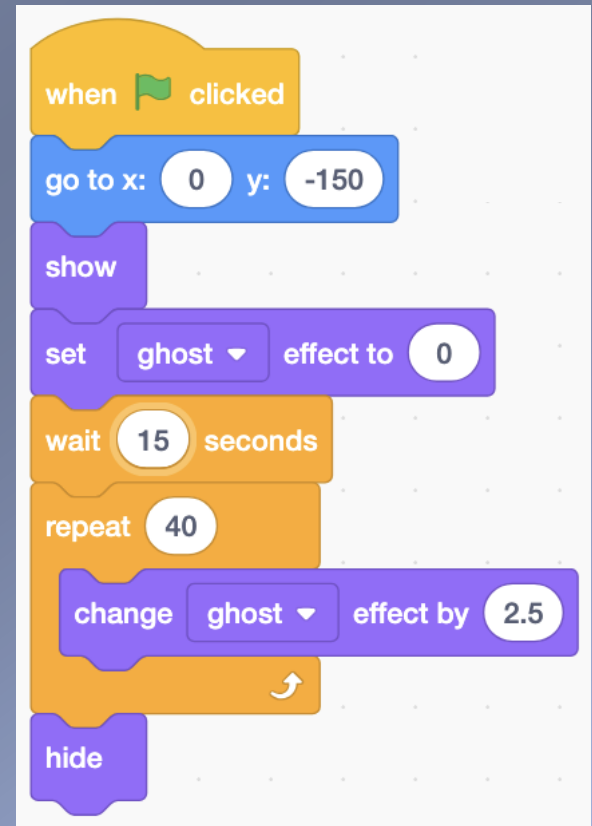


- Capture a ball
- Increase the score

- Place new ball

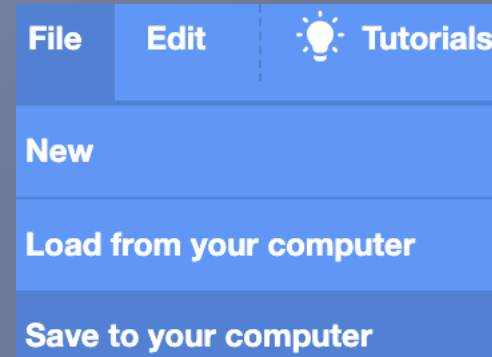
Time the Game

- Set the time of game.
- Fade your person
- Notes
 - go to: reset sprite location
 - show/hide: show sprite at beginning, hide at end of the game
 - ghost: fade sprite



Time to Save

- Save your project
 - Chose **File** then **Save to your computer**.



- Click on the name that you saved earlier
- Click **Save** then click **Replace**.

