

Person Moving



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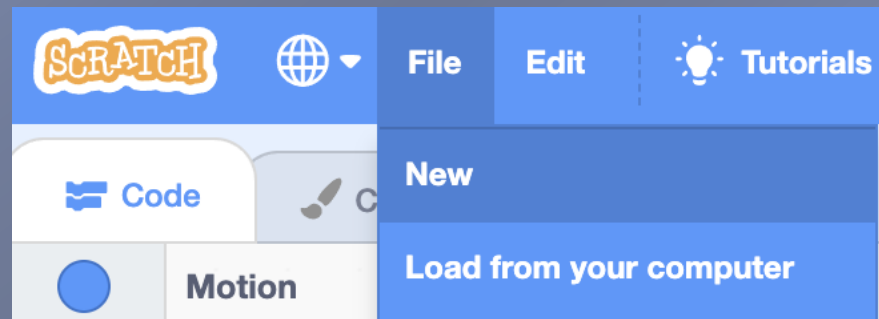
Infusing a love for Science, Technology, Engineering and Math



Create a project where you control
a person **moving** around.

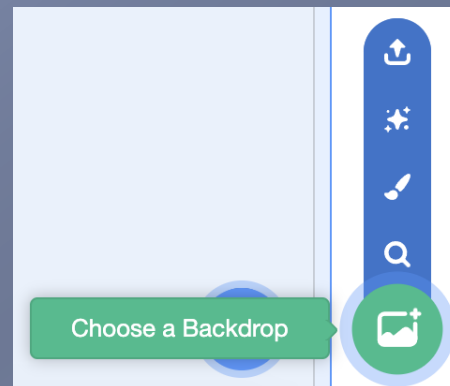
Getting Started

- Open Scratch
- Click on **File** at the top left of the screen
- Choose **New** from the drop-down menu

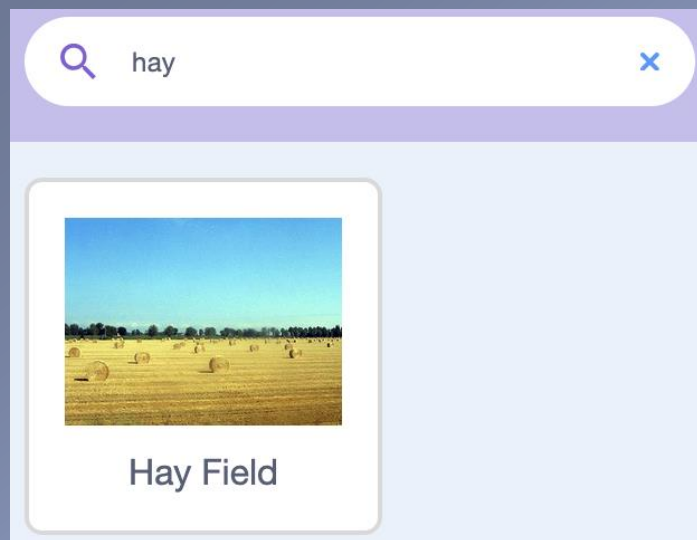


Choose a Backdrop

- Click on the **Choose a Backdrop** menu on the bottom right of the screen.

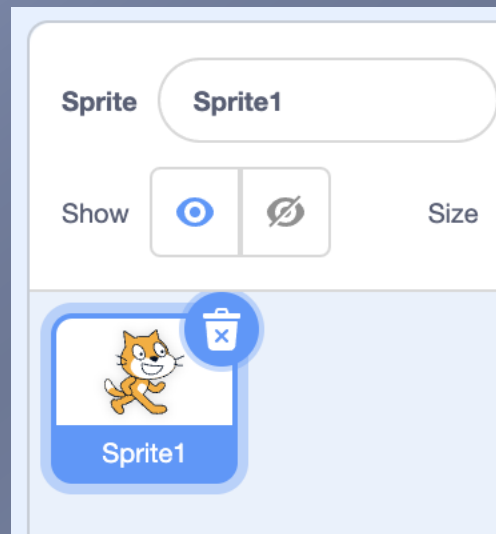


- In the search field, key “hay” and then choose **Hay Field**.



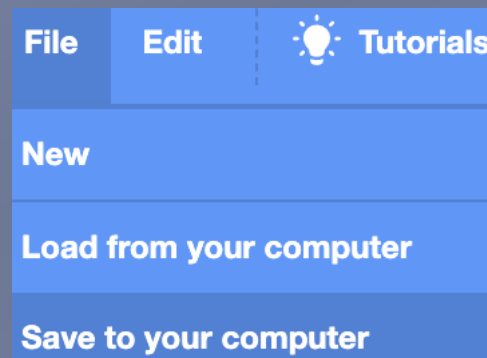
Remove Scratch Cat Sprite

- We will not use Scratch the Cat, so click the **Garbage Can** with the X.



Save Your Project

- Save Person Moving
 - Chose **File** then **Save to your computer**.

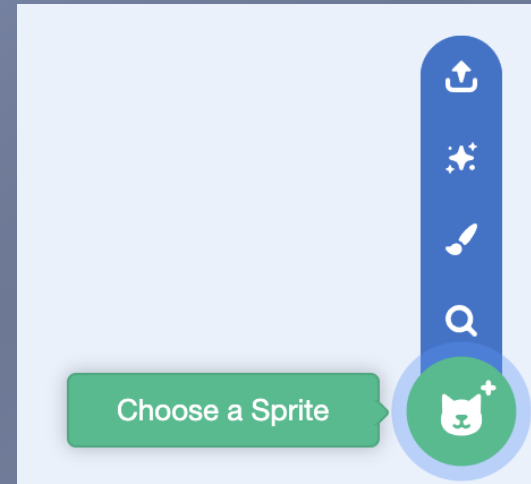


- Change the name (starting with your last name) to
 - *Patrick* Person Moving.sb3
- Click **Save**.



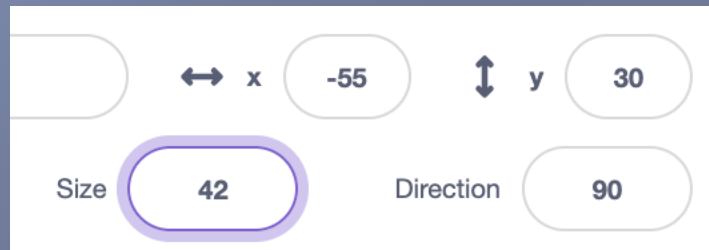
Add Person Sprite

- Add a new sprite by clicking on the **Choose a Sprite** icon at the bottom right.
- Key “walk” in the search field.



Resize your Person

- The person is a bit too large for this project. Change the size from “100” to “42.”

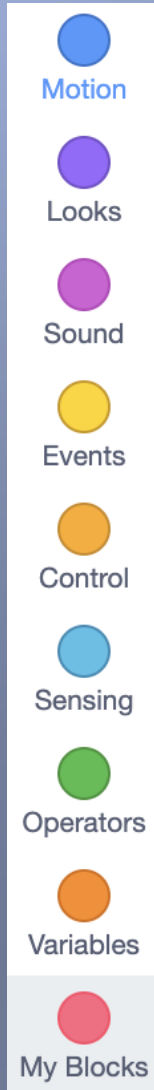


A control panel for a person object. It features a white background with several rounded rectangular input fields. The top row contains a horizontal double-headed arrow icon followed by the label 'x' and a field containing '-55'. To the right is a vertical double-headed arrow icon followed by the label 'y' and a field containing '30'. The bottom row contains the label 'Size' followed by a field containing '42', and the label 'Direction' followed by a field containing '90'. The '42' field is highlighted with a purple border.

	↔ x	-55	↕ y	30
Size	42	Direction	90	



Code Blocks - Code Tab

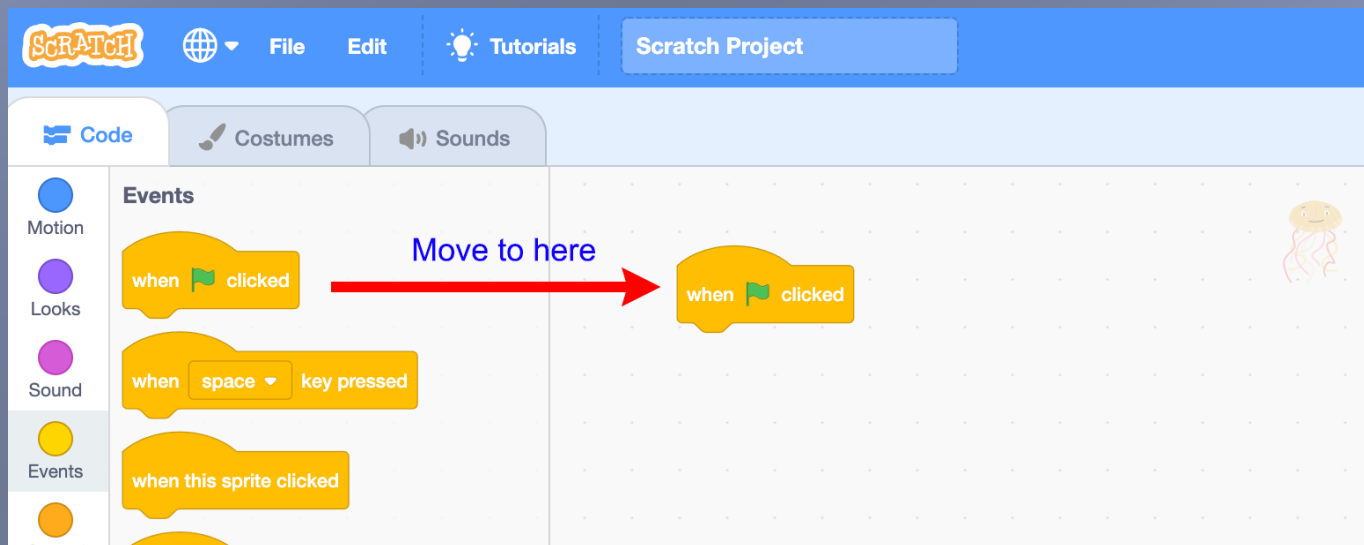


- Code blocks allow you to control your scene.
- Be sure to be in the **Code** tab. The sections of code are separated by “function” and “color.”



Coding the Sprite

- Scratch Coding almost always starts with the “When Flag Clicked” block.
- In the **Events** section move the **When Flag Click** block to the stage.



Making your Person Move

- Drag blocks to look like this. The color of the blocks will help you find the function section.

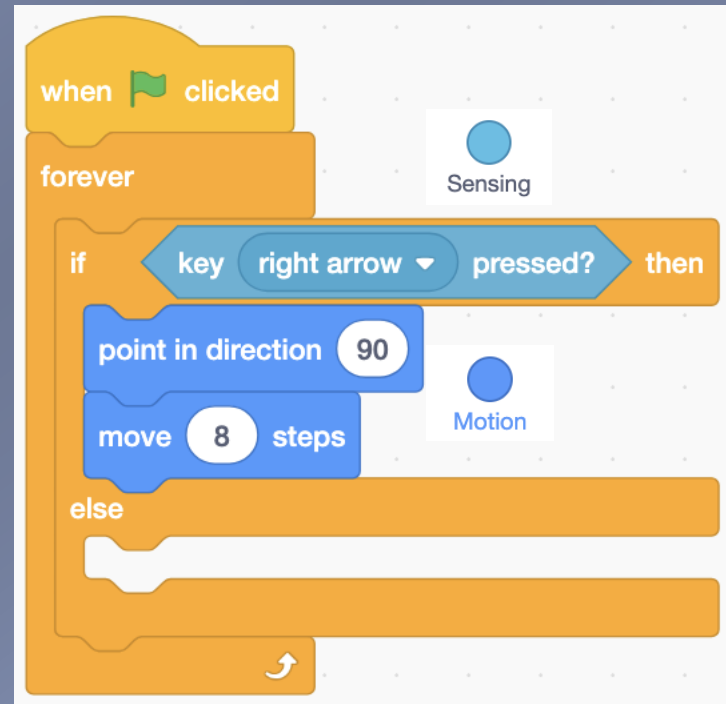
- Change:
 - Key = right arrow
 - Point in = 90
 - Move 8 Steps



Events



Control

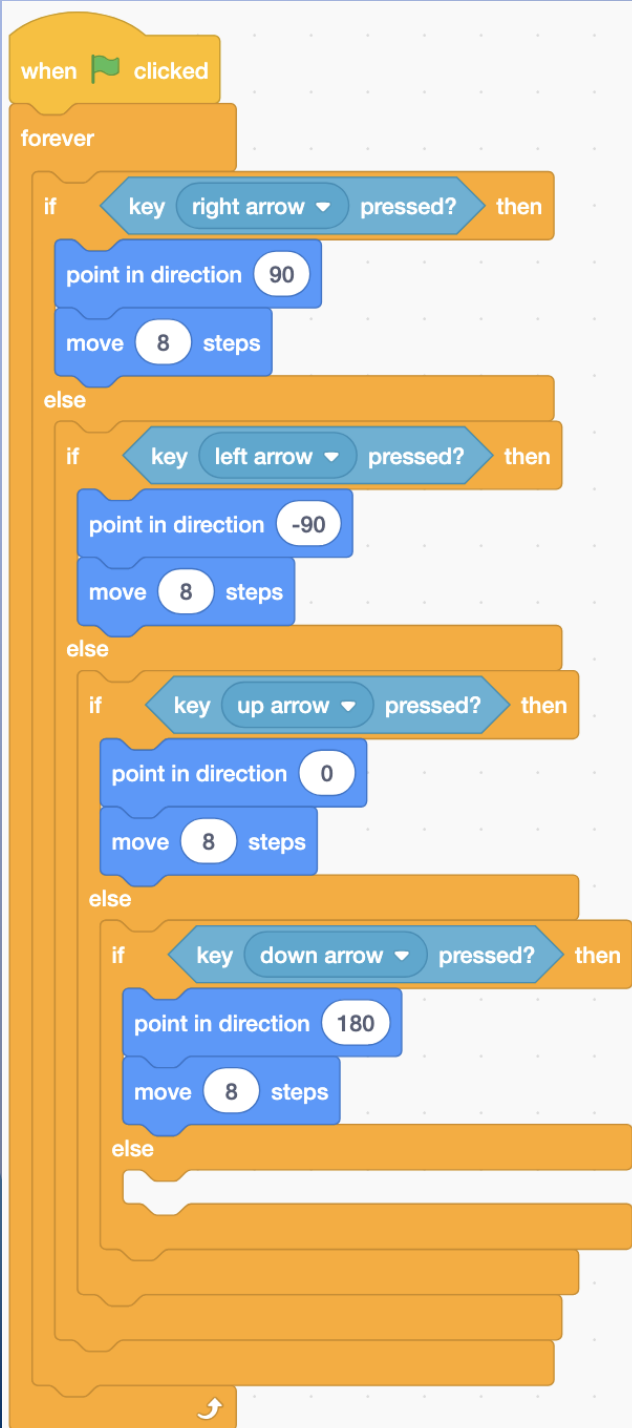


- **Test result** by clicking on the **Flag**



Move in Every Direction

- Build these code blocks
- **Notice:**
 - One “If/Then/Else” block for each arrow direction pressed
 - Nested Blocks
 - Point in direction matches arrow key
 - Each key move 8 steps
- **Test result**



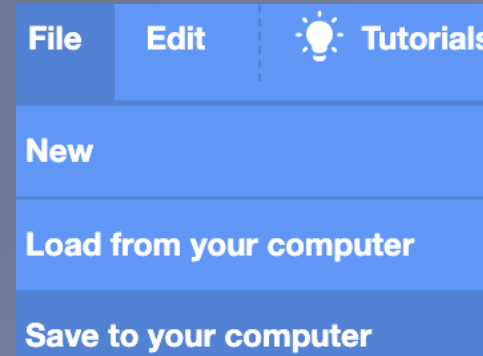
Set Rotation Style

- What did you notice about your person when it moved?
- Add the Set Rotation Style block
- Test result



Well done!

- Once you complete your person moving project, you can turn this project into a game.
- Save your project
 - Chose **File** then **Save to your computer**.



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

