

Pick the Melon



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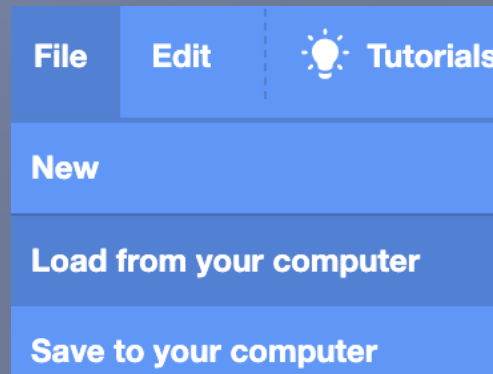
Infusing a love for Science, Technology, Engineering and Math

Scratch 3 Coding Activity

Follow this activity to create a game where a picks melons.

Getting Started

- Begin with the “Person Walking” Project
- **Be sure to load** your completed “Person Walking” project.
 - Chose **File** then **Load from your computer**.

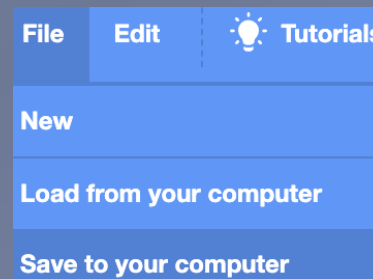


- Click the correct file then click **Open**.



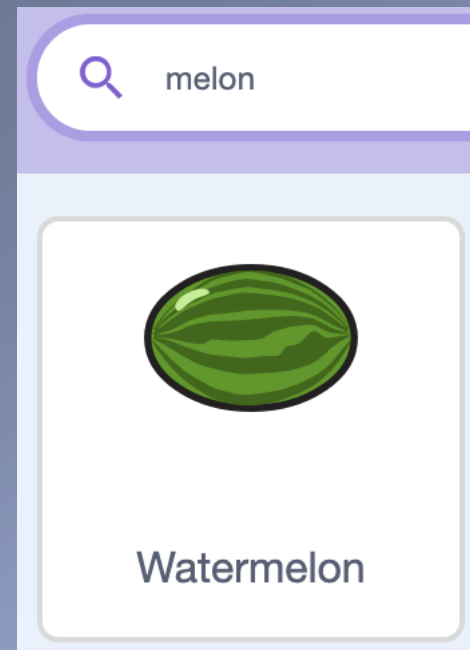
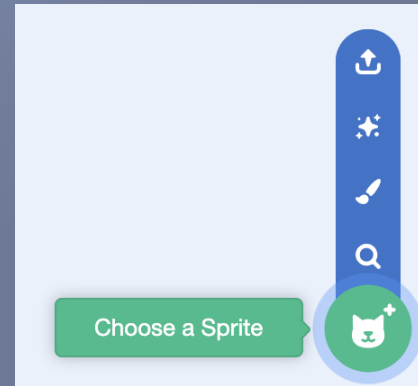
Save Pick the Melon

- *Save the new project before you begin*
- Save Pick the Melon
 - Chose **File** then **Save to your computer**.
- Change the name (starting with your last name) to
 - *Patrick Pick Melon.sb3*
- Click **Save**.



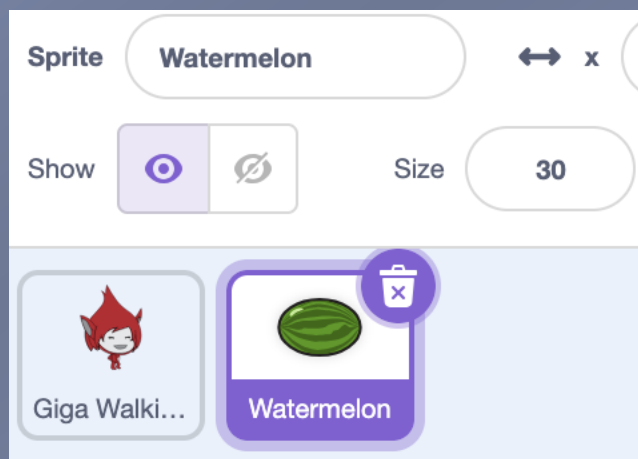
Add a Watermelon Sprite

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



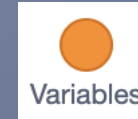
Resize Watermelon Sprite

- The watermelon is a bit too large. Change the size from “100” to “30.”
- X & Y values do not matter

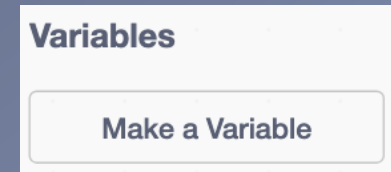


Create Score variable

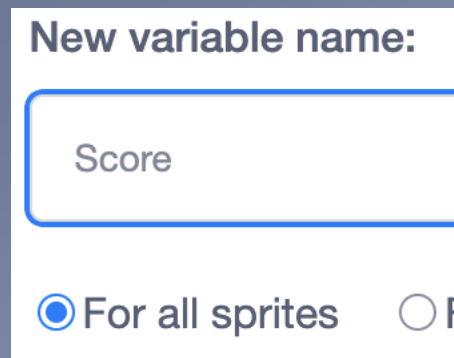
- Go to the Variables Section



- Click the Make Variable button



- Create a Score variable

A dialog box titled "New variable name:". It contains a text input field with the word "Score" entered. Below the input field, there are two radio button options: "For all sprites" (which is selected) and "For this sprite only".

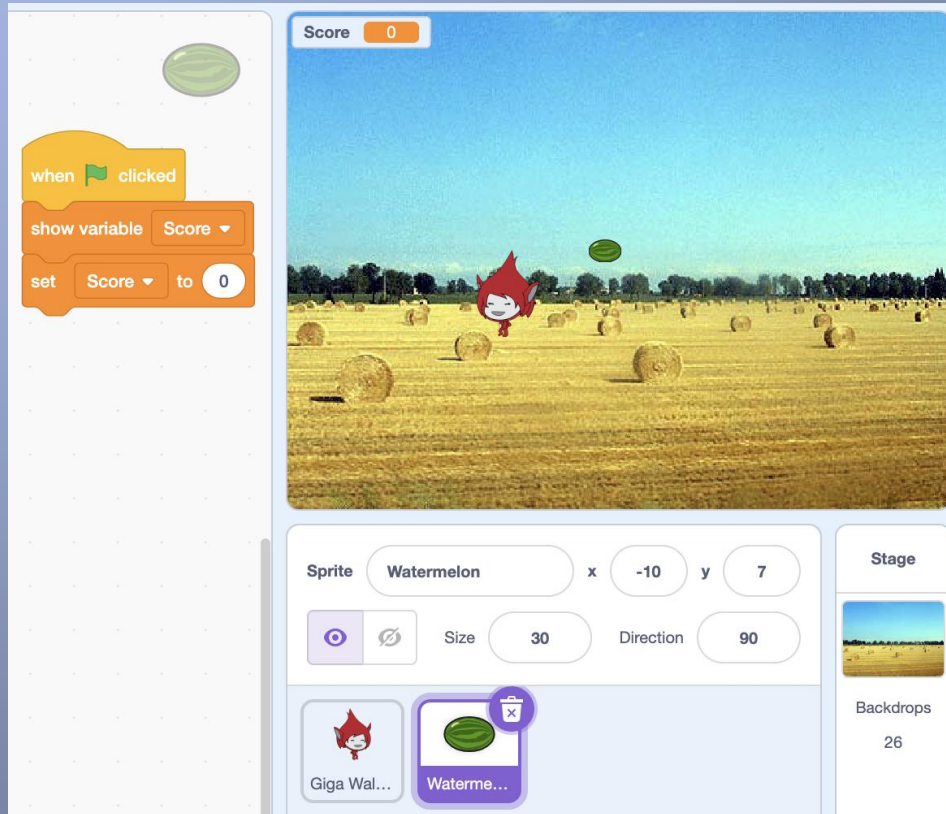
New variable name:

Score

For all sprites For this sprite only



Show the Score

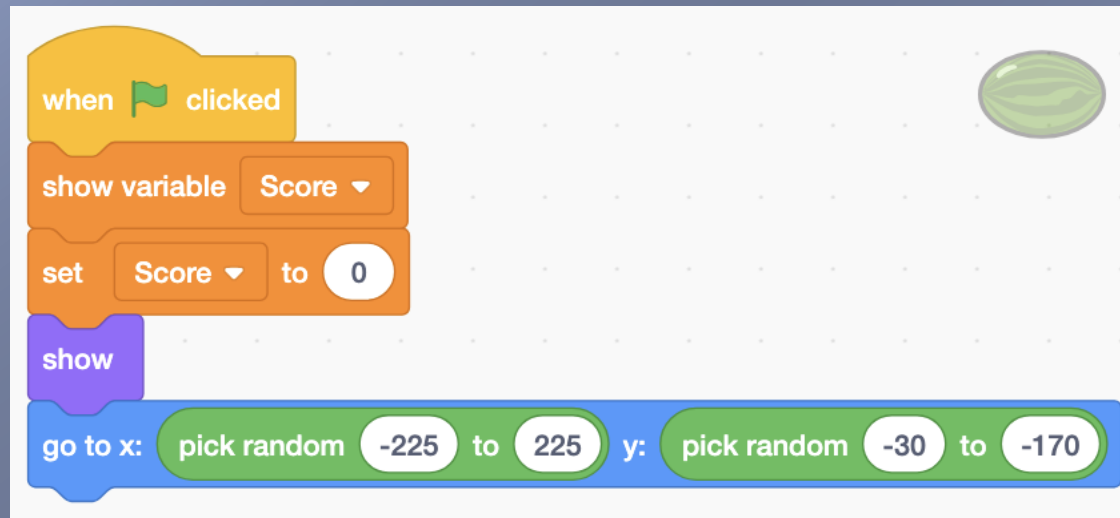


- when Flag clicked
- set Score to 0
- show variable Score

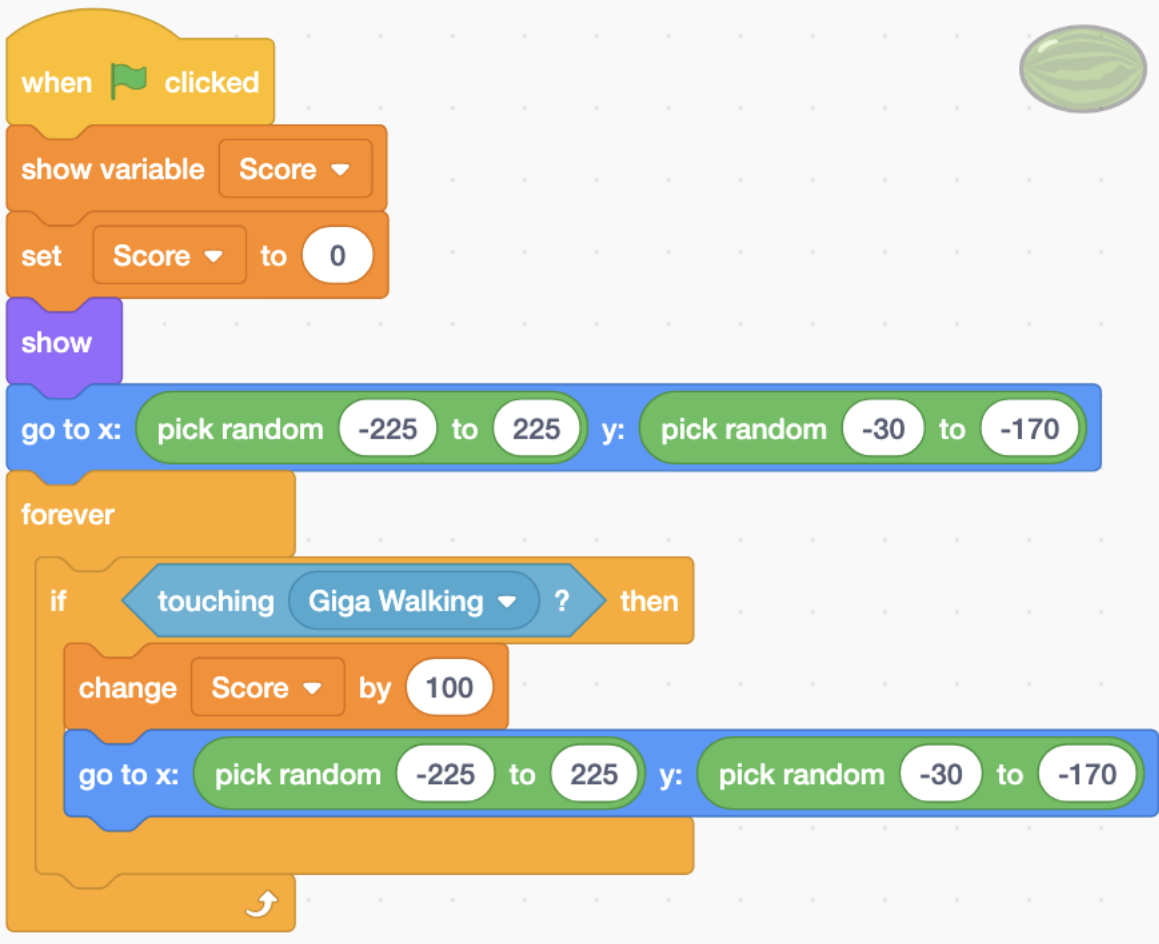
- As your person captures melons, we are going to show the score.
- Add these coding blocks to the Watermelon Sprite

Place the Melons

- Place the melons in a random location on the field



Capture and place a melon



The image shows a Scratch script on a grid background. In the top right corner, there is a small green melon icon. The script consists of the following blocks:

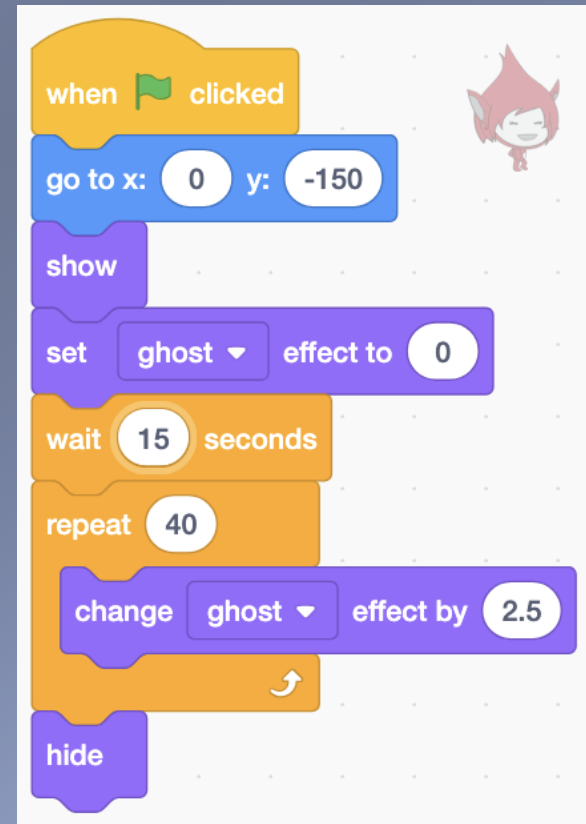
- when green flag clicked** (yellow)
- show variable Score** (orange)
- set Score to 0** (orange)
- show** (purple)
- go to x: pick random -225 to 225 y: pick random -30 to -170** (blue)
- forever** loop (orange) containing:
 - if touching Giga Walking ? then** (blue)
 - change Score by 100** (orange)
 - go to x: pick random -225 to 225 y: pick random -30 to -170** (blue)

- Capture a melon
- Increase the score
- Place new melon

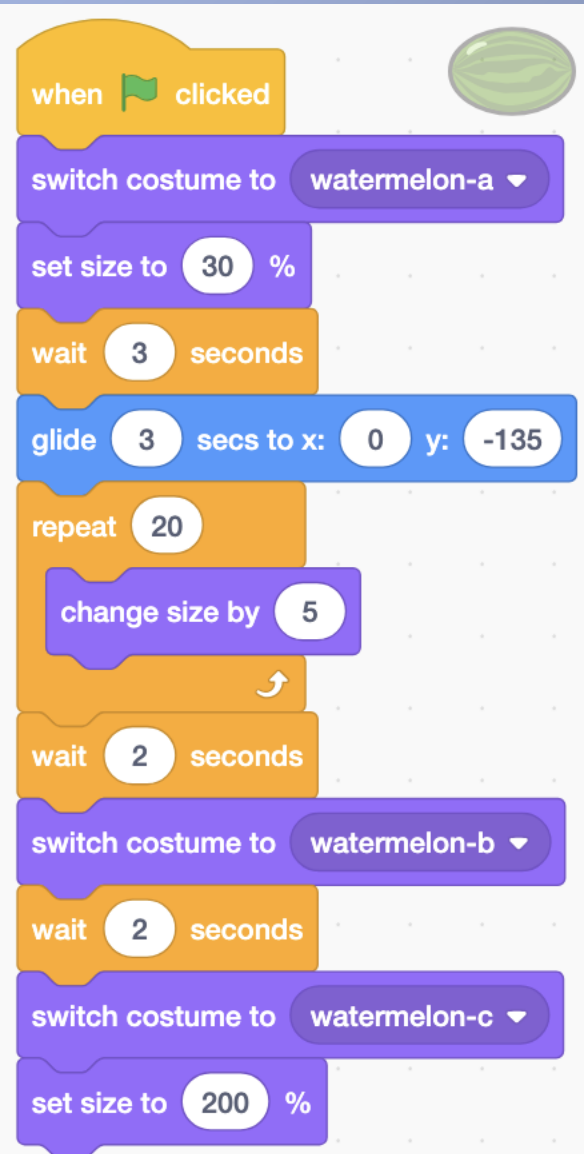


Time the Game

- 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



Cut Open the Watermelon

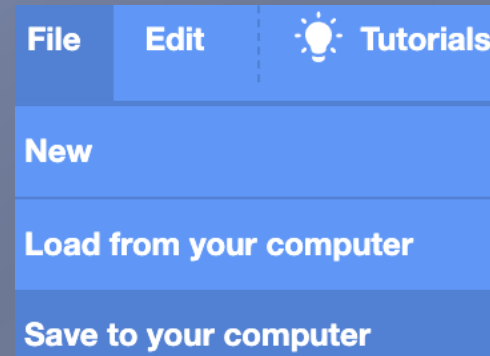


- Set Size – watermelon size at beginning and end.
- Glide – move to the center of the field.
- Switch costume – switch between the full and slice of watermelon.



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**.

