Wheel of Fantastic

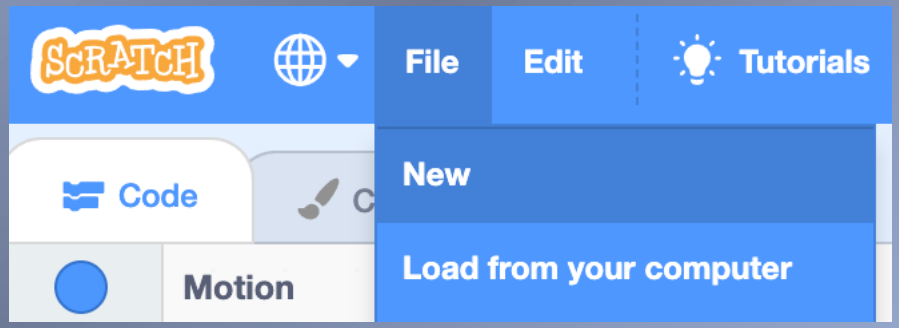
USC Aiken | Ruth Patrick Science Education Center

Infusing a love for Science, Technology, Engineering and Math

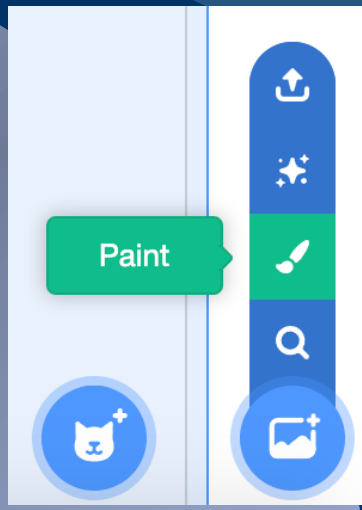
Create a project where you can Spin the Wheel.

Getting Started

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



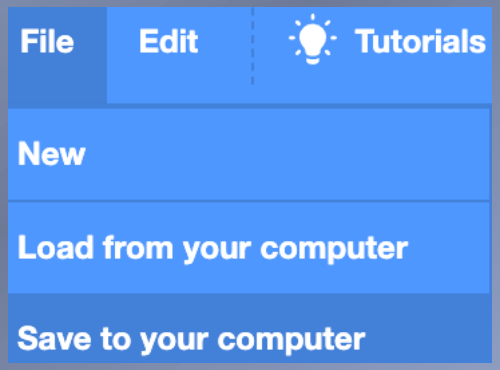
Choose a Backdrop



- Click on the Choose a Backdrop menu on the bottom right of the screen.
- Select the Paint option.
- Choose the Text tool
- Write “Wheel of Fortune.”
- Change the color and the font
- Put the text in the upper right corner.
- Drag the bottom left size box to change the size.

Save Your Project

- Save Wheel of Fantastic
  - Chose File then Save to your computer.



  - Change the name (starting with your last name) to
    - *Patrick* Wheel of Fantastic.sb3
  - Click Save.

Keep Scratch Cat Sprite

- We will use Scratch the Cat, so you may leave it there.
- Click on the Cat sprite
- Change the location to

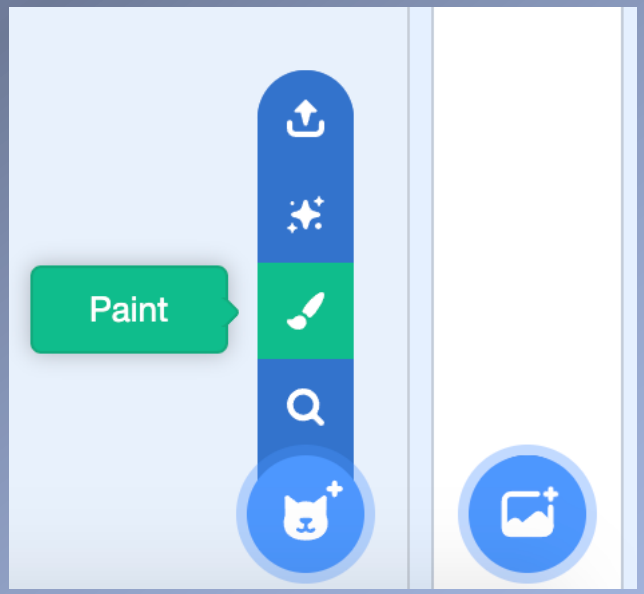
  X = 150

  Y = -125

Create the Wheel Sprite

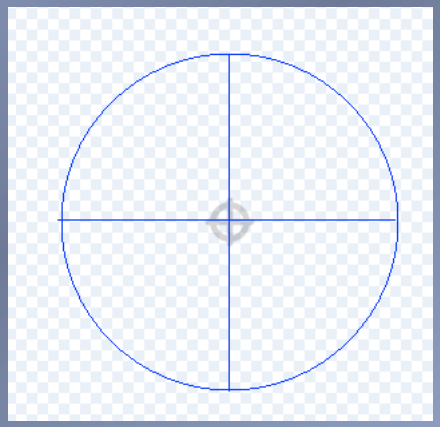
- Add a new sprite by clicking on the Choose a Sprite icon at the bottom right.

- Choose the paint option.



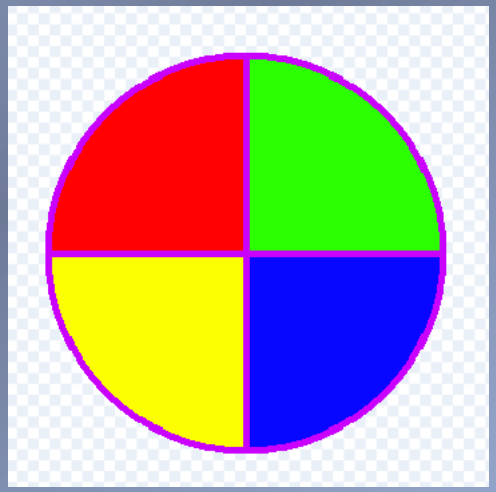
Draw the Wheel

- Use the circle tool to draw the outside of the circle. No fill, any color outline.
- Use the line tool to create lines



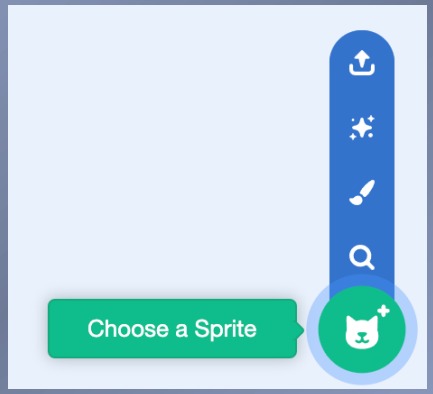
Color the Wheel

- Click the button Convert to Bitmap.
- Use the paint bucket tool to fill each section with a different color



Create a Pointer Sprite

- Add a new sprite by clicking on the Choose a Sprite icon at the bottom right.



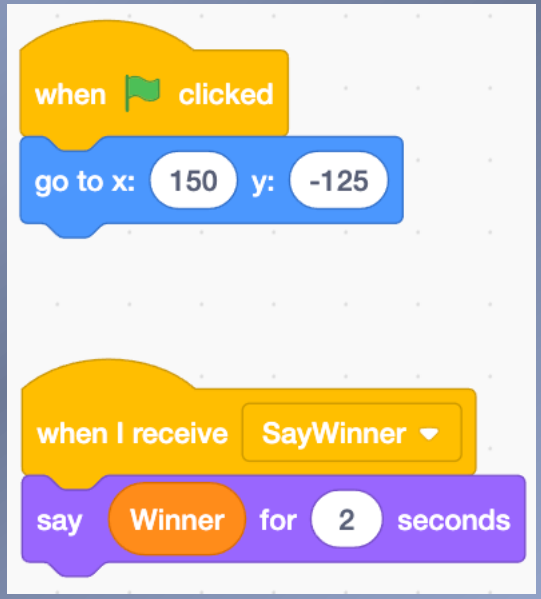
- Key “Arr” into the search bar and click Arrow.
- Click the Costumes tab and remove all but the down arrow.
- Use the eraser tool to create a thin pointer.

Create a Variable

- Click on the Code tab
- Go to the Orange Variables section
- Click Make a Variable
- Name the variable “Winter”
- This should be for “For all sprites”

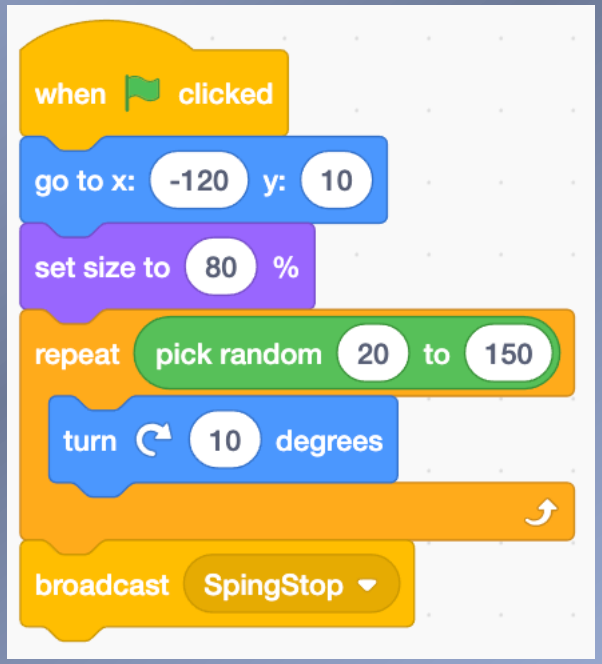
Scratch the Cat Code

- Use these code blocks for Scratch the Cat.



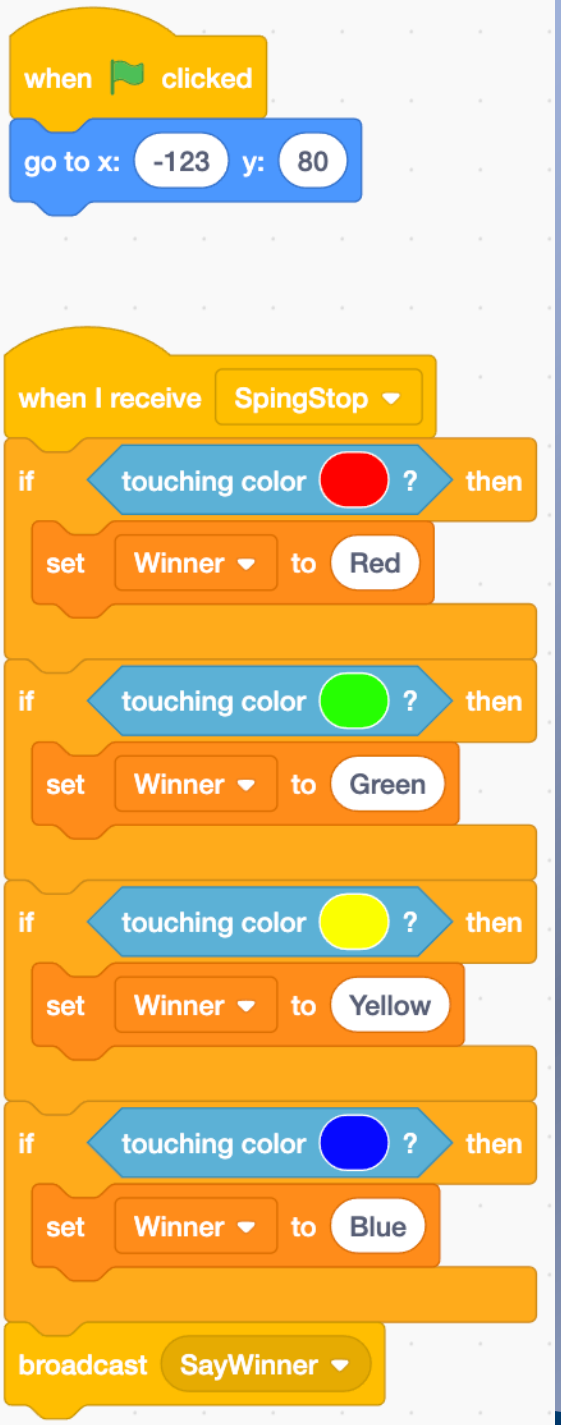
Wheel Code

- Use these code blocks for the Wheel.



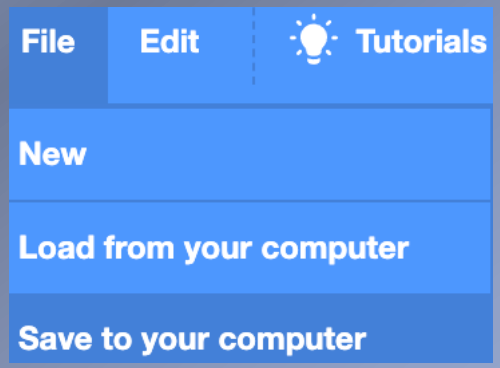
Pointer Code

- Use these code blocks for the Pointer.



Well done!

- Once you complete your swimming jellyfish 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.

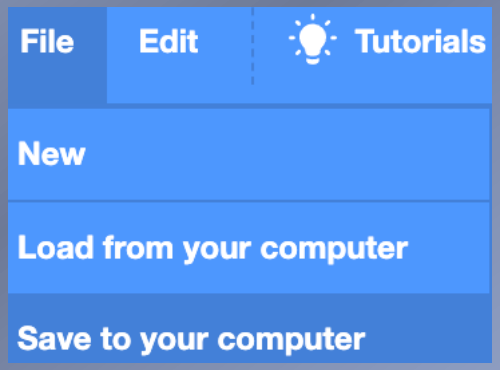


Create a Video Control

- We will save your project with a different name so that you will have:
  - The one you just finished
    - *Patrick* Wheel of Fantastic.sb3
  - The Video project we will create next
    - *Patrick* Wheel of Fantastic Video.sb3

Save Your Project

- Save Wheel of Fantastic
  - Chose File then Save to your computer.

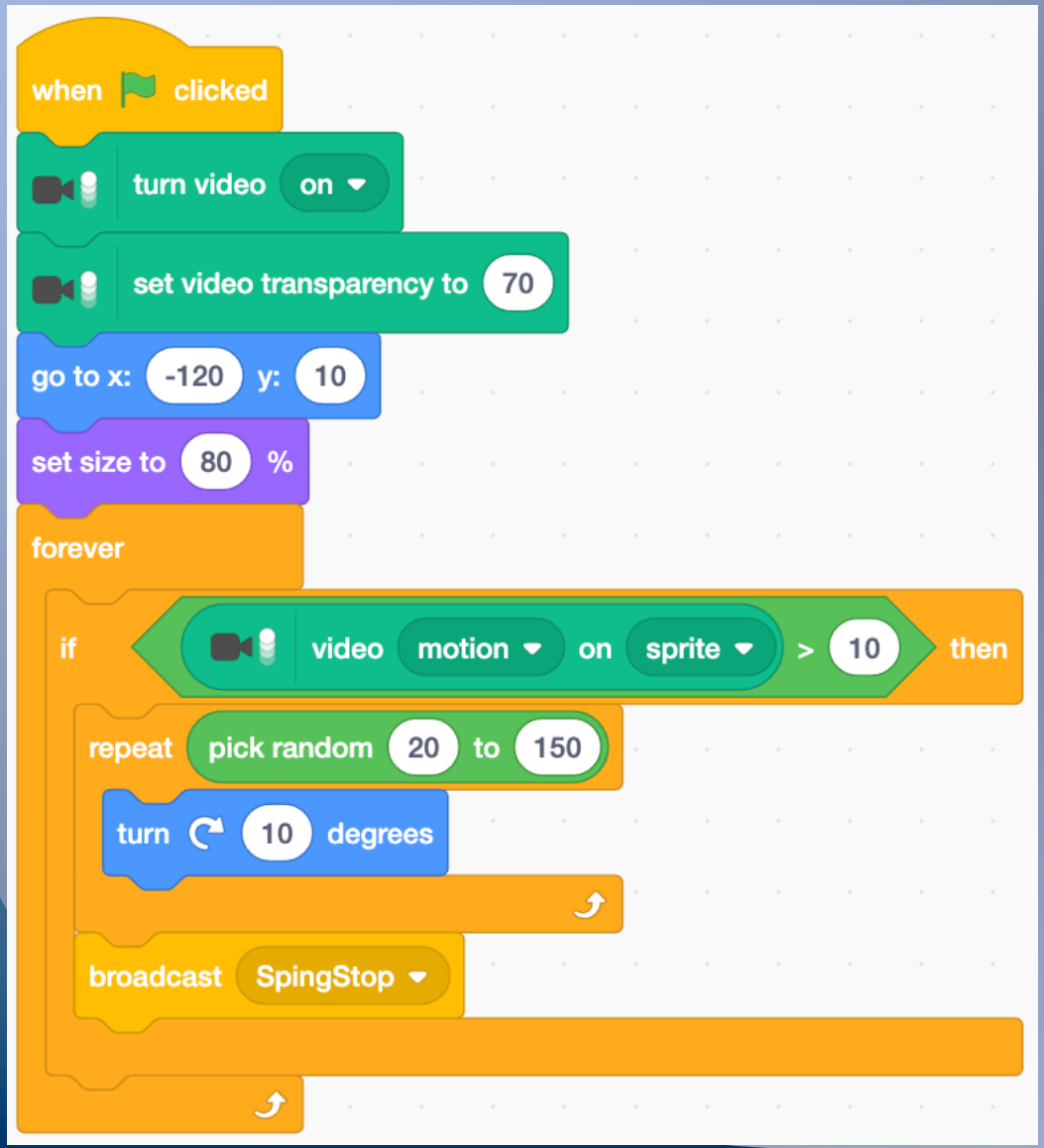


  - Change the name (starting with your last name) to
    - *Patrick* Wheel of Fantastic Video.sb3
  - Click Save.

Add Video Extension

- Click Add Extension button at the bottom left of Scratch
- Choose Video Sensing.

Add the Video Blocks



- Use these code blocks in your project

Well done!

- Once you complete your swimming jellyfish 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.