

# Module 5

## Scratch Revision Exercises

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# Easy Exercises

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## Introduction

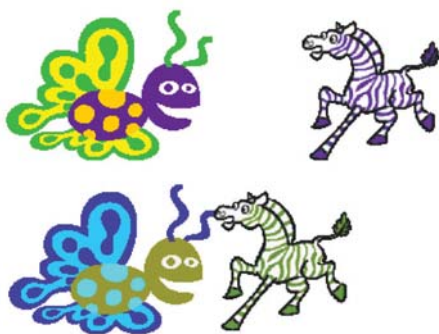
This module contains Scratch Exercises. This will allow you to test your knowledge of Scratch concepts learned from modules 1-4.

### 1 Move to a Beat

Click on a sprite to make it dance to a drum beat.



### 2 Colour Burst



Start the program by clicking the green flag.  
When 2 sprites collide, change their colour.

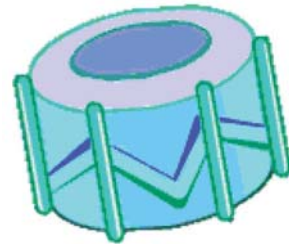
**3 Polly Moves About**



Using costume changes, program the parrot to flap his wings and travel across the stage. The parrot should bounce when it touches the edge of the stage.

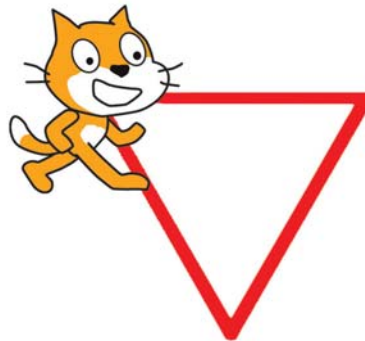
**4 Random Drum**

Every time you click on the drum change the drum to a random colour and play five random drum beats.



**5 Draw a triangle**

Draw a triangle using a red pen.

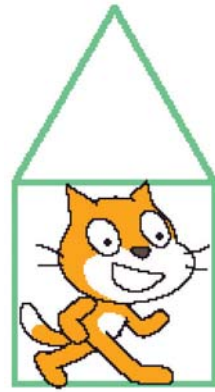


## Difficult Exercises

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### 1 Build a House

Draw a house and position your sprite inside the house as shown.



### 2 Spooky Surprise



Copy and edit a costume to create the facial expression animation shown.

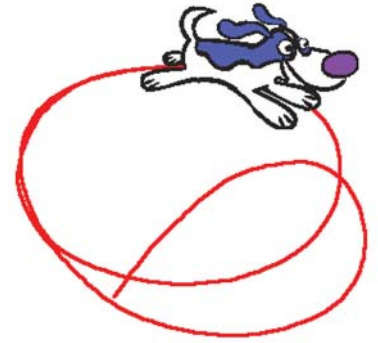
### 3 X-traordinary Whirl

Set the whirl effect, to the x position of the mouse on the stage. This will distort your hamster as shown.



#### 4 Scribbling Dog

Use the point towards command to program your sprite to follow the mouse pointer and scribble on the stage as shown.

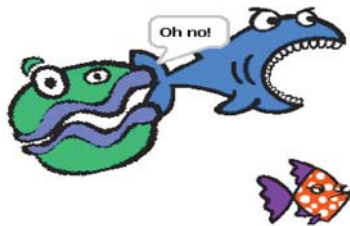


#### 5 Score goes up and down

Score 1



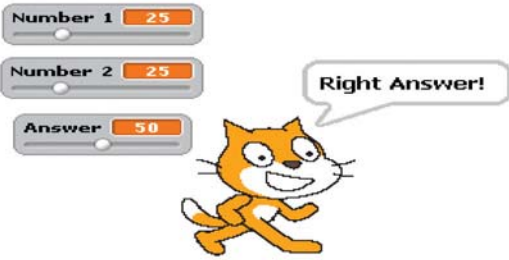
Score -4



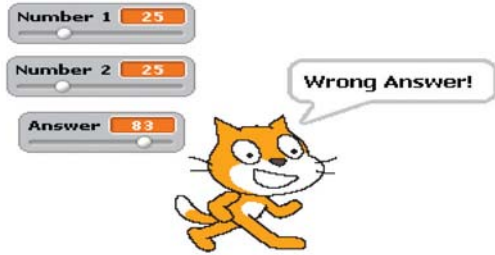
Use 3 sprites small, medium and large. When your sprite touches the small sprite increase the score. When your sprite touches the large sprite decrease the score. Program your sprite to say something each time it touches another sprite.

# Extreme Exercises

## 1 What's the Answer



Using a conditional 'if else' statement write a program to check your addition skills. Click the sprite to check the answer.

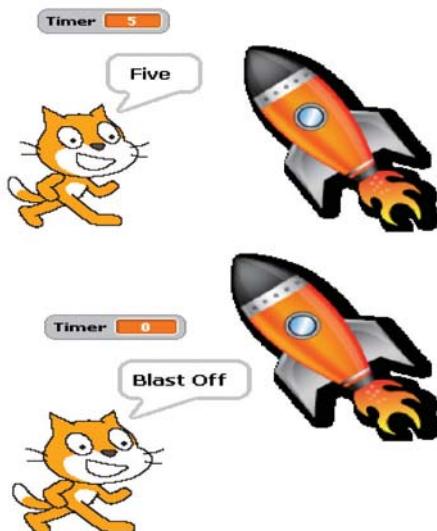


## 2 Keeping Track

Set up 2 variables to track the x and y position of the sprite as it moves around the stage.



## 3 5,4,3,2,1



Count down a rocket blast off..

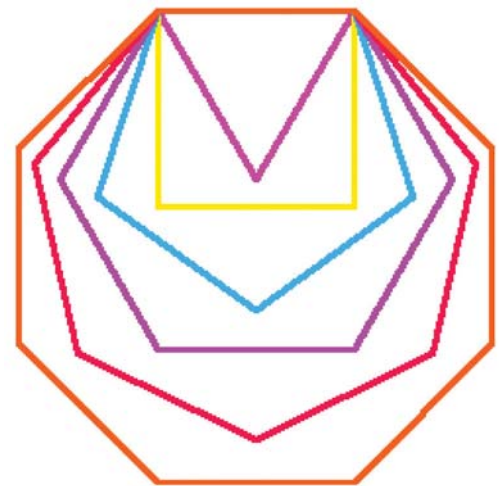
#### 4 Bigger and Bigger

Use a variable to store the size of your sprite. Set the size to zero and then use a 'repeat until' command to grow your sprite back to full size and make it explode.



#### 5 Bigger and Bigger

Draw a triangle, a square, a pentagon, a hexagon, a heptagon and an octagon (8-sided shape) inside each other as shown.



## Module 5: References

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This module is based on Scratch Cards from the Scratch Website  
[http://info.scratch.mit.edu/support/scratch\\_cards](http://info.scratch.mit.edu/support/scratch_cards)