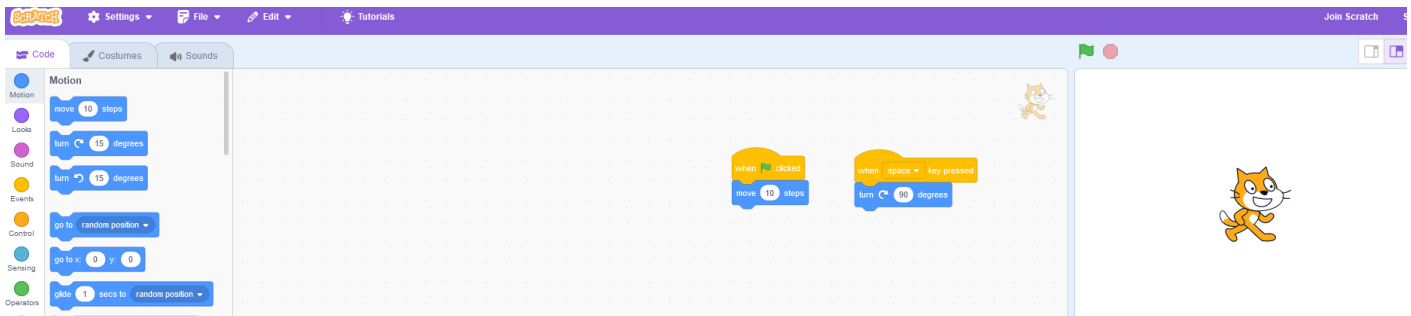


Programs and motion

Activity: Add a new program

Let's add that when you press the "a" key, the sprite rotates 90 degrees:

1. We will have to use an Events block, specifically the "**when *space* key pressed**" block. I put space in italics because we can change it. By clicking on "**space**", we can change it to "**a**".
2. The Movement block "**move 10 steps**" is also needed. By clicking on the 10, we could set it to 100 to advance further.

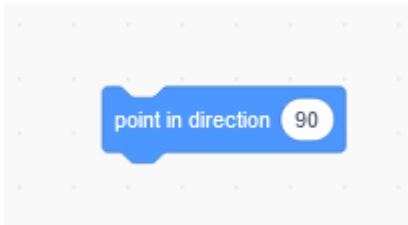


Notice that there are 2 programs in the central area. Each sprite can have several programs, which work in parallel.

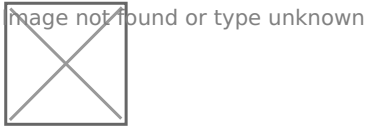
IMPORTANT: The programs are identified by starting with an "Events" block whose upper part is **oval**.

Practical case I

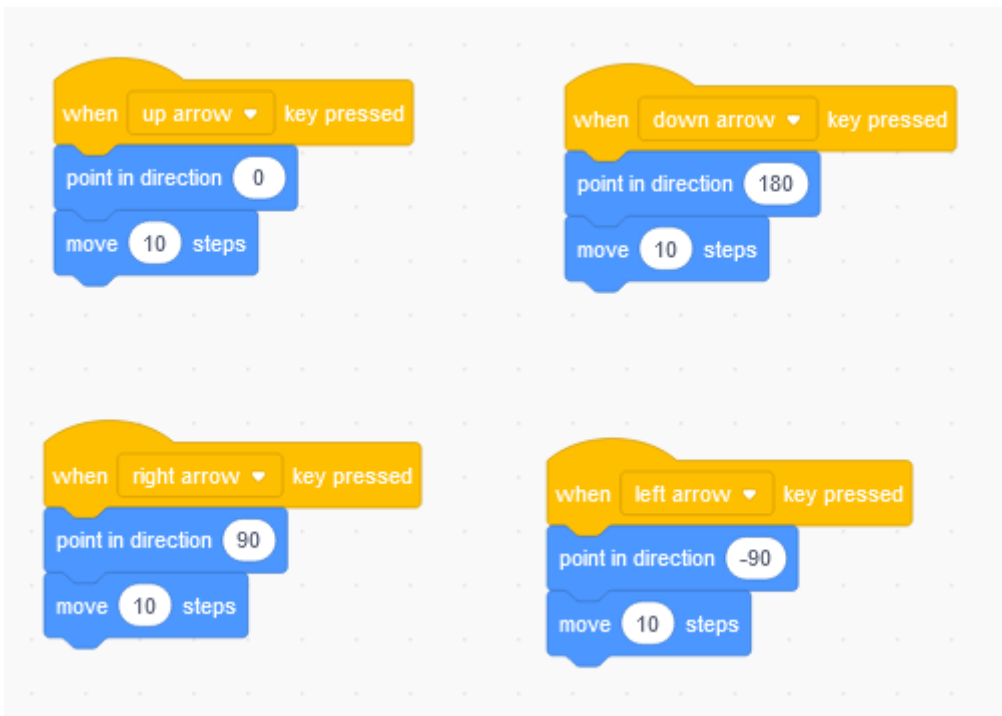
The sprite moves in the direction it is pointing. There is a block that makes the sprite point to another address:



Make the sprite move according to the keyboard arrows.



Solution:



Practical case II

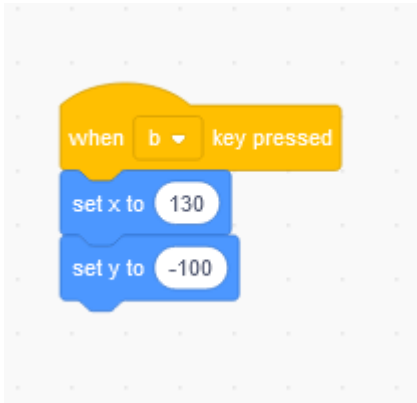
The position of a sprite is controlled with X and Y coordinates. The position of these coordinates on the screen is as follows:

Image not found or type unknown



This image is a backdrop that is already created in Scratch (XY-grid), and that you can add to your project.

Add this program



What does this program do?

Solution

This program moves the object to the lower right area of the screen when the b key is pressed.

Revision #4

Created 24 November 2023 21:13:55 by Ana López Floría

Updated 27 November 2023 11:20:59 by Ana López Floría