

Scratch lessons completion

Name: _____ Class: _____

		Date completed
1.1	Encounter a spaceship (importing and adjusting sprites & backdrops)	
1.2	Locate the coordinate (Scratch coordinate system)	
1.3	Self introduction (using: say, goto, glide, move, wait)	
2.1	First exploration (Paint editor)	
2.2	Auto fly (switch backdrops, rotation style, if on edge bounce, forever loop)	
2.3	Successful flying (when key pressed event)	
3.1	Magical pen (pen down, pen up, pen colour, pen size)	
3.2	Polygon with fun (turn degrees, repeat X times, division, subtraction)	
3.3	Open the time portal (create function blocks)	
4.1	Fly with Mike (maze activity)	
4.2	Pass through the maze with tactics (if then, touching colour, if then else, key X pressed, not, and, or)	
4.3	Successful escape (stop all, touching sprite)	
5.1	In the forrest of change (switch backdrops)	
5.2	Smart Mike (broadcast msg, receive msg event)	
5.3	Transformation of Mike (Broadcast message practice)	
6.1	Dancing Indians (Switch costume, next costume)	
6.2	Happy performer (set instrument, play note, set volume; list add, insert, delete, replace, length; variables)	
6.3	Carnival in the forest (play a song exercise)	
7.1	Volcano of candies (create clone, when clone event, delete clone, pick random number)	
7.2	Catch the candies #1 (catch the candies exercise with scores)	
7.3	Harvest (timer, reset timer)	
8.1	Magical camera (turn video on, video transparency, applying webcam motion to a sprite)	
8.2	Catch the candies #2 (use webcam to catch falling candies)	
8.3	Avoid the aliens (use video motion to control Mike)	
9.	Final battle (cumulative exercise)	