

SCRATCH PROGRAMMING SKILLS SET

Shooting Game	
Background	
Create	
Import	
Switch to	
1. Work with Paint Editor	
2. Sprite	
a. Create Sprite	
b. Import Sprite	
c. Delete Sprite	
d. Resize Sprite	
e. Change sprite costume	
3. Create a start screen with instructions	
4. Script	
a. Duplicate	
b. Delete	
Control	
When green flag Clicked	
When Clicked	
Forever	
If	
Broadcast	
When I receive	
When spacebar pressed	
Turn	
Repeat	
Stop All	
Motion	
If on edge bounce	
Go to mouse pointer	
Sensing	
Touching	
Numbers	
Pick	
Random steps	
Random degrees	
Looks	
Hide	
Show	
Variables	
Make a Score	
Make a Clock	
Change by	
Set to	

Racing Game

1. Background

i. Create

ii. Import

iii. Edit

2. Sprite

a. Create

b. Delete Sprite

c. Resize Sprite

d. Copy Sprite

e. Edit Sprite

f. Change sprite costume

i. Add text

ii. Edit Text

Control

When green flag clicked

Forever

When key pressed

If

Split If statements

Wait

Repeat

Stop All

Motion

Move

Turn

Go To

Point in direction

Sensing

Touching colours

Looks

Switch costume

Extension Task – make red car disappear

Pong

Background

iii. Create

iv. Edit

Sprite

a. Create

b. Import

c. Delete Sprite

d. Resize Sprite

e. Copy Sprite

f. Edit Sprite

Script

a. Duplicate

Control

When green flag clicked

Forever

Forever If

When key pressed

If

Wait

Stop All

Motion

Move

Turn

Go To

Point in direction

Direction

If on edge bounce

Change y by

Change x by

Numbers

Pick random

..... - where dots are numbers

Variables

Player 1 score

Player 2 score

Change

Set Score to

Sensing

Touching

Key pressed

Extension Tasks – 4 player game
Ice Hockey

PacMan Game

1. Background

- i. Create
- ii. Import
- iii. Edit

2. Sprite

- a. Create
- b. Delete Sprite
- c. Resize Sprite
- d. Copy Sprite
- e. Edit Sprite
- f. Change sprite costume

Control

- When green flag clicked
- When (...) pressed
- When (...) clicked
- When I receive
- Forever
- Forever if
- Broadcast
- If
- Split If statements
- Wait
- Stop All

Motion

- Move
- Glide
- Go To
- Point in direction

Sensing

- Touching
- Key pressed

Looks

- Show
- Hide
- Say
- Switch to background

Numbers

- Pick random
- - where dots are numbers

Variables

- Change
- Set (...) to