



Coding School



PictoBlox

- ❖ Add the relevant frames using the link below.

https://drive.google.com/drive/folders/1i8ICbH4QfZL7K-Inh8aD7xLJBdpn_UkZ?usp=drive_link

- ❖ Add the sprite named A using Upload a sprite. Set its X, Y position and size as below.



Sprite	A	x	-200	y	50
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	85	Direction	90

- ❖ Add the sprite named B using Upload a sprite. Set its X, Y position and size as below.



Sprite	B	x	-135	y	50
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	85	Direction	90

- ❖ Add the sprite named C using Upload a sprite. Set its X, Y position and size as below.



Sprite	C	x	-70	y	50
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	85	Direction	90

- ❖ Add the sprite named D using Upload a sprite. Set its X, Y position and size as below



Sprite	D	x	-5	y	50
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	85	Direction	90

- ❖ Add the sprite named E using Upload a sprite. Set its X, Y position and size as below.



Sprite	E	x	60	y	50
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	85	Direction	90

- ❖ Add the sprite named F using Upload a sprite. Set its X, Y position and size as below.



Sprite	F	x	125	y	50
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	85	Direction	90

- ❖ Add the sprite named G using Upload a sprite. Set its X, Y position and size as below



Sprite	G	x	190	y	50
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	85	Direction	90

❖ Draw a circle using Print. Set its X, Y position and size as below.



Sprite	Sprite1	x	-66	y	-122
Show	<input checked="" type="checkbox"/> <input type="checkbox"/>	Size	100	Direction	90

❖ Let's add the following sound to the circle called sprite 1.





- ❖ Let's prepare the code for this app now
- ❖ Prepare the code as follows for the circle named Sprite 1.
- ❖ Prepare the code so that the following events occur when the green flag is clicked.
 - Camera must be on.
 - Analyzes your hand.
 - If your hand is caught.
 - Give the position of the top of the index finger for the X,Y position of the circle.
 - When this sprite touches the A sprite, the sound mentioned as A piano should sound.
 - When this sprite touches the B sprite, the sound mentioned as B piano should sound.
 - When this sprite touches the C sprite, the sound mentioned as C piano should sound.
 - When this sprite touches the D sprite, the sound mentioned as D piano should sound.
 - When this sprite touches the E sprite, the sound mentioned as E piano should sound.
 - When this sprite touches the F sprite, the sound mentioned as F piano should sound.
 - When this sprite touches the G sprite, the sound mentioned as G piano should sound.

