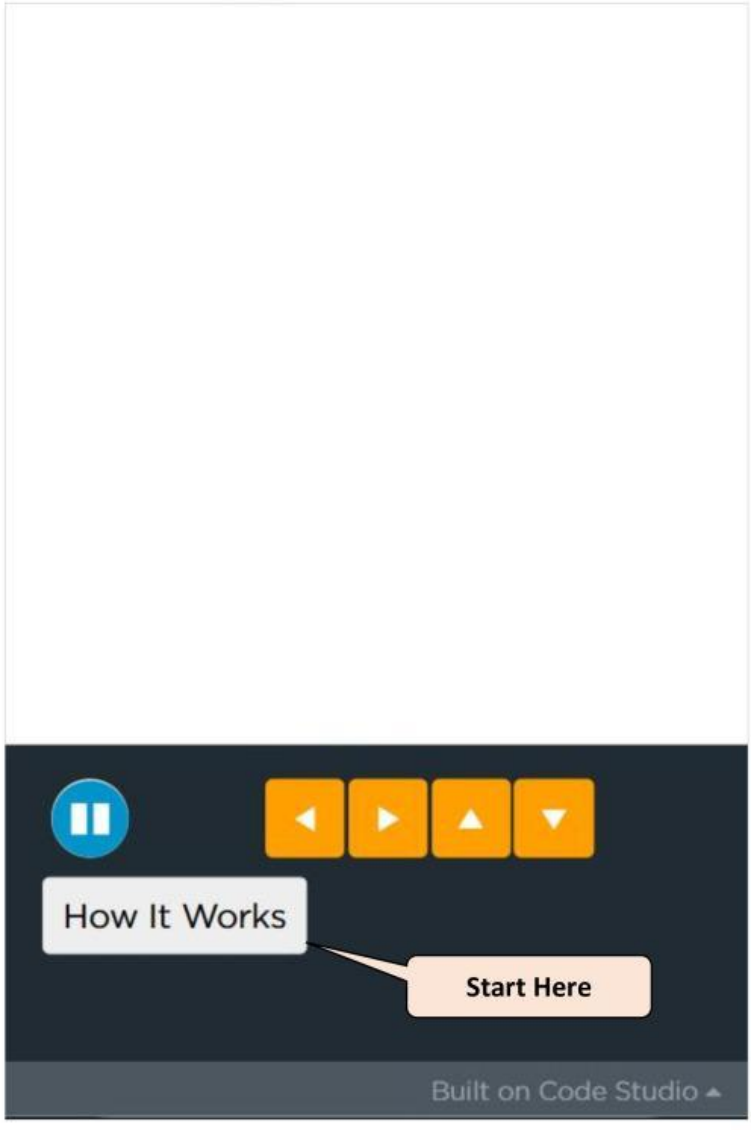
Project 04

DP EDUCATION

Coding School





LIVEWORKSHEETS

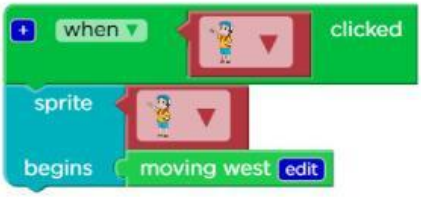
❖ The following background is given by the function set asBG



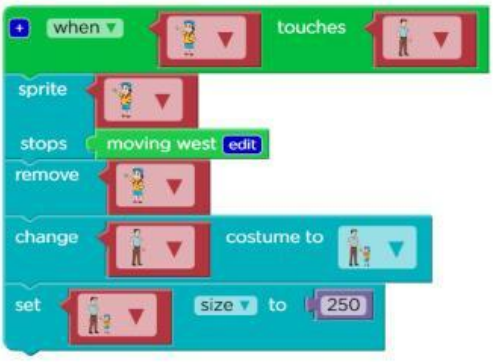
❖ Add images of a father and a child using make new sprite. Adjust the child's size to 150 and the father's size to 200 using Set size. Adjust the position of the child and the father according to the following blocks.



❖ When you click on the child, use blocks as follows to make the child move in the west direction.



❖ When the child touches the father, the child should stop moving to the west and the child should disappear and the image of the father should change to the image of the father holding the child's hand. Adjust the size of the image where the father is holding the child's hand to 250. Apply blocks as follows.



LIVEWORKSHEETS

Choose correct answer and match

1. When you click on a ship, you've got to project that ship to move east. What blocks do you use for that?







2. When the ship touches an ice block on the bottom of the sea, what blocks should be used to stop the ship's movement?







3. When the up arrow key is clicked, what are the blocks related to a seahorse moving north?







LIVEWORKSHEETS

4. When the seahorse touches a fish, what are the relevant blocks to make the fish disappear?







5. What blocks should be used to adjust the size of the ship to 200?







LIVEWORKSHEETS