Project 154

DP EDUCATION

Coding School



LIVEWORKSHEETS

❖ Set a black background by clicking on print under Backdrop.

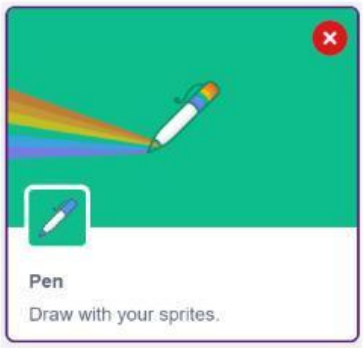


❖ Add the crystal sprite by clicking on Choose a sprite. Adjust its X,Y position and Size as below.





❖ Add a pen extension.

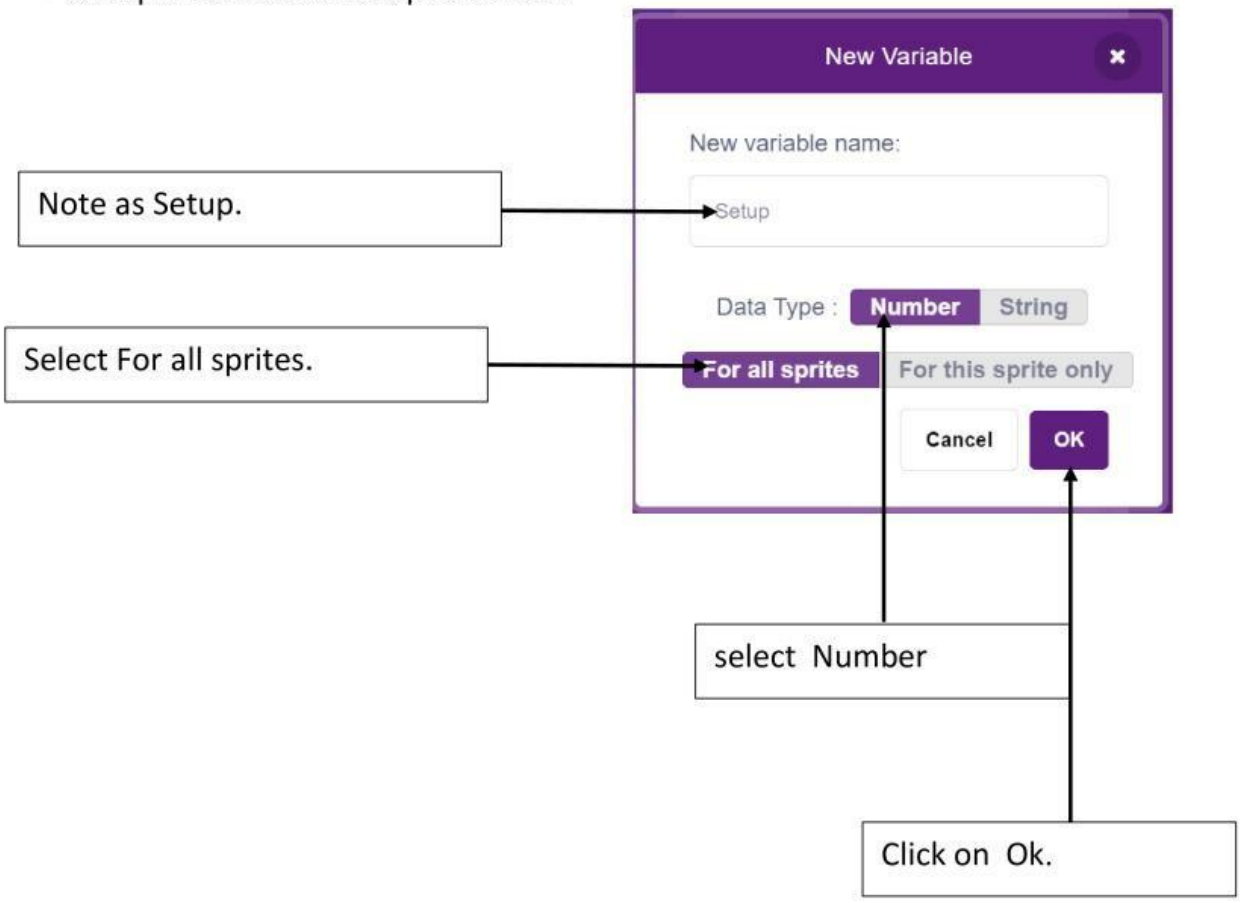


LIVEWORKSHEETS

❖ Now let's prepare the code to prepare this app.

❖ Prepare the code so that the following events occur when the green flag is clicked.

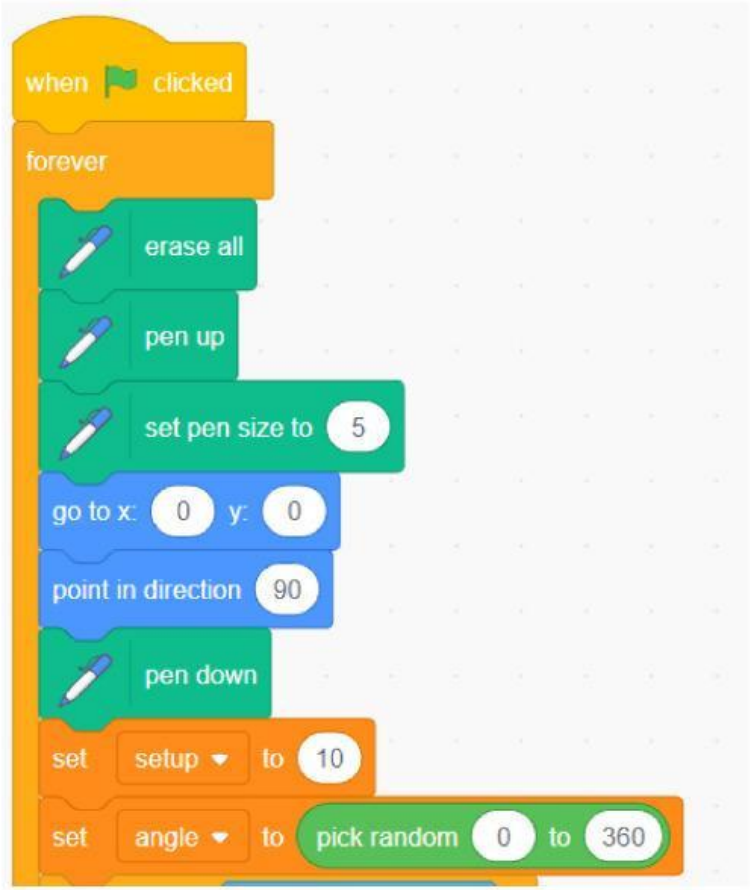
- Connect it to the when flag clicked block using a Forever block.
- All lines should be Erase.
- Pen should be up and its pen size should be 5.
- Its position should be X position 0 and Y position 0.
- The direction it moves should be 90 degrees.
- Then Pen should be down.
- Set up a variable as setup as below.



❖ Set the value of the variable set as Setup to 10.

LIVEWORKSHEETS

- • Prepare a variable as angle as above. Its value should be between 0 and 360.
- • The block set you prepared as mentioned above should appear as shown in the diagram below.

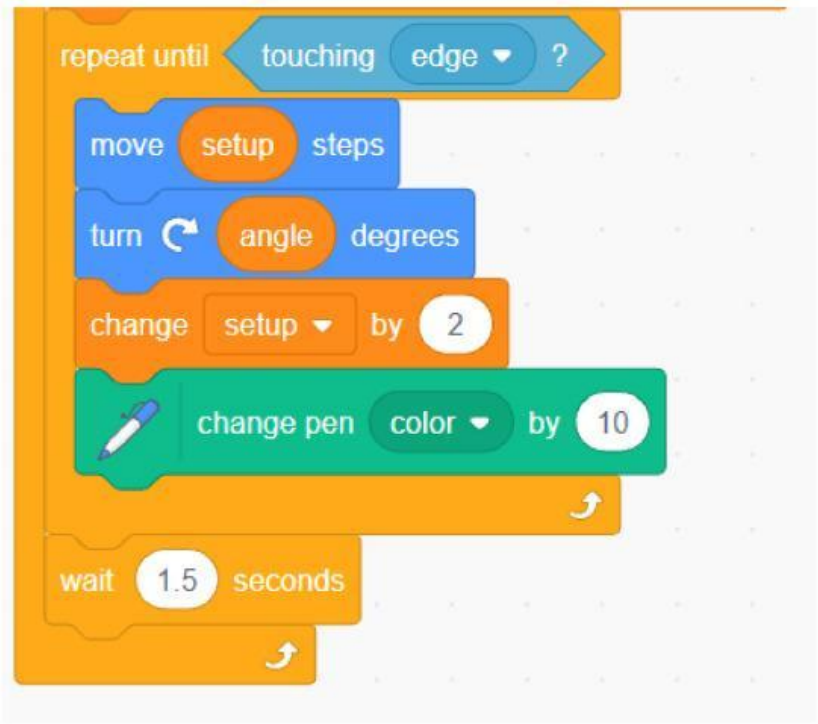


- Give a command to repeat until the edge is touched, so set up the command using the repeat until block and the touching edge block.

- • The amount of steps related to the assign value of the setup variable should be to move, to turn from the assign value of the angle variable, until the value of the setup variable increases by 2 each, and the pen color changes by 10 each. These events should be repeated until the text touches the edge.

LIVEWORKSHEETS

- After 1.5 seconds another pattern should be draw, so use wait block.
- See if the block set prepared as mentioned above will appear as below.



LIVEWORKSHEETS