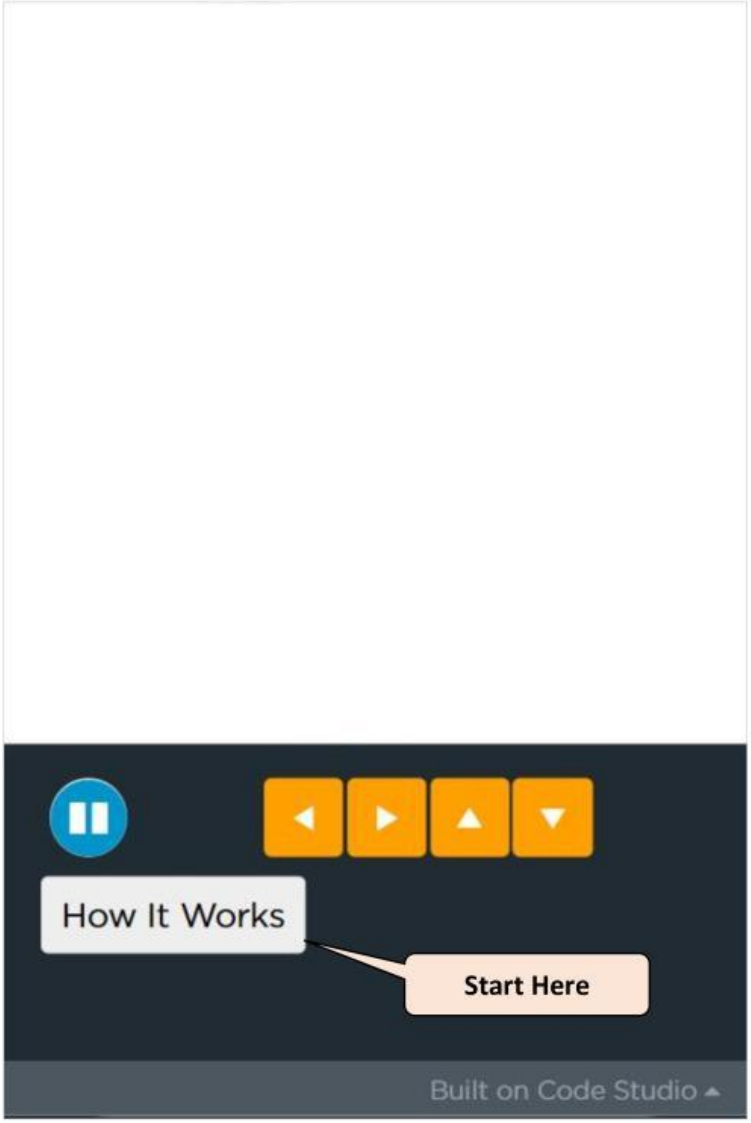
Project 10

DP EDUCATION

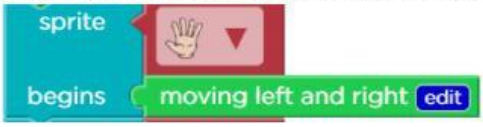
Coding School



LIVEWORKSHEETS

- A function is set as Background & Sprites and given the background and sprites you want.

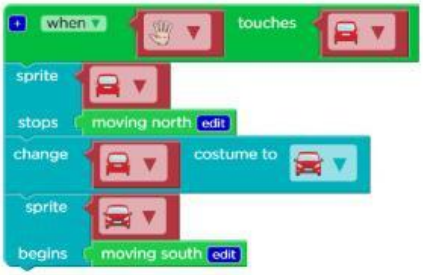
- Apply blocks as follows to move the sprite of this hand left and right.



- When this hand clicks the arrow key, apply blocks as follows to move in the relevant direction.

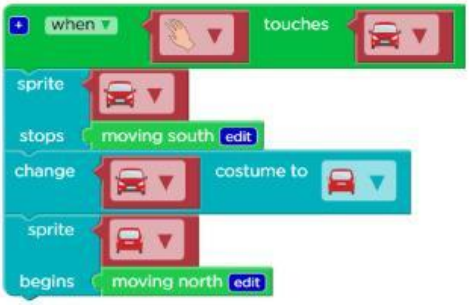
- When the playing hand is touched by the arrow keys on the sprite that appears behind the car, use the following blocks to move the sprite that appears on the back of the car in the north direction.

- When the auto play hand touches the sprite behind the car, the sprite behind the car should stop moving in the north direction. Also, the sprite that appears at the back of the car changes into the sprite that appears at the front of the car and the sprite that appears at the front of the car moves in the right direction, use blocks as follows.

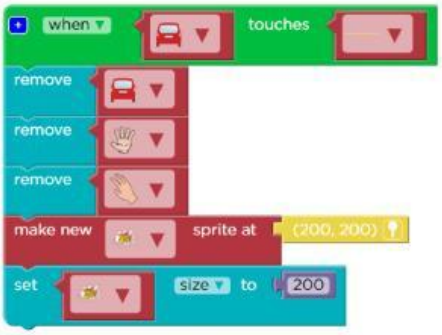


LIVEWORKSHEETS

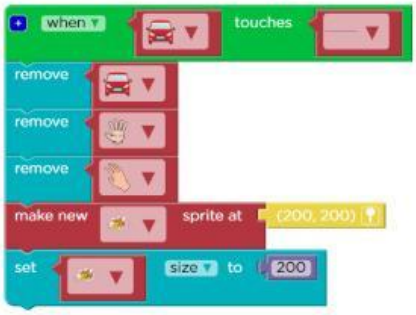
- When the hand played by the arrow keys touches the sprite that appears in front of the car, the sprite that appears in front of the car stops moving in the right direction and the sprite that appears in front of the car should change to the sprite that appears in the back of the car. Apply blocks as follows to move the sprite that appears behind the car in the north direction.



- When the sprite that appears behind the car touches the yellow border, the sprites of the hands and the sprite that appears behind the car disappear and the sprite that says You win should appear on the screen and adjust the size of that sprite to 200. Apply blocks.



- When the sprite that appears in the front of the car touches the blue border, the sprites of both hands and the sprite that appears in the front of the car disappear and the sprite that says You Loss should appear on the screen and adjust the size of that sprite to 200.

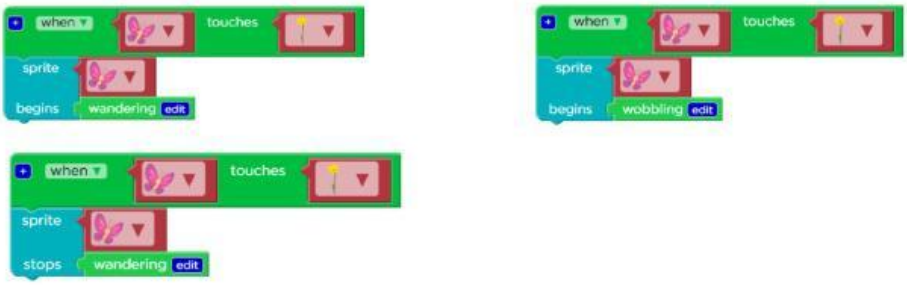


LIVEWORKSHEETS

Select the correct answer.

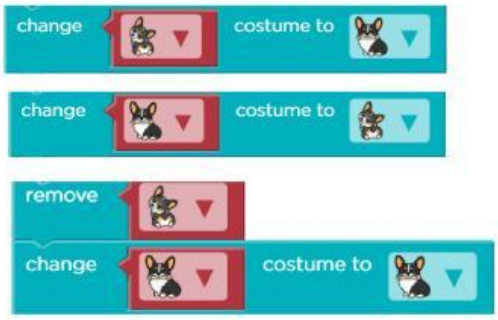
1. What blocks are needed for a fish to move left and right?

2. What blocks are needed to stop the butterfly from moving across the screen when the butterfly touches the flower?



3. What blocks are required to set the size to 120?

4. What blocks are involved in changing the puppy sprite into a puppy sprite eating a meatball?



LIVEWORKSHEETS

5. Add a rabbit sprite and set it to (100,120) and select the blocks set with the rabbit's size set to 200.

LIVEWORKSHEETS