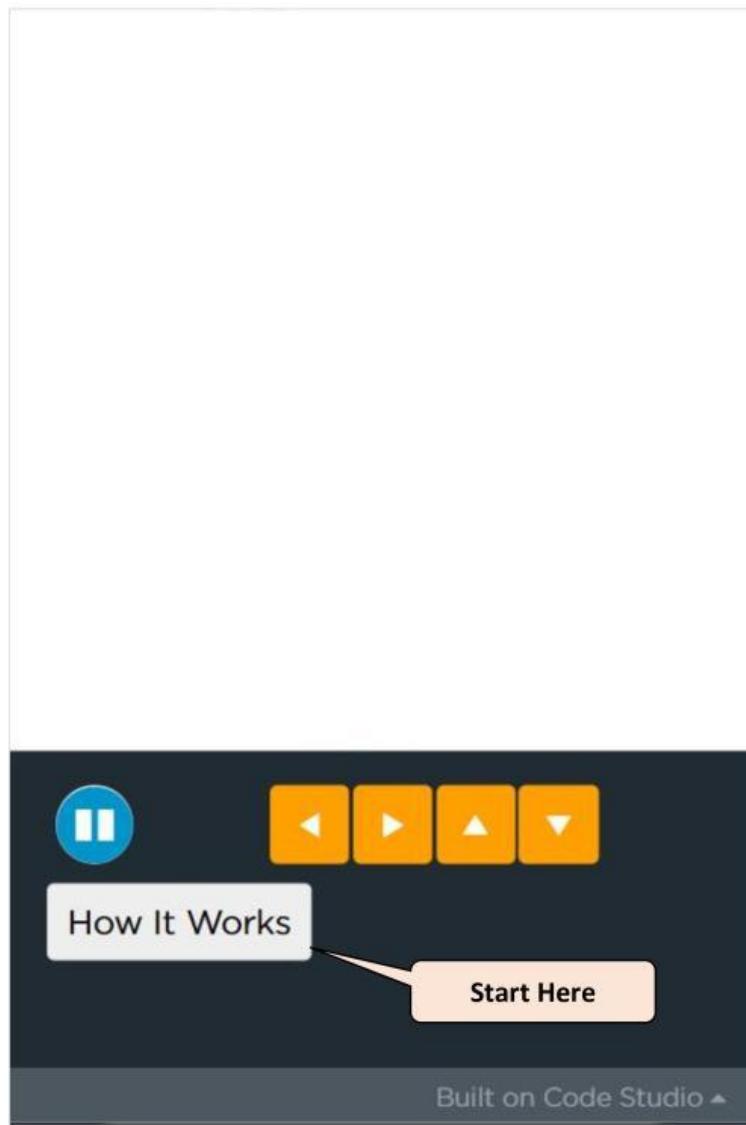


Project 15

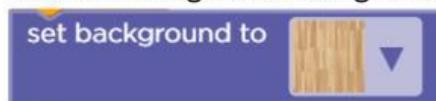


Coding School



An interactive interface for a coding project. At the top, there are four yellow buttons: a blue double-slash button on the left and four orange buttons with arrows pointing left, right, up, and down. Below these are two buttons: 'How It Works' on the left and 'Start Here' on the right, with a pointing arrow. At the bottom, a grey bar contains the text 'Built on Code Studio ▾'.

- ❖ Select a background using Set background .



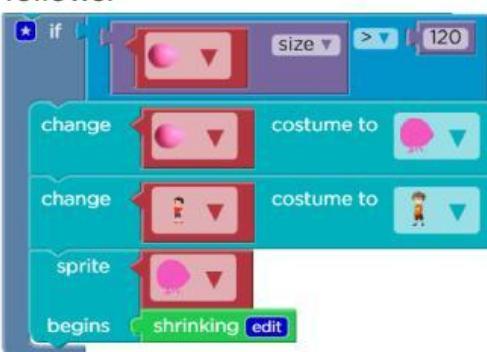
- ❖ Create an image of a child using Make new sprite and set its X value to 200 and Y value to 200. Give the size of the child as 300. Similarly, add a balloon image and set it to 182,240 and give the balloon size as 50. The related blocks are as follows.



- ❖ Apply as follows to increase the size of the balloon by 20 when you click on the child.

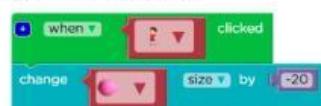


- ❖ When the size of the balloon is more than 120, the inflated balloon ball should change to the image of a burst balloon ball, the image of the happy child should change to the image of a sad and angry child and the burst balloon ball should become smaller and disappear. For that, use blocks as follows.

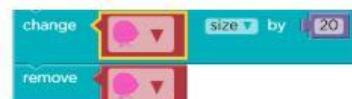


Choose the correct answer

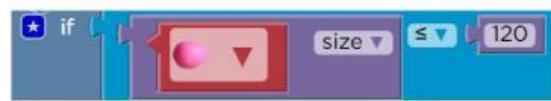
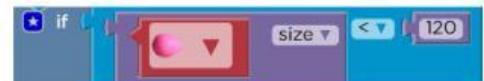
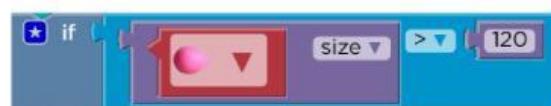
1. What is used to increase the size of the balloon by 20 when the child's sprite is clicked?



2. What blocks are used to make the burst balloon smaller?



3. What blocks are used to give the command "If the size of the balloon is greater than 120"?



4. What does this block do?

Sprite of the burst balloon ball into the inflatable balloon is different

Inflate the balloon ball sprite into the blown balloon is different

The inflatable balloon sprite was small and exploded. The balloon changes into the ball.

5. What block should be used to set the child's sprite to 300?

