

Scratch Remix Project

Step 1 - Try at least 3 of these [Scratch programs](#). Think about how each works:

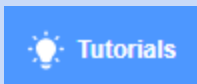
- Do I use the touchpad or arrow keys?
- Do I earn points?
- Are there cool effects?
- Does it tell a story?

Now choose the one that seems most interesting to you and type its name in the box.
You will be building that program yourself!

Step 2 - Describe how to use the program in the box below:

- How do you play the game? What do you press or click?
- If it's not a game, what does the program do?
- If it's a story, how do you start the story?

Step 3 - Build the program from Step 1.



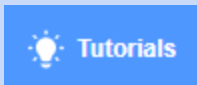
Follow the tutorial instructions *exactly*, including the *same backgrounds and characters* as the tutorial.

Save your program and go to page 2.

Step 4 - Describe a *new* feature you will add to your game. Wouldn't it be cool if...

- an obstacle glided across the screen
- objects hid and then showed up again
- objects changed color
- objects spin around
- objects could grow and shrink
- objects could talk

Step 5 - Build *your* remix.



You'll choose one of these shorter tutorials to add a *new* feature to your program. Here are your choices:

- Add Effects (for example, change color or distort)
- Animate a Sprite (makes it look like wings are flapping or legs are moving)
- Change Size (grow and shrink like a balloon filling or losing air)
- Create Animations that talk (text-to-speech)
- Glide Around (glide a sprite to a random or a specific location)
- Hide and Show
- Make it Spin
- Record a Sound
- Use Arrow Keys (to move a sprite)
- Video Sensing (use the Chromebook's camera to interact with sprites - harder)

Step 6 - Explain something that didn't work with your *new* feature and how you fixed it.

Step 7 - Explain at least one future improvement that could be made to your program.