

Unit 1.4: Reset

Project Objective: practice with XY positions on screen.

To trigger action, use **Event:**

when this sprite clicked

To reset scene, use **Event:**

when green flag clicked

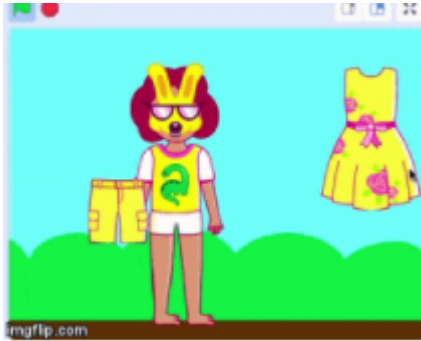
CheckList:

- Choose Project
- Remix, to make a copy that belongs to you.
- For each sprite, write code to
 - move sprite, when sprite clicked.
 - reset sprite, when green flag clicked.

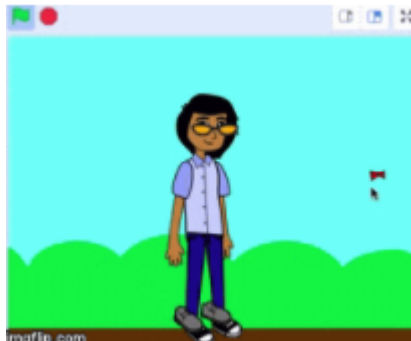


Each sprite comes with many costumes. Choose a different sprite or different clothing.

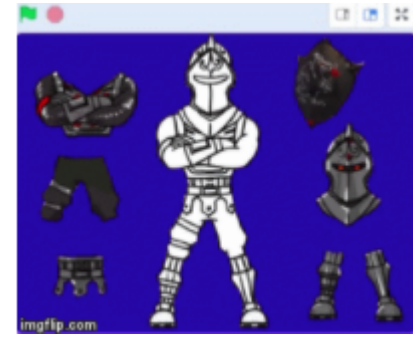
Projects



[ModelOnly](#) [Starter Code](#)



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Events (yellow)

-trigger action

when this sprite clicked

when green flag clicked

Motion (blue)

glide 1 secs to x: y:

go to x: y:

Looks (purple)

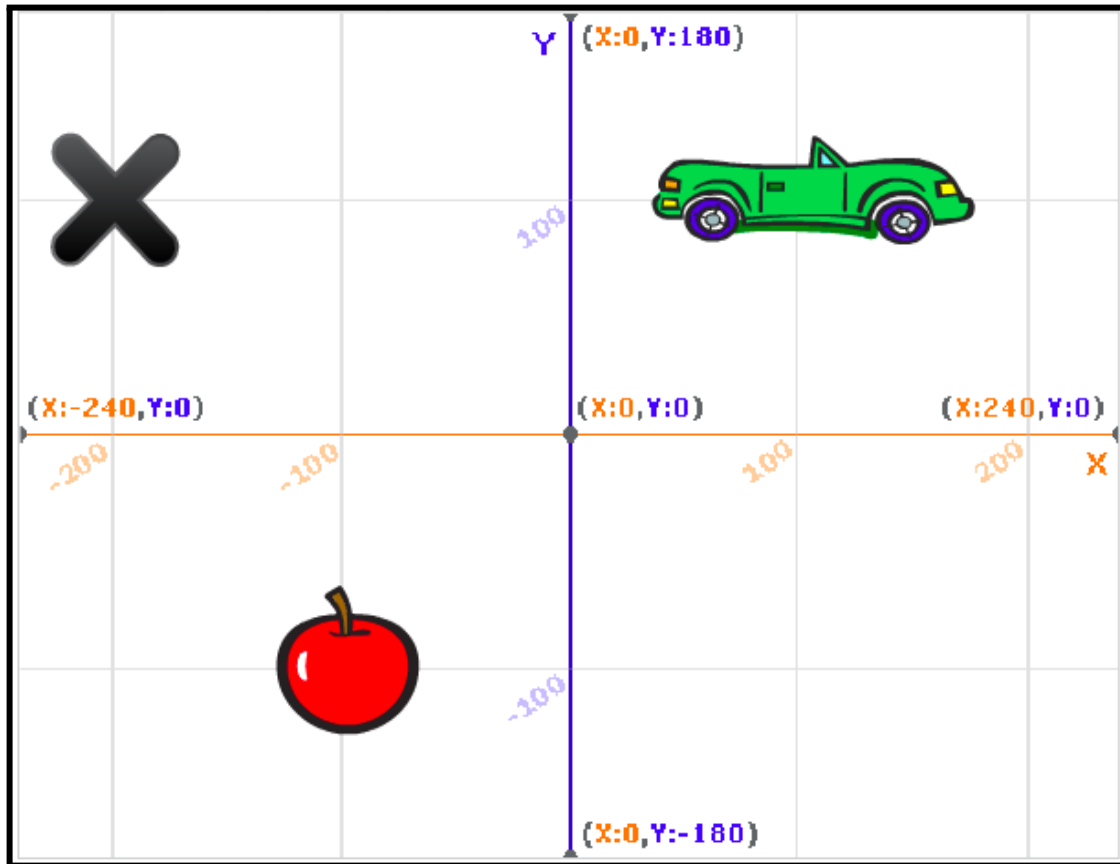
go to front layer

Tip:

X and Y numbers show the position of the sprite on stage

Sprite Shirt Collar x -250 y -166

Location on Stage is represented by two points: the X across point and the Y up/down point. (X, Y)



(X across ↔ , Y is Up ↔)

(X, Y)

The green car is at location (100 , 100)
Tip: the center of the green car is the location point.

Scratch Stage goes from **-240 to 240 across, in X**
 Scratch Stage goes from **180 to -180 Up/Down in Y.**

Questions:

1. What is the (X, Y) location point of the Apple Sprite? _____
2. What is the (X, Y) location point of the X sprite. _____
3. Can you draw a sprite at this location? (0, -180)