

CS6102 – COMPUTATIONAL THINKING LAB

WEEK – 8 (05.01.2023)

SPOT - SCRATCH EXERCISE

1. To make the cat sprite to move, use the go to function and identify the x and y axis for following
 - a. Get it into the top left corner
 - b. Get it into the top right corner
 - c. Get it into the bottom right corner
 - d. Get it into the bottom left corner

2. To make the horse sprite run, repeat the following steps for 10 times
 - a. Start the horse sound
 - b. Turn 5 degree
 - c. Change the pitch by 20 times
 - d. Move 20 steps
 - e. Play the horse running sound
 - f. Move 10 steps

3. Ben wants to turn the sprite 25 degree clockwise and move 50 steps ahead, which programming blocks can be used?

4. Dani wants to move the sprite 90 steps backwards and turn it by 35 degrees. He wants to repeat it for 10 times. Which programming blocks can be used by Dani?

5. Using change ____effect by ____, change size by ____ and switch costume to ____ for a Bear sprite.
 - a. Add a change color effect by 5 bar inside the forever. Experiment with the different effects and with different numbers.
 - b. Try out a change size by 10 bar the same way.
 - c. Add Switch costume to _____ inside the forever. Experiment with the different costume.

6. Using say _____, and say nothing duck sprite.
 - a. Add a say hello inside the forever. Change the hello to your own words.
 - b. Try out the say nothing to get the words to go way. Find the best place for the speech bubble to appear, then for the say nothing to take it away.