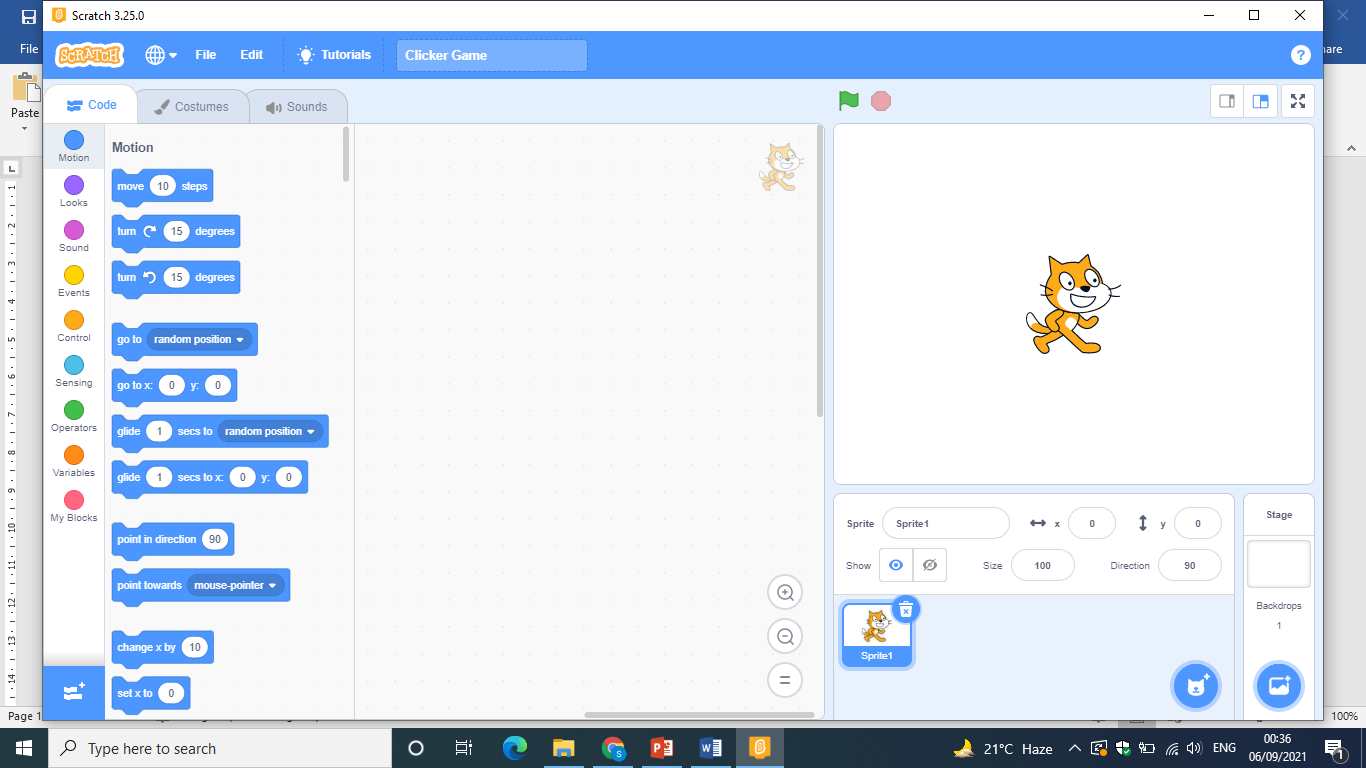
**Worksheet #1** **|** The Lower Secondary of Stage (6-8)

1st Semester | 2023-2024

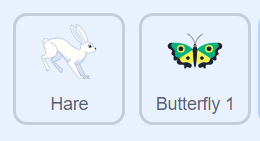
|  |  |
| --- | --- |
| **Subject:** ICT | **Chapter:** 4 |
| **Objectives:**   * Create a Game using Scratch, using variables. | |

**Create a Clicker Game**

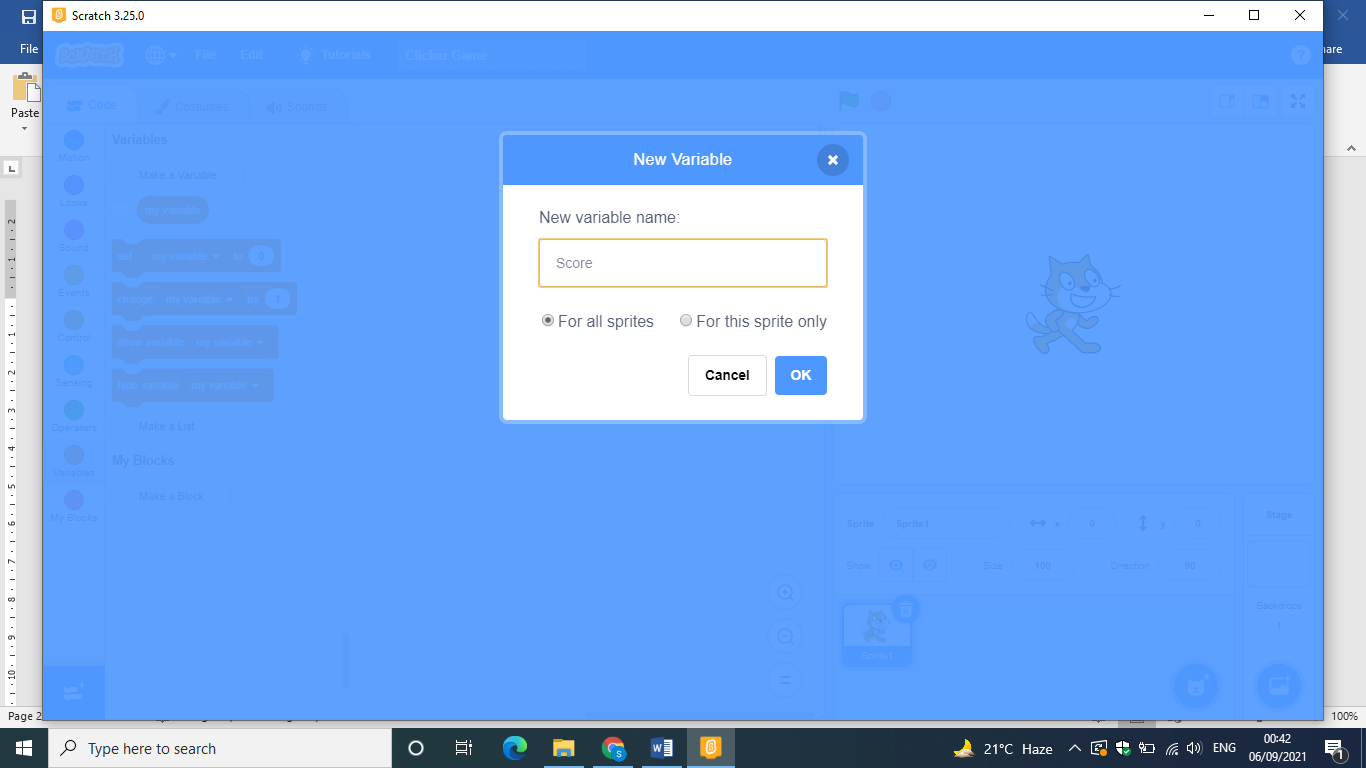
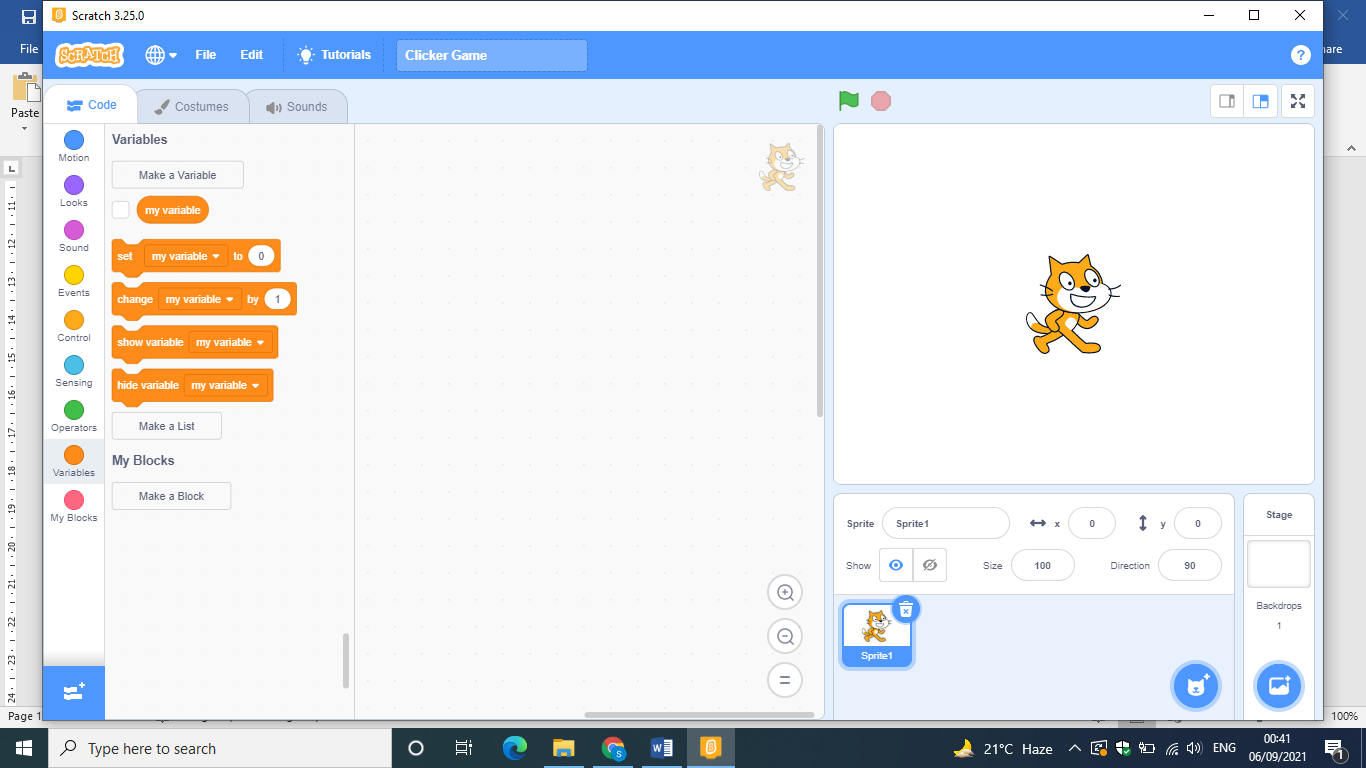
1. Create a new project.
2. Name your new project (Clicker Game - Add your name)



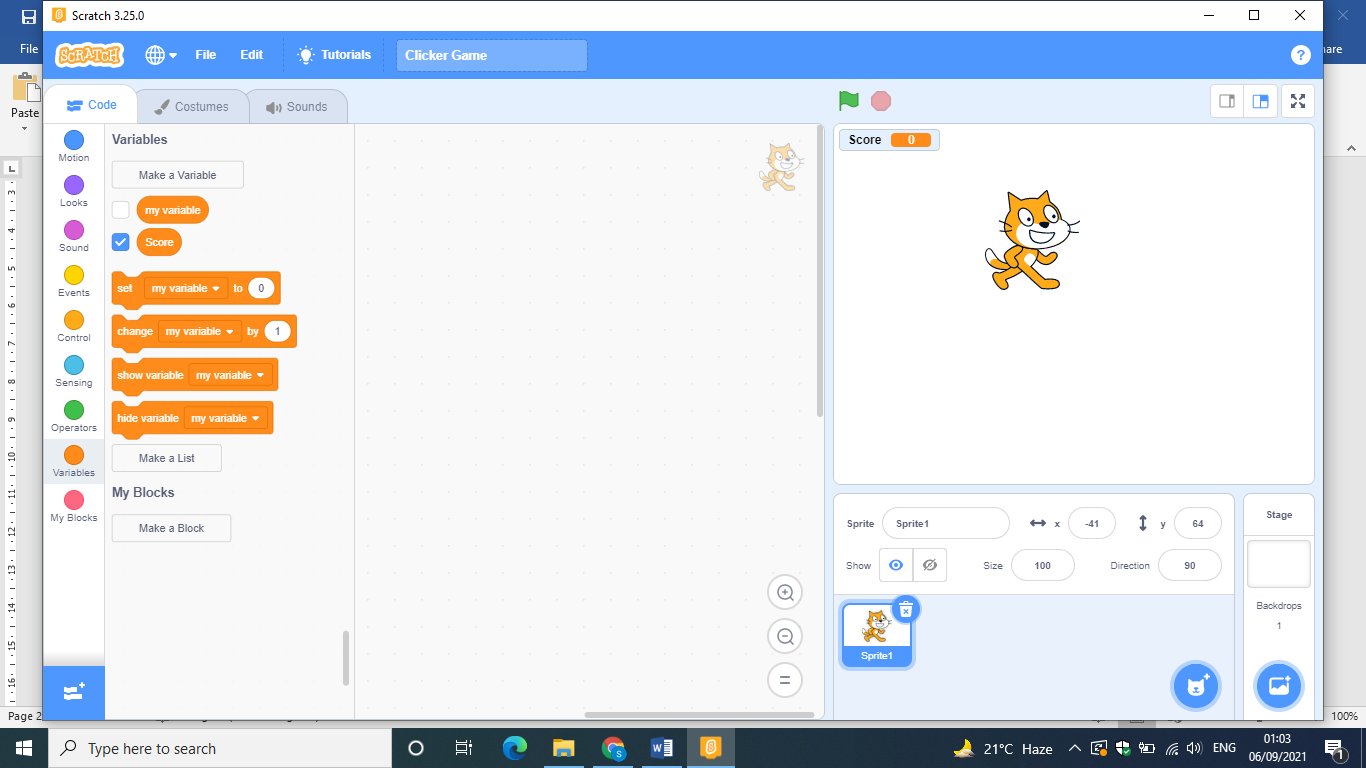
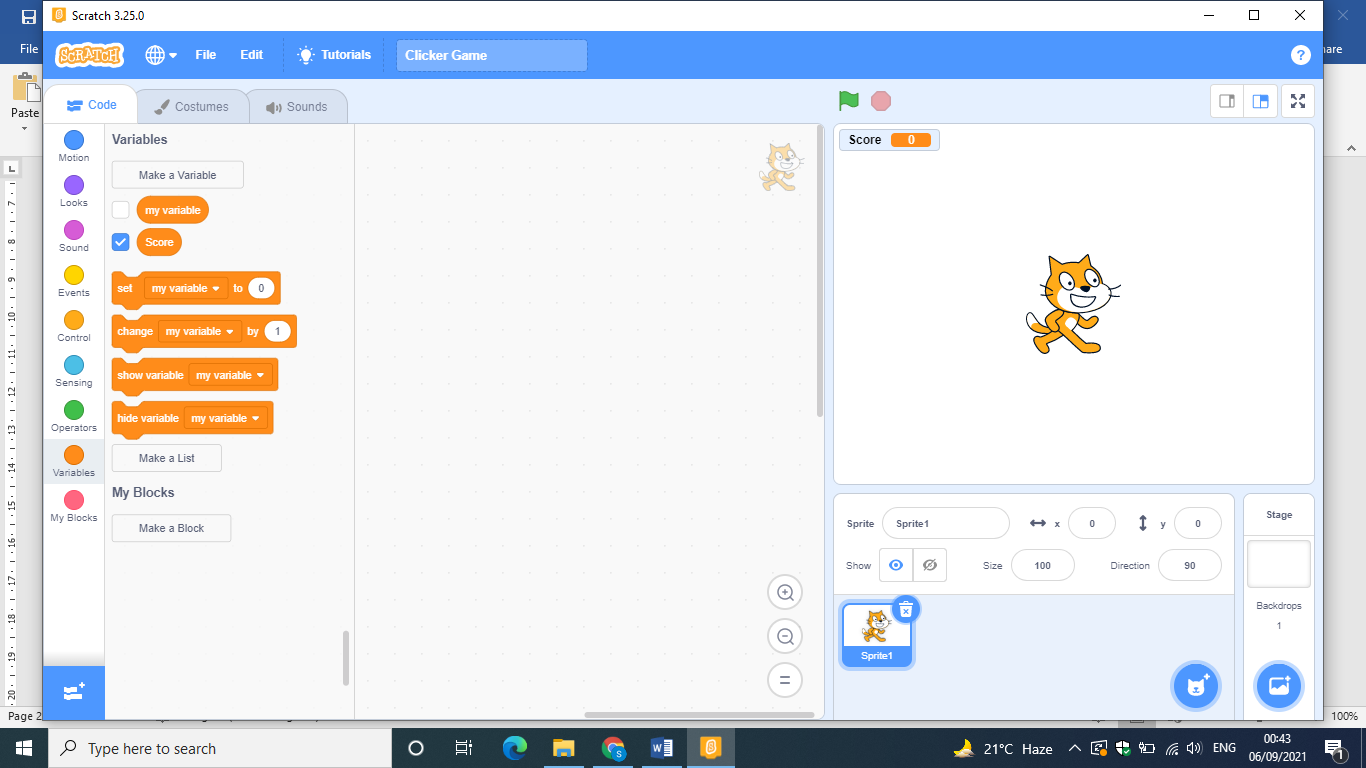
1. Remove Sprite1 from the stage.
2. Add the **(Woods)** backdrop.
3. Add the two sprites: **Hare** and **Butterfly1**.



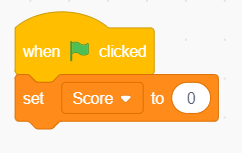
1. Add a new variable **(Score)** for all sprites.



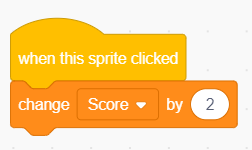
Score



1. For this sprite **(Butterfly1):**

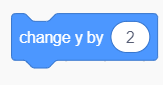
* ****Set the size to 60.
* Add (When flag clicked) from the Event Blocks.

Add **(Set the score to 0)**

* Add Forever Loop from Control Blocks.
* Go to random position.
* Wait 0.7 Second.
* Add a block to change the Costume (Next Costume).
* If on Edge Bounce
* When clicks the butterfly

Change the score by 2.

1. For the Sprite **(Hare)**

* Add (When flag clicked)
* Go to X (-200) Y (-75).
* Add Forever Loop.
* Move 10 steps.
* Change y by 2.
* Next costume.
* Wait 0.2 seconds.
* If on edge bounce.
* Set rotation style (left to right)
* IF Touch the Butterfly then:
  + Say (Oh…Oh) for 2 sec
  + Wait for 1 sec

1. Save and Run your project.
2. Open the word document Clicker.docx.

Type your name on the top.

1. Take a screenshot for the **Butterfly** Code and paste below.
2. Take a screenshot for the **Hare** Code and paste below.
3. Save the word document.