

HIT THE TARGET!



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Swipe The for next step

□ **Step 1**: Sign in to OneNote \rightarrow Click your Class I.T Notebook





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Step 2:

T1-T2 Scratch \rightarrow Hit the Target.

Click scratch link.



□ **<u>Step 3</u>**: Sign in



for next step

Swipe



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Step 4 : C	lick profile nar	ne, then click	□ <u>St</u>
	My Class		
Search	⊠ ⁵ €	jSDelonix10 ✓	SORATCH
	Scratch News	Profile	C
	New Scratch De	My Stuff	About
	Come explore the without color in the Studio!	<u> </u>	What
	Wiki Wednesday Check out the ne post, a news serie		
	Wiki! Introducing Scra You're invited to t		Class

□ <u>Step 5</u>: From Class Studio, click "Hit the Target Game".

About this Class	Latest Activity
	ECDelonix13 became a curator of Scratch Lesson 9 9 minutes ago GYDelonix12 became a curator of Scratch Lesson 9
	9 minutes ago
What we're working on	StudentDelonix became a curator of Scratch Lesson 9 9 minutes ago
	GLDeIonix11 became a curator of Scratch Lesson 9 9 minutes ago
	Report this class
Class Studios (9)	View a

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□ <u>Step 6</u>: Click project in the Studio.



Create Explore	Ideas About O Search	SDelonix10 -
	Projects (1) Comments (0) Curators Activity	(0 Followers)
	Add projects	
	\oplus	
Report this studio	Project_Hit the Target	
odated 22 Apr 2021 t the Target	Dy P31	



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Step 8: Change project title to: YourName Hit the Target





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Activity: Hit the Target!



Add sprites, backdrop, and sound.

for next step

- Add score and time variables
- Code target aim sprite

Swipe

Code enemy sprite.





Choose sprites, backdrop & sound

Step 1: KEEP "Target aim" sprite and choose 1 enemy sprite. Choose 1 and delete the other sprites Stage 115 DO NOT DELETE У Target aim sprite 100 Direction 90 Size Backdrops 3 -0 6 target sonic pokeball legomovie2 among ~ I CC.

designacadem

1



information technology

1 Choose sprites, backdrop & sound



designacadem

1 Choose sprites, backdrop & sound

. Add codes:

Code



for next step

Swipe



Step 4: Click

Activity: Hit the Target!



Add sprites, backdrop, and sound.
 NOW
 Add score and time variables

for next step

Code target aim sprite

Swipe

Code enemy sprite.



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2 Add Score and Timer

Step 1: Click \rightarrow Make a Variable Variables Create **2 new variables:** Score and Time. Variables (C) Make 2 new variables **Events** Make a Variable B **New Variable** New Variable X my variable Control New variable name: New variable name: my variable 🝷 to 🛛 0 set Time Score Sensing my variable 💌 by (1 change • For all sprites ○ For this sprite only ○ For this sprite only • For all sprites OK Cancel show variable my variable 💌 Cancel Operators my variable 💌 hide variable Variables a List

×

OK

for next step

Swipe



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Activity: Hit the Target!



 \blacksquare Add sprites, backdrop, and sound.

for next step

Add score and time variables
NOW

Code target aim sprite

Swipe

Code enemy sprite.





3 Code Target aim **+** sprite



Activity: Hit the Target!



 \blacksquare Add sprites, backdrop, and sound.

for next step

- ☑ Add score and time variables
- Code target aim sprite

Code enemy sprite.

Swipe





4 Code Enemy sprite 🧲





Test your game!







CHALLENGE

2) ADD 2ND ENEMY SPRITE WITH DIFFERENT SCORE!





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Finish [©]