

HIT THE TARGET!



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Swipe

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





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for next step

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Step 2:

T1-T2 Scratch \rightarrow Hit the Target.

Click scratch link.



□ **<u>Step 3</u>**: Sign in



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Step 4: Click profile name, then click					
	My Class				
Search	⊠ ⁵ €	JSDelonix10 🗸	SCRATCE		
	Scratch News	Profile			
	New Scratch De Come explore th without color in t Studio! Wiki Wednesda Check out the ne post, a news ser Wiki!	My Stuff e po My Class Account settings y! Sign out ew W ies highlighting the Scratch	Abou		
	You're invited to developed by the here	ratch Lab! test out experimental blocks e Scratch Team! Learn more	Class		

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

About this Clas	s			Latest Activ	vity
				ECDelonix1 Scratch Less 9 minutes ago	3 became a curator of son 9
				GYDelonix1 Scratch Less 9 minutes ago	2 became a curator of son 9
What we're working on			StudentDelonix became a curator of Scratch Lesson 9 9 minutes ago		
				GLDelonix1 Scratch Less 9 minutes ago	1 became a curator of son 9
				· · · ·	
					Report this class
Class Studios (9)					View al

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



Create Explore	Ideas About O Search	JSDelonix10 -
	Projects (1) Comments (0) Curators Activity	(0 Followers)
	Add projects	
	\oplus	
Report this studi	Project_Hit the Target	
odated 22 Apr 2021 t the Target	by Poll	



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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.



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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.

1



information**technology** designacademy © PATHLIGHT SCHOOL, AUTISM RESOURCE CENTRE (SINGA

1 Choose sprites, backdrop & sound



designacadem

1 Choose sprites, backdrop & sound

. Add codes:

Code



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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.





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 🚺 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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