



## Informatique

Chers élèves,

Dans cette dernière application sur Scratch, et puisque vous avez su comment utiliser les instructions, essayez de faire les jeux ci-dessous pour s'entraîner.

The image displays a Scratch tutorial for a 'Keep Score' game. On the left, three stages of the game are shown: a shark with a score of 0, a shark with a score of 0 and a fish nearby, and a shark with a score of 1 after catching the fish. On the right, the Scratch code editor is shown with the following blocks:

- when green flag clicked
- set score to 0
- forever loop:
  - turn pick random 30 to 60 degrees
  - move 5 steps
  - if touching Fish1 then:
    - change score by 1
    - play sound choop until done
    - move -180 steps

Annotations on the right side include:
 

- 'GET READY' section: 'Choose Data Click' pointing to the 'Data' category in the top menu, and 'Type "score" for the variable name and then click OK.' pointing to the 'Make a Variable' dialog box.
- 'TRY THIS CODE' section: 'Use the pull-down menu to select the sprite you're chasing.' pointing to the 'touching Fish1' block, and 'Increases the score by 1.' pointing to the 'change score by 1' block.
- 'DO IT!' section: 'Click the green flag to start.' pointing to the green flag icon.



## Change Color

Press a key to change the color of a sprite.

GET READY

New sprite:

Choose a sprite from the library. Or, paint a new one.

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TRY THIS CODE

when space key pressed

change color effect by 25

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DO IT!

Press the space bar to change colors.

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EXTRA TIP

You can choose a different effect from the menu:

change color effect by 25

Or, type in a different number. Then press the space bar again.

To clear the effects, click the stop sign.

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## Interactive Whirl

Whirl a photo by moving the mouse.

GET READY

New sprite:

Choose the squirrel or other photo to whirl.

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TRY THIS CODE

when clicked

forever

set whirl effect to mouse x

Insert MOUSE X block here.

Choose whirl from the menu.

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DO IT!

Click the green flag to start.

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EXTRA TIP

Notice how the numbers change as you move the mouse.

X: 150 Y: -100

New sprite:

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