

Spinner with Launcher

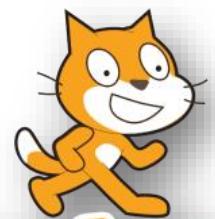


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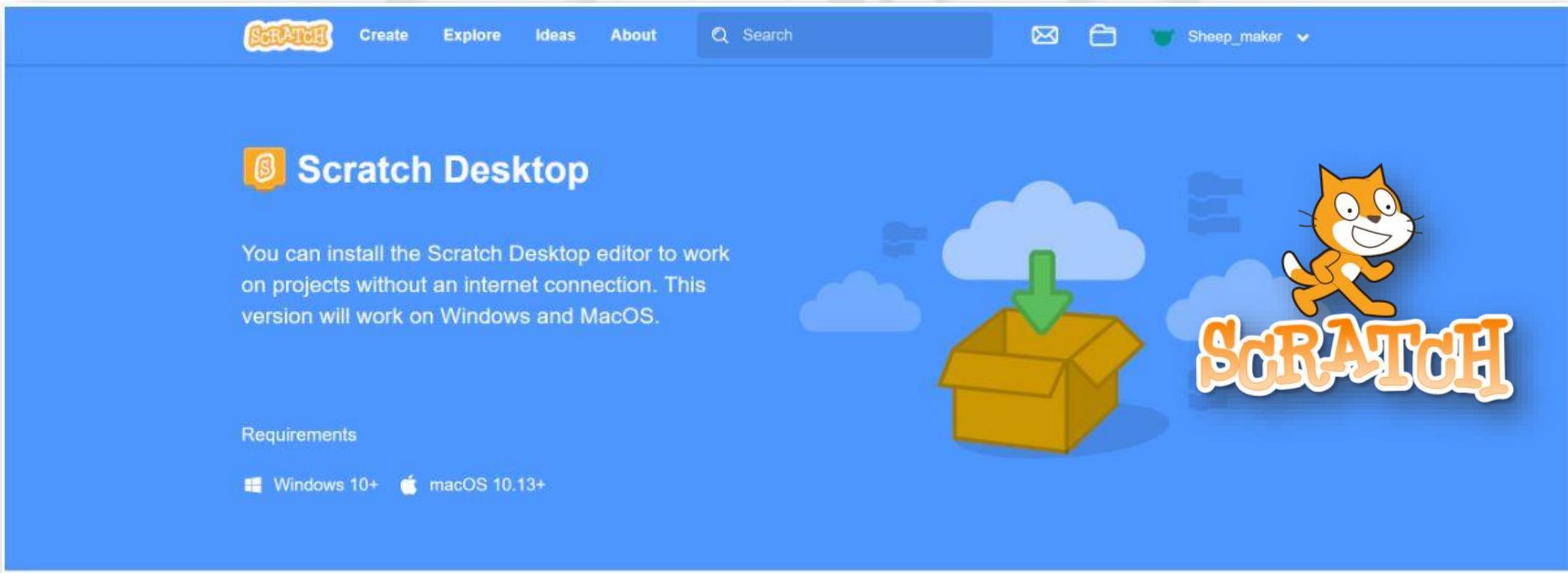


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SCRATCH

Scratch Desktop



The image shows the Scratch Desktop landing page. At the top, there's a navigation bar with links for 'Create', 'Explore', 'Ideas', and 'About'. A search bar is also present. On the right side of the header, there's a user profile for 'Sheep_maker'. Below the header, the main content area features a large 'Scratch Desktop' heading with a small icon. To the right, there's a cartoon cat character and the word 'SCRATCH' in its signature orange font. A central graphic shows a green arrow pointing down into an open cardboard box, which is floating in a blue sky with white clouds. Below this graphic, there's a section titled 'Requirements' with icons for Windows 10+ and macOS 10.13+.

SCRATCH Create Explore Ideas About Search

Sheep_maker

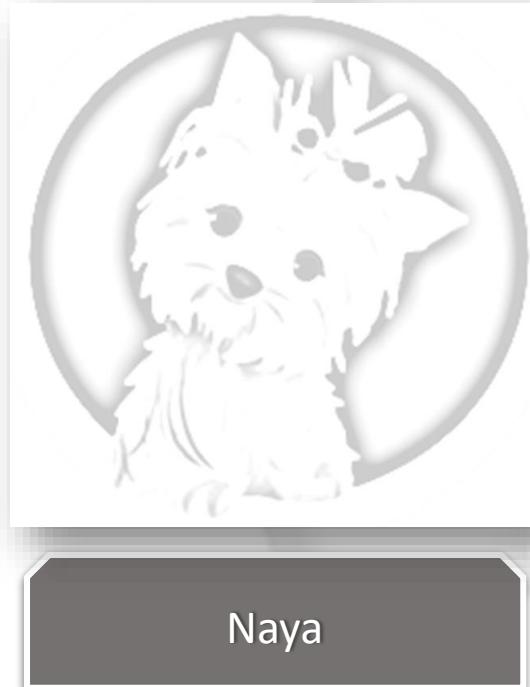
Scratch Desktop

You can install the Scratch Desktop editor to work on projects without an internet connection. This version will work on Windows and MacOS.

Requirements

Windows 10+ macOS 10.13+





Backdrops

Sprite

Program 1

"I" for instructions, "C" play game

instructions play game

Press "Space" to run the project

space to start





Blocks

Costumes

Sprite

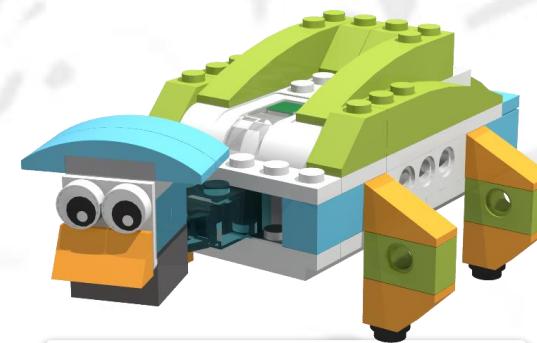
Program 1

My Blocks

Make a Block

INTRO EUCLID

Blocks



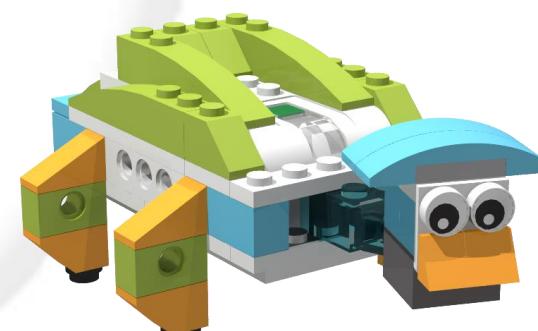
C-01



C-02



C-03



C-04





Blocks

Costumes

Sprite

Program 1

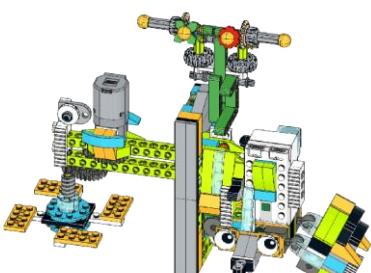
My Blocks

Make a Block

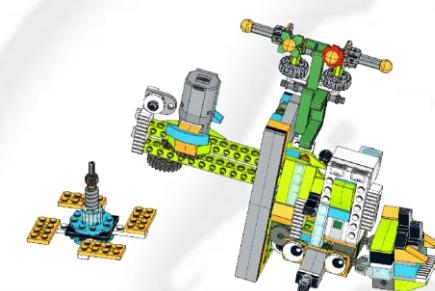
MOTER RUN

MOTER STOP

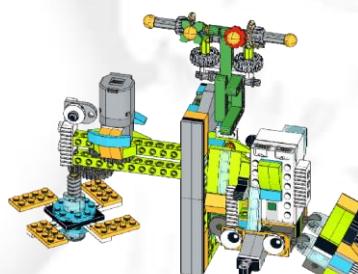
Blocks



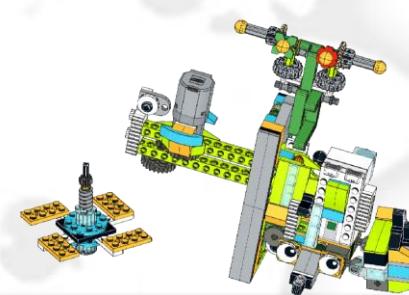
UP 1



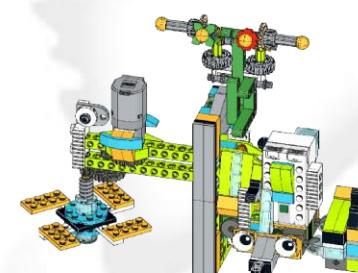
RIGHT 1



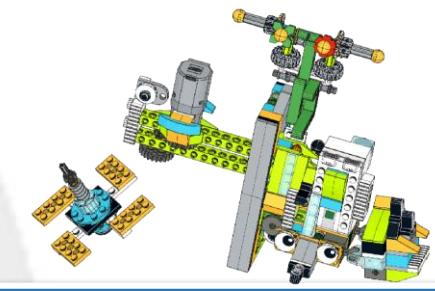
UP 2



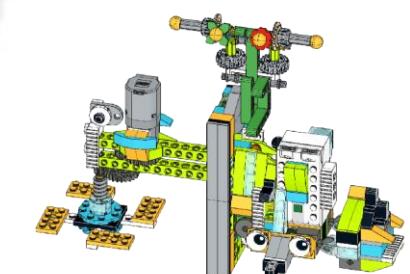
RIGHT 2



UP 3



RIGHT 3

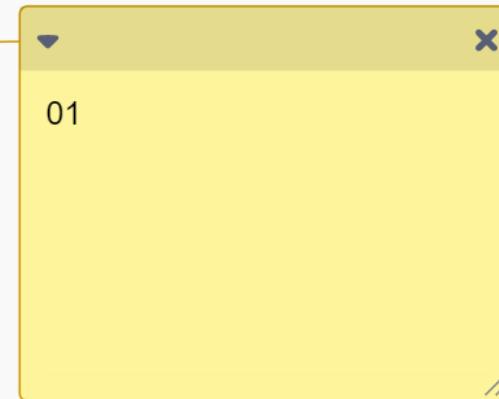


UP 4

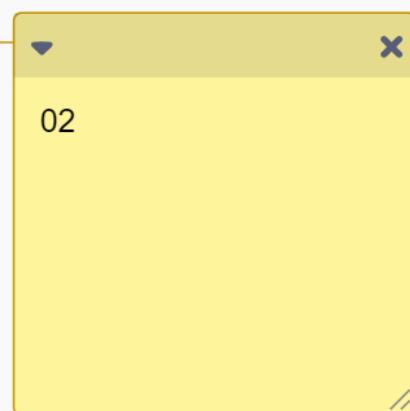




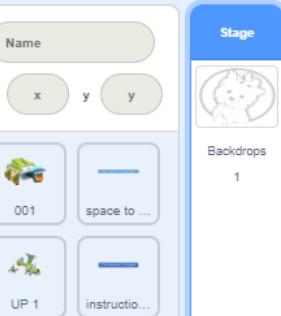
when green flag clicked
wait until key space pressed?
broadcast WAIT TO CHOOSE I OR C



when I receive WAIT TO CHOOSE I OR C
wait until key i pressed? or key c pressed?
if key i pressed? then
broadcast START INSTRUCTIONS
if key c pressed? then
broadcast PLAY GAME



Program 1





when green flag clicked

set size to 80 %

show

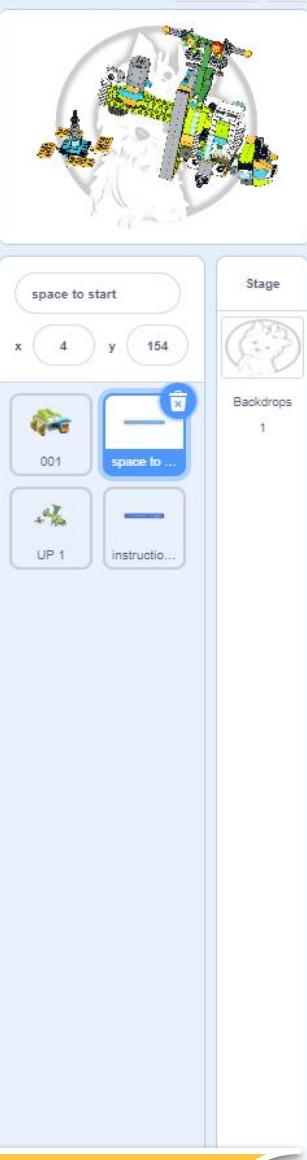


when I receive WAIT TO CHOOSE I OR C

hide



Program 1

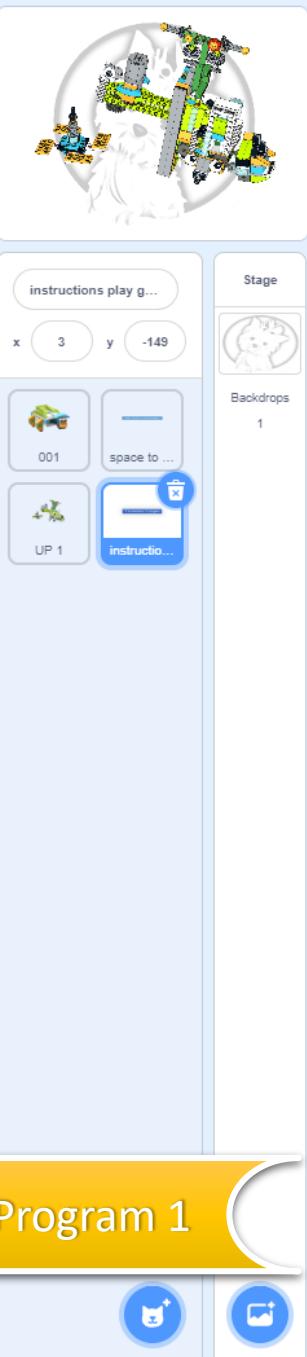




The Scratch script consists of four programs:

- Program 01:** Triggered by a green flag click. It hides the script and moves the cat to x: 3 y: -149.
- Program 02:** Triggered by receiving the message "WAIT TO CHOOSE I OR C". It shows the script.
- Program 03:** Triggered by receiving the message "START INSTRUCTIONS". It hides the script.
- Program 04:** Triggered by receiving the message "PLAY GAME". It hides the script.

Program 1





when green flag clicked

01

hide

when I receive [START INSTRUCTIONS v]
INTRO EUCLID

say Today we will have the control of a Spinner with Launcher

speak Today we will have the control of a Spinner with Launcher

say The model is quite complex and needs to be given great care in its construction

speak The model is quite complex and needs to be given great care in its construction

say in order for it to function properly

speak in order for it to function properly

say Let's look at the construction

speak Let's look at the construction

say

broadcast [SHOW SPINNER v]

define INTRO EUCLID

03

go [forward v] [5 layers]

switch costume to [C-01 v]

set size to [20 %]

go to x: [262] y: [-99]

show

glide [5 secs to x: [-176] y: [-147]]

switch costume to [C-02 v]

wait [0.3 seconds]

switch costume to [C-03 v]

wait [0.3 seconds]

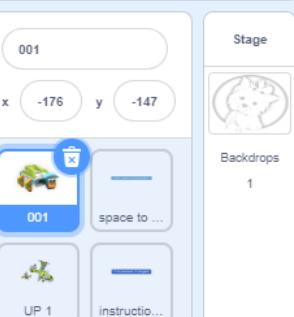
switch costume to [C-04 v]

wait [0.3 seconds]

say Hello

speak Hello

Program 1





when I receive [TEXT 1] ▾ 04

say The first thing to do is connect the spinner to the launcher

speaker speak The first thing to do is connect the spinner to the launcher

wait [2] seconds

say []

broadcast [TEXT 2] ▾

when I receive [TEXT 7] ▾ 10

show []

say Once the spin is stopped, we can start the process again

speaker speak Once the spin is stopped, we can start the process again

say press "I" to see the instructions again or "C" to start the game.

speaker speak press "I" to see the instructions again or "C" to start the game.

wait until [key i pressed? or key c pressed?]

say []

hide []

if [key i pressed?] then

broadcast [START INSTRUCTIONS] ▾

if [key c pressed?] then

broadcast [PLAY GAME] ▾ and wait

when I receive [TEXT 3] ▾ 06

say Then we lower the right side to start the motor and start the spinning wheel.

speaker speak Then we lower the right side to start the motor and start the spinning wheel.

wait [2] seconds

say []

broadcast [TEXT 4] ▾

when I receive [TEXT 5] ▾ 08

say When ready, tilt the launcher to the right to release the spinner

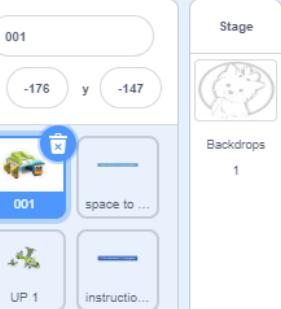
speaker speak When ready, tilt the launcher to the right to release the spinner

wait [2] seconds

say []

broadcast [TEXT 6] ▾

Program 1





This Scratch script contains several costumes and broadcast messages:

- Costume 01: Triggered by a green flag click, it has a "hide" block.
- Costume 07: Triggered by receiving "TEXT 4", it uses a repeat loop (5 times) to switch between "UP 1" and "UP 2" costumes, with a 0.2-second wait between each costume change. It also broadcasts "TEXT 5".
- Costume 02: Triggered by receiving "START INSTRUCTIONS", it has a "hide" block.
- Costume 05: Triggered by receiving "TEXT 2", it uses a repeat loop (13 times) to switch between "UP 1" and "UP 2" costumes, with a 0.2-second wait between each costume change. It also broadcasts "TEXT 3".

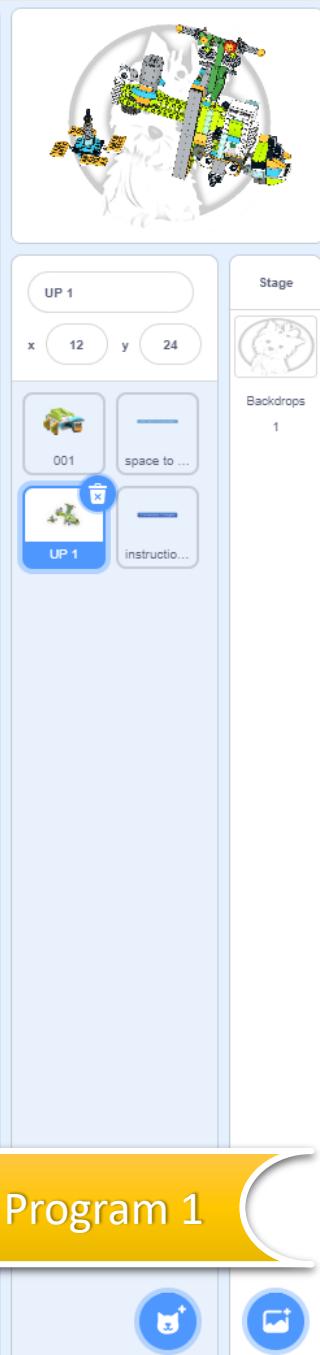
This Scratch script shows a sequence triggered by receiving "SHOW SPINNER":

- It switches to costume "RIGHT 3".
- It goes to position x: 12, y: 24.
- It shows the sprite.
- It waits for 3 seconds.
- It broadcasts "TEXT 1".

This Scratch script shows a repeating sequence triggered by receiving "TEXT 6":

- It repeats 10 times, switching between "RIGHT 1", "RIGHT 2", and "RIGHT 3" costumes, with a 0.2-second wait between each costume change.
- It broadcasts "TEXT 7" at the end of the repeat loop.

Program 1





when I receive [PLAY GAME v]
switch costume to [UP 3 v]
show
wait until [tilt angle < 20]
MOTER RUN
wait until [tilt angle > 10]
MOTER STOP
broadcast [WAIT TO CHOSE I OR C v]

define [MOTER RUN]
set [motor v] to [100]
repeat (until [tilt angle < 10])
switch costume to [UP 2 v]
wait [0.2] seconds
switch costume to [UP 1 v]
wait [0.2] seconds

define [MOTER STOP]
switch costume to [RIGHT 2 v]
wait [0.2] seconds
switch costume to [RIGHT 1 v]
wait [0.2] seconds
switch costume to [RIGHT 2 v]
wait [0.2] seconds
switch costume to [RIGHT 1 v]
wait [0.2] seconds
switch costume to [RIGHT 2 v]
wait [0.2] seconds
switch costume to [RIGHT 1 v]
wait [0.2] seconds
turn [motor v] off

Program 1

