

Moon Station calling Houston Closed



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Moon Station calling Houston Open



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Scratch Desktop

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

Blocks

Sprite

Program 1



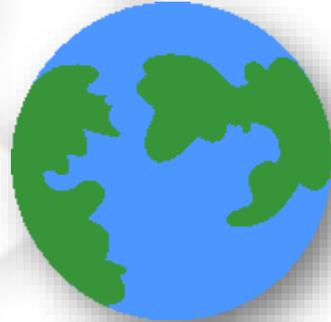
Moon

My Blocks

Make a Block

BAD SIGNAL

Blocks



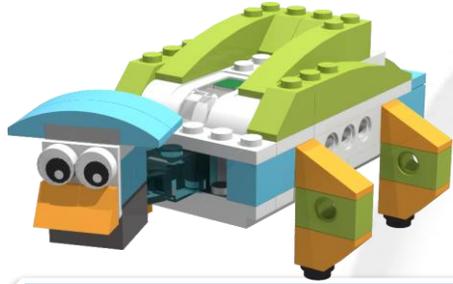
Earth



Costumes

Sprite

Program 1



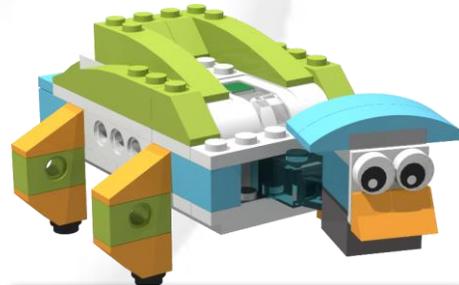
C-01



C-03



C-02



C-04



My Blocks

Make a Block

BAD SIGNAL

Robot Move

Station Close

Station Move

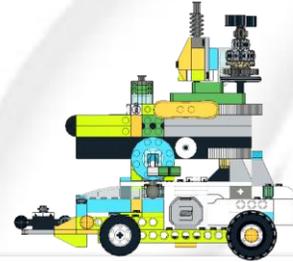
Station Open

Blocks

Costumes

Sprite

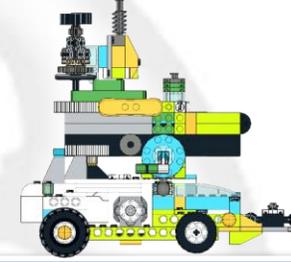
Program 1



MOVE LEFT



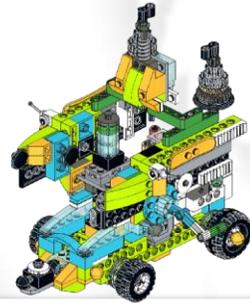
Moon Station Open 01



MOVE RIGHT



Moon Station Open 03



Moon Station Close



Moon Station Open 02



Moon Station Open 05



Moon Station Open 04

Blocks





The code is organized into six steps:

- STEP 1 START PROGRAM:** Triggered by a click, it hides the character, waits for the 's' key, moves forward 5 layers, switches to costume C-01, sets size to 20%, goes to x:262, y:-99, shows the character, glides to x:-176, y:-147, switches to C-02, waits 0.3s, switches to C-03, waits 0.3s, switches to C-04, waits 0.3s, says "Hello", speaks "Hello", says "Today we will have the control of a lunar station", speaks "Today we will have the control of a lunar station", says "This Moon station can be transformed", speaks "This Moon station can be transformed", waits 1s, says "", and broadcasts "start transform 1".
- STEP 3:** Triggered by "end transform 1", it says "It can also be moved", speaks "It can also be moved", waits 1s, says "", waits until tilted up, and broadcasts "start move 1".
- STEP 5:** Triggered by "end move 1", it says "Our mission is to send to the Houston Space Center the data we have collected from our exploration of the moon.", speaks "Our mission is to send to the Houston Space Center the data we have collected from our exploration of the moon.", says "Press 'S' to start", speaks "Press 'S' to start", waits until 's' is pressed, and broadcasts "s to start".
- STEP 6:** Triggered by "s to start", it hides the character.

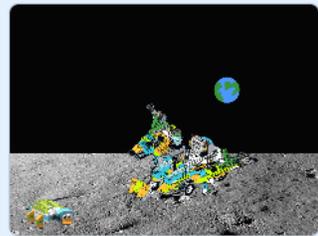
The right sidebar shows a stage with a lunar station character on a moon surface. The Stage area includes a coordinate display (x: -176, y: -147), a costume selection area with "Earth" and "001" (selected), and a "step 001" button. A "Program 1" label is at the bottom right of the stage area.



```

when I receive END OF TRANSMISSION
  go forward 5 layers
  say 
  switch costume to C-01
  set size to 20 %
  go to x: 262 y: -99
  show
  glide 5 secs to x: -176 y: -147
  switch costume to C-02
  wait 0.3 seconds
  switch costume to C-03
  wait 0.3 seconds
  switch costume to C-04
  wait 0.3 seconds
  say Mission accomplished
  speak Mission accomplished
  say Now we're ready for the next one
  speak Now we're ready for the next one
  say May the force be with you
  speak May the force be with you
  wait 1 seconds
  say 
  
```

STEP 18



001

x: -176 y: -147

Earth 001

step 001

Stage

Backdrops

1

Program 1

Pause, Home, and Stage icons



```
define Station Open
  set light color to 0
  go to x: 29 y: -53
  switch costume to Moon Station Close
  play sound Buzz Whir until done
  set light color to 10
  switch costume to Moon Station Open 01
  play sound Buzz Whir until done
  set light color to 0
  switch costume to Moon Station Open 02
  play sound Buzz Whir until done
  set light color to 10
  switch costume to Moon Station Open 03
  play sound Buzz Whir until done
  set light color to 0
  switch costume to Moon Station Open 04
  play sound Buzz Whir until done
  set light color to 10
  switch costume to Moon Station Open 05
  play sound Buzz Whir until done
  set light color to 70
```

BLOCK TO OPEN STATION

```
define Station Close
  set light color to 0
  switch costume to Moon Station Open 05
  play sound Buzz Whir until done
  set light color to 10
  switch costume to Moon Station Open 04
  play sound Buzz Whir until done
  set light color to 0
  switch costume to Moon Station Open 03
  play sound Buzz Whir until done
  set light color to 10
  switch costume to Moon Station Open 02
  play sound Buzz Whir until done
  set light color to 0
  switch costume to Moon Station Open 01
  play sound Buzz Whir until done
  set light color to 10
  switch costume to Moon Station Close
  play sound Buzz Whir until done
  set light color to 70
```

BLOCK TO CLOSE STATION

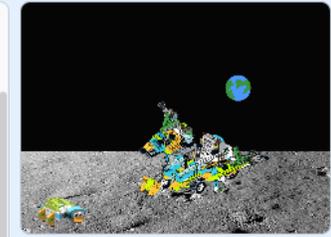
```
define Station Move
  set light color to 30
  switch costume to MOVE LEFT
  glide 2 secs to x: -303 y: -23
  hide
  go to x: 305 y: -23
  show
  glide 2 secs to x: 1 y: -23
```

BLOCK TO MOVE STATION

```
define Robot Move
  set motor direction to this way
  set motor power to 40
  turn motor on for 4 seconds
```

BLOCK TO MOVE ROBOT

```
define BAD SIGNAL
  play sound Space Noise until done
```



step 001

x: 29 y: -53

Stage

Backdrops

1

Earth 001

step 001

Program 1



```
when clicked
  STEP 1 START PROGRAM
  hide
  switch costume to Moon Station Open 05
  go backward 1 layers
  set size to 60 %
  go to x: 29 y: -53
  set light color to 70
  show
```

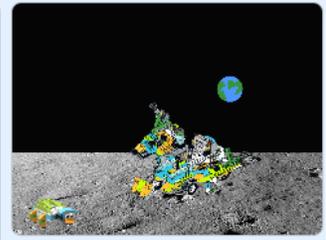
```
when I receive start transform 1
  STEP 2
  Station Close
  wait until key c pressed?
  broadcast end transform 1
```

```
when I receive start move 1
  STEP 4
  set light color to 40
  set motor power to 30
  set motor direction to that way
  turn motor on for 1 seconds
  set motor direction to this way
  turn motor on for 5 seconds
  set light color to 70
```

```
when I receive start move 1
  STEP 4
  go to x: 35 y: -23
  switch costume to MOVE LEFT
  glide 1 secs to x: 169 y: -23
  glide 2 secs to x: -99 y: -23
  wait 0.5 seconds
  switch costume to MOVE RIGHT
  glide 2 secs to x: 137 y: -29
  wait 0.5 seconds
  switch costume to MOVE LEFT
  glide 1 secs to x: 4 y: -23
  wait 0.5 seconds
  broadcast end move 1
```

```
when I receive s to start
  STEP 6
  wait until tilted up ?
  Station Move
  wait 1 seconds
  Station Open
  wait until tilted left ?
  wait 1 seconds
  broadcast Start communication
```

```
when I receive s to start
  STEP 6
  wait until tilted up ?
  Robot Move
```



step 001

x: 29 y: -53

Stage

Backdrops

1

Earth 001

step 001

Program 1



```
when I receive Start communication
  set voice to giant
  say Houston, this is Moon Station
  speak Houston, this is Moon Station
  say can you hear me?
  speak can you hear me?
```

STEP 7

```
when I receive Start communication
  repeat 2
    BAD SIGNAL
  say
  broadcast Houston can you hear me? and wait
```

STEP 7

```
when I receive GO TO NEXT LOCATION
  Station Close
  wait until tilted up ?
  Station Move
  Station Open
  wait until tilted left ?
  broadcast CALLING HOUSTON AGAIN
```

STEP 10

```
when I receive NEXT LOCATION
  wait until tilted right ?
  say ok Houston
  speak ok Houston
  say I'll go to the specified location
  speak I'll go to the specified location
  say and I'll call you again
  speak and I'll call you again
```

STEP 9

```
when I receive NEXT LOCATION
  wait until tilted right ?
  repeat 2
    BAD SIGNAL
  say
  wait 1 seconds
  broadcast GO TO NEXT LOCATION
```

STEP 9

```
when I receive GO TO NEXT LOCATION
  wait until tilted up ?
  Robot Move
```

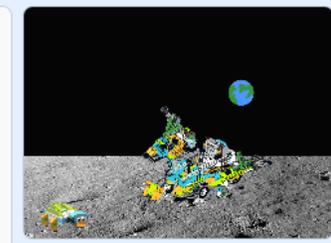
STEP 10

```
when I receive CALLING HOUSTON AGAIN
  wait 1 seconds
  say Houston, This is Moon Station again
  speak Houston, This is Moon Station again
  say Is the connection good now?
  speak Is the connection good now?
  say
  broadcast is connection good? and wait
```

STEP 11

```
when I receive CONNECTION EXCELLENT
  wait until tilted right ?
  say I found very interesting clues
  speak I found very interesting clues
  wait 0.5 seconds
  say I'm ready to send the elements
  speak I'm ready to send the elements
  wait 0.5 seconds
  say
  broadcast I'm ready to send the elements
```

STEP 13



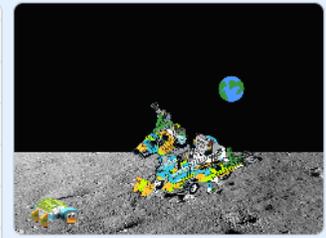
Scratch interface showing stage coordinates (x: 29, y: -53), backdrops (Earth, 001), and a step list containing 'step 001'.

Program 1



```
when I receive Send the data
wait until tilted down
wait 1 seconds
play sound Computer Beep2 until done
wait 1 seconds
play sound Computer Beep2 until done
wait 1 seconds
play sound Computer Beep2 until done
say The files successfully transfered
speak The files successfully transfered
wait 1 seconds
say 
broadcast The files successfully transfered
```

```
when I receive GOOD JOB MOON STATION
wait until tilted right
say OK
speak OK
wait 0.5 seconds
say When moon explorer bring new data, i will call you again.
speak When moon explorer bring new data, i will call you again.
wait 0.5 seconds
say End of transmission
speak End of transmission
wait 0.5 seconds
say 
broadcast END OF TRANSMISSION
```



step 001

x 29 y -53

Stage

Backdrops 1

Earth 001

step 001

Program 1



```
when clicked clicked
  go to x: 97 y: 47
  go backward 5 layers
  STEP 1 START PROGRAM

define BAD SIGNAL
  play sound Space Noise until done

when I receive Houston can you hear me?
  repeat 4
    BAD SIGNAL
  broadcast NEXT LOCATION

when I receive is connection good
  say Hello Moon Station
  speak Hello Moon Station
  say This is Houston
  speak This is Houston
  say I can hear you loud and clear
  speak I can hear you loud and clear
  say The connection is excellent
  speak The connection is excellent
  say

when I receive Houston can you hear me?
  set voice to tenor
  say This is Houston
  speak This is Houston
  say The connection is not good
  speak The connection is not good
  say We have interference in communication because of the solar storm
  speak We have interference in communication because of the solar storm
  say change your location 1500 kilometers west
  speak change your location 1500 kilometers west
  say
```

The Scratch stage displays a moon surface with colorful trash scattered across it. The coordinate grid shows x: 97 and y: 47. The 'Stage' panel on the right shows the current scene 'Earth' and a backdrop '001'. A yellow banner at the bottom of the stage area reads 'Program 1'. The Scratch interface includes a globe icon in the top right, a 'step 001' label, and navigation icons at the bottom.

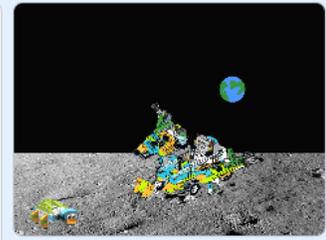
```
when I receive I'm ready to send the elements
say OK we are ready
speak OK we are ready
wait 1 seconds
say Send the data
speak Send the data
wait 1 seconds
say 
broadcast Send the data and wait
```

STEP 14

```
when I receive The files successfully transfered
say OK we got the whole package
speak OK we got the whole package
wait 1 seconds
say Good job Moon Station
speak Good job Moon Station
wait 1 seconds
say 
broadcast GOOD JOB MOON STATION and wait
```

STEP 16

Program 1



Earth x 97 y 47

Earth 001

step 001

Stage

Backdrops 1

