

Go Go Go Ale Ale Ale



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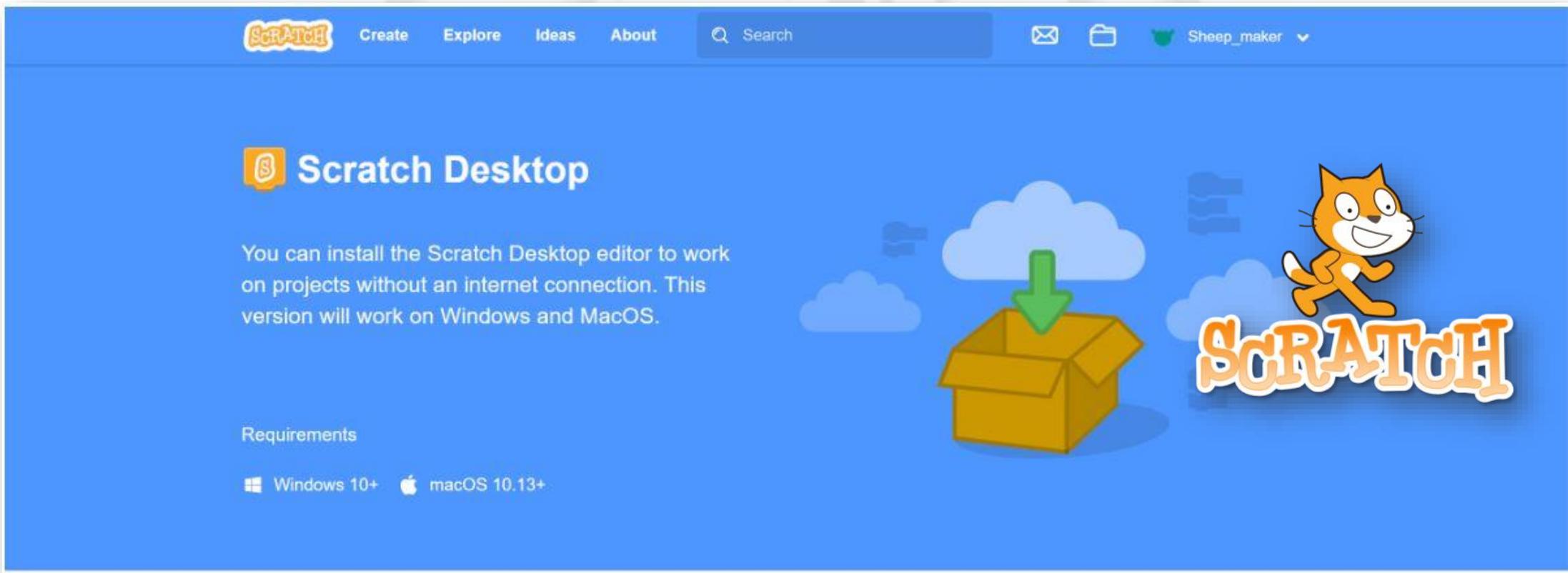


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SCRATCH

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 large letters. The central part of the page contains text about installing the desktop editor and a graphic of a green arrow pointing down into an open cardboard box, symbolizing download. At the bottom left, there's a 'Requirements' section 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

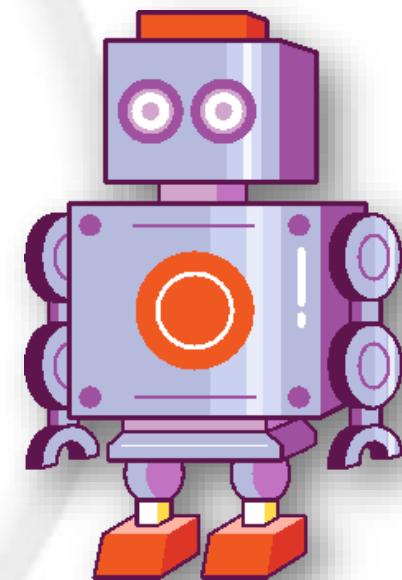
Program 1



Soccer



soccer ball

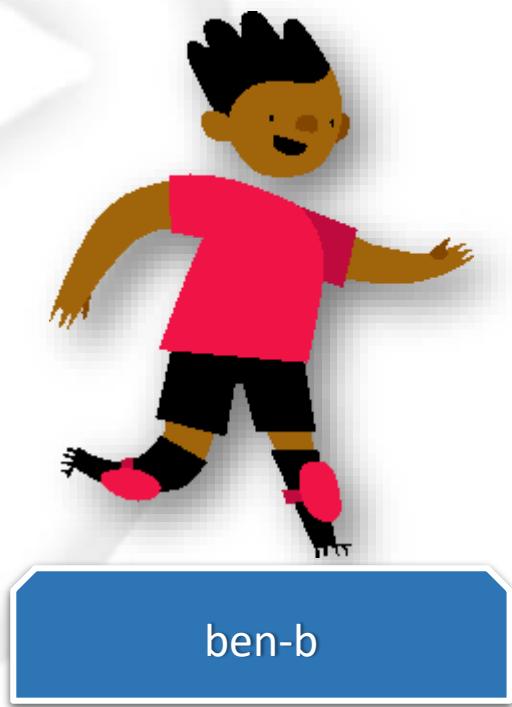
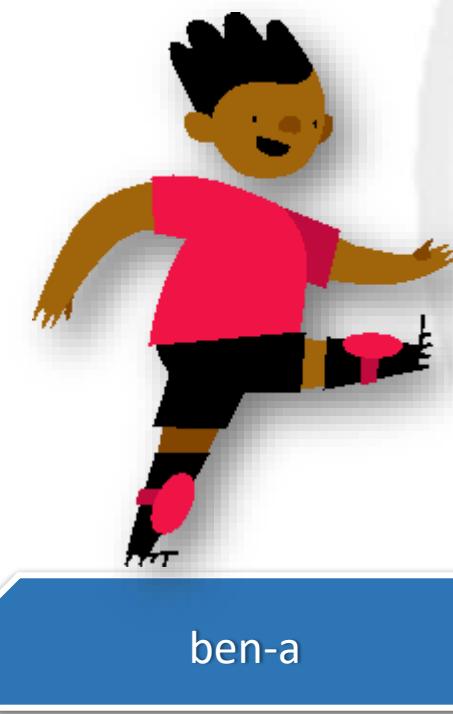


Retro Robot a

Press "Space" to run the project

space to start





Costumes

Sprite

Program 1



Blocks Costumes Sprite Program 1

My Blocks

Make a Block

goalie move 1
goalie move 2
goalie move 3

Blocks

The Scratch interface displays five costumes for a sprite named 'goalie'. Each costume is a red hand with a black outline and a black arm band. The costumes are arranged in two rows: two in the top row and three in the bottom row. They are labeled from left to right: 'goalie-a', 'goalie-b', 'goalie-c', 'goalie-d', and 'goalie-e'. A large watermark of a hand is visible in the background.

goalie-a

goalie-b

goalie-c

goalie-d

goalie-e





The Scratch script consists of six numbered scripts for a Goalie sprite:

- Script 01:** Triggered by a green flag click. Sets "goal" to 0, goes to x: -149 y: -82, sets size to 100%, and switches costume to "goalie-e".
- Script 02:** Triggered by pressing the 1 key. Sets size to 50%, glides 1 second to x: 0 y: 0, and switches costume to "goalie-b".
- Script 03:** Triggered by pressing the up arrow key. Switches costume to "goalie-e" and shows the sprite.
- Script 04:** Triggered by pressing the down arrow key. Switches costume to "goalie-e" and shows the sprite.
- Script 05:** Triggered by pressing the left arrow key. Checks if x position < -80. If true, glides 0.1 seconds to x: -80 y: 0. Otherwise, glides 0.1 seconds to x: x position - 10 y: 0.
- Script 06:** Triggered by pressing the right arrow key. Checks if x position > 80. If true, glides 0.1 seconds to x: 80 y: 0. Otherwise, glides 0.1 seconds to x: x position + 10 y: 0.

The stage features a soccer field backdrop with a purple robot, a black player, and a red hand. A pink hand icon is positioned above the stage. The script includes a comment "Press 'Space' to run the project".

Program 1





The Scratch project interface displays two scripts for a soccer game:

- Script 1 (Top):** Triggers when the left arrow key is pressed. It alternates between two costumes for the Goalie sprite (costume "goalie-a" and costume "goalie-b") every 0.1 seconds.
- Script 2 (Bottom):** Triggers when the right arrow key is pressed. It also alternates between the two costumes for the Goalie sprite every 0.1 seconds.
- Master Script (Right):** Triggers when the space key is pressed. It sets the size of the Goalie sprite to 50% and glides 1 second to position (0, 0). It then enters a loop that repeats 16 times, each time performing one of three goalie moves (move 1, move 2, or move 3) in a repeating loop. After the loop, it says "Game is over", sets the voice to alto, and speaks "Game is over".

The stage shows a soccer field with a purple goal, a pink robot, a black player, and a pink hand icon. The backdrop is a green field with a white border. The stage properties show the Goalie sprite at position (-149, -82).

Program 1





Press "Space" to run the project

```
define [goalie move 1]
  switch costume to [goalie-b v]
  glide (0.1 secs) to [x position] - (10) [y position] (0)
  switch costume to [goalie-a v]

define [goalie move 2]
  switch costume to [goalie-b v]
  glide (0.1 secs) to [x position] + (10) [y position] (0)
  switch costume to [goalie-a v]

define [goalie move 3]
  switch costume to [goalie-b v]
  glide (0.1 secs) to [x position] - (10) [y position] (0)
  switch costume to [goalie-a v]
```

Program 1

Goalie

Stage

Backdrops

Goalie

Ben

Retro Ro...

Soccer Ball

space to ...





Press "Space" to run the project

Program 1

01

when green flag clicked

go to x: 155 y: -75

set size to 100 %

switch costume to ben-d

show

02

when 1 key pressed

show

glide 1 secs to x: -152 y: -76

switch costume to ben-d

03

when up arrow key pressed

switch costume to ben-a

04

when down arrow key pressed

switch costume to ben-b

05

when left arrow key pressed

switch costume to ben-d

show

06

when right arrow key pressed

switch costume to ben-d

show

Stage

Ben (x: 155, y: -75)

Goalie

Retro Robot

Soccer Ball

space to ...





Press "Space" to run the project

The script starts with a **when key pressed [2]** hat block. It triggers a **show** block, followed by a **glide 1 secs to x: -152 y: -76** movement block. Then it performs a **switch costume to ben-d** costume change. After a **wait 1 seconds** pause, it enters a **repeat until [key space pressed?]** control loop. Inside the loop, it first changes to costume **ben-b**, then to **ben-a**, and then back to **ben-d**. Each costume switch is preceded by a **wait 1 seconds** pause. Finally, it says **Game is over**.

Program 1

when key pressed [2]
show
glide 1 secs to x: -152 y: -76
switch costume to ben-d
wait 1 seconds
repeat until [key space pressed?]
switch costume to ben-b
wait 1 seconds
switch costume to ben-a
wait 1 seconds
switch costume to ben-d
say Game is over

Stage
Backdrops
Goalie
Ben
Retro Ro...
Soccer Ball
space to ...





when green flag clicked

- 01

go to x: 1 y: -51

show

go to front layer

wait until key space pressed?

say Wellcome

set voice to giant

speak Wellcome

say Let's play football

speak Let's play football

say choose a game type

speak choose a game type

broadcast choose a game type

when I receive choose a game type

- 02

say Press 1 to control the movement of the goalkeeper and the shooter

speak Press 1 to control the movement of the goalkeeper and the shooter

say Use the "Up" and "Down" Arrows to control the Shooter

speak Use the "Up" and "Down" Arrows to control the Shooter

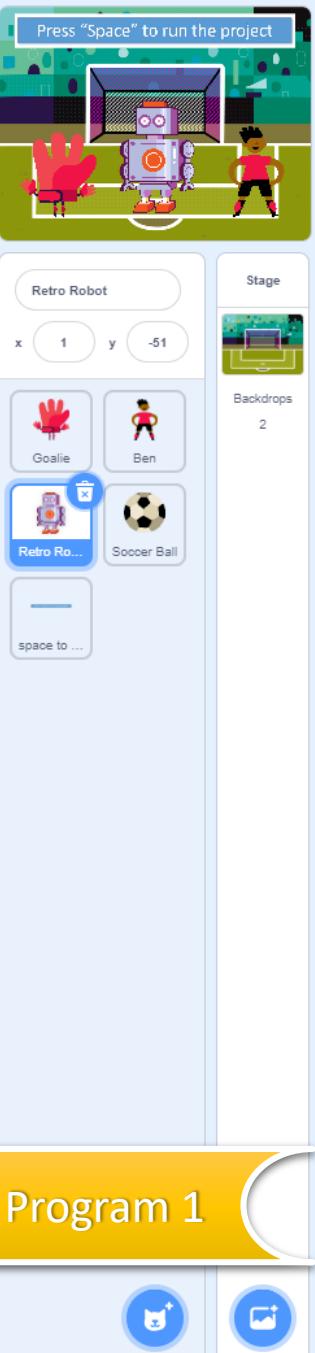
say Use the "Left" and "Right" Arrows to control the Goalkeeper

speak Use the "Left" and "Right" Arrows to control the Goalkeeper

say Press 2 to control the computer the movement of the goalkeeper and shooter

speak Press 2 to control the computer the movement of the goalkeeper and shooter

broadcast press 1 or 2



Program 1





Press "Space" to run the project

The project features a Scratch script for a "Retro Robot" sprite. The script starts with a "when I receive [press 1 or 2 v]" event. It checks if key 1 is pressed; if so, it says "you will control goalkeeper and shooter" and speaks the same message. It then broadcasts "play you" and waits. If key 2 is pressed instead, it broadcasts "play computer" and waits. It then says "computer will control goalkeeper and shooter" and speaks the same message. Finally, it says "let's start the game" and speaks it, then hides the robot.

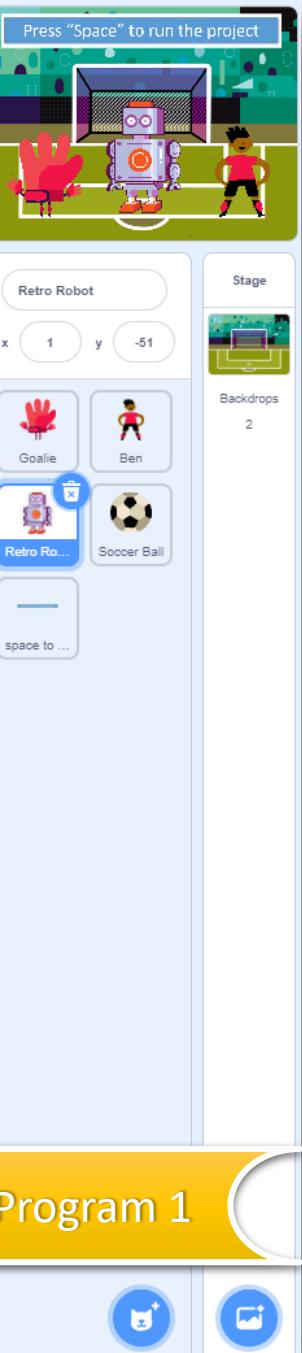
```
when I receive [press 1 or 2 v]
  wait until [key 1 v pressed? or key 2 v pressed?]
    if [key 1 v pressed? then
      say [you will control goalkeeper and shooter v]
      speak [you will control goalkeeper and shooter v]
      broadcast [play you v] and wait
    else
      if [key 2 v pressed? then
        broadcast [play computer v] and wait
        say [computer will control goalkeeper and shooter v]
        speak [computer will control goalkeeper and shooter v]
      end
      say [let's start the game v]
      speak [let's start the game v]
    end
  end
end
```

Program 1





The Scratch script consists of two main sections. The first section, starting with a **when key pressed [1]** hat, sets the motor power to 80 and turns the motor off. It then enters a **forever** loop. Inside the loop, there is an **if** block that checks for key presses of the left arrow, right arrow, up arrow, or down arrow. If any of these keys are pressed, it executes a **then** block which sets the motor direction to either "this way" or "that way" and turns the motor on. The second section starts with a **when key pressed [2]** hat, setting the motor direction to "that way" and its power to 80.



Program 1





The Scratch script consists of three scripts for the "Soccer Ball" sprite:

- Script 01:** Triggers when green flag clicked. Actions: hide, set size to 80 %.
- Script 02:** Triggers when down arrow key pressed. Actions: go to x: 234 y: -116, wait 0.5 seconds, show, glide 1 secs to x: -161 y: -147, wait until touching Ben ?, glide 1 secs to x: 244 y: -32, hide.
- Script 03:** Triggers when 2 key pressed. Actions: repeat until key space pressed? [show, glide 1 secs to x: -161 y: -147, wait until touching Ben ?, glide 1 secs to x: 244 y: -32, hide].

The stage shows a soccer field with a goal, a retro robot, a player, and a soccer ball. The script is set to run when the space bar is pressed.

Program 1





when green flag clicked

- go to x: 0 y: 143
- set size to 90 %
- show
- wait until key space pressed?
- hide

