

Name:

Date:

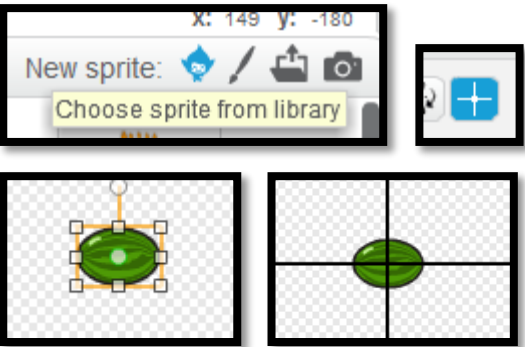
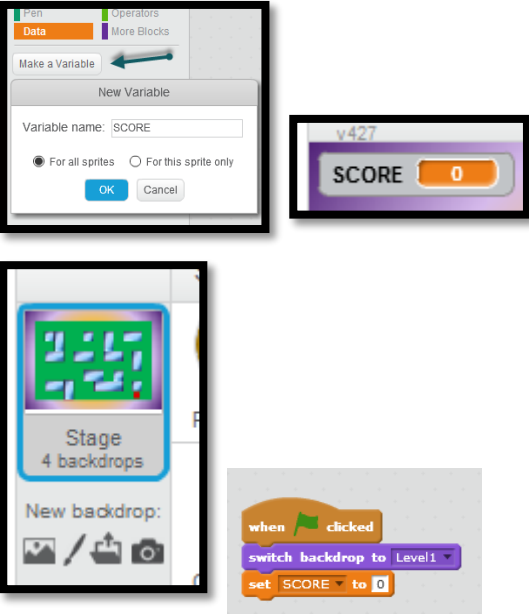
Year 5 Lesson 2 - Pacman2 **SCRATCH** 2.0

Resources - Scratch 2 application; Y5L2 Pacman2 S2-0 folder, which contains Y5L2 Pacman2 Help Tutorial PR.pdf (hardcopy) to be used as pupil evidence inside their ICT folder; pencil, to tick off each task on the Y5L2 Pacman2 Help Tutorial PR, pupil videos Tasks 1-6 for independent progression and debugging. A whiteboard/projector (to show videos Task 1-6 and for the teacher demonstration of the Scratch application)

Vocabulary-User Interface, Sprite List, Stage, Script Area, Shrink Tool, Crosshair, Duplicate Tool, Thumbnail, Motion Palette-move 10 steps, go to x: y, point in the direction 90, Looks Palette-switch costume to; Event Palette- key space pressed, when green flag clicked, broadcast message, when I receive Level2; Control Palette wait, forever, stop all, ifthen; Sensing Palette-if touching?, f touching colour; Data Palette make a Variable selection statements, set score to 0, change score by

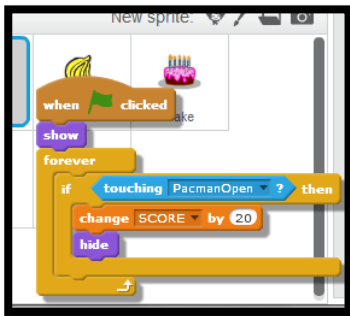
Lesson Objective-To complete Level 1 of a Pacman game

Starter - Navigate to your named pupil folder on the school network. Open Y5L2 Pacman2 Demo Debug T1-6.sb2 file found inside Y5L2 Pacman2 S2-0 Folder. This Scratch file will show the objectives (Tasks1-6) for the lesson and will be used to help you debug your own Scratch project.

	<p>T1. Open Y5L2 Pacman2 Start.sb2 and save your file with your initial (or initials if working with a partner). Select choose sprite from library → select a watermelon.</p> <p>Select the Costume Tab → select the watermelon and make the watermelon smaller so that it will be a similar size to the other sprites by moving the corner of the image.</p> <p>Centre the watermelon with the crosshair.</p> <p>Place the melon strategically on the maze.</p>
	<p>T2. Select the Script Tab. Select the Data Palette → Make a Variable.</p> <p>Name the Variable SCORE. The Score now appears on the Stage. Select the Stage Thumbnail.</p> <p>From the Data Palette, drag out a set score to 0.</p> <p>Snap underneath the stack</p> <p>Whenever the green flag is clicked, the score will always return to 0.</p>




T3. Select the Apple thumbnail (make sure that the Script Tab is selected).
 From the **Events Palette**, drag out a **when green flag is clicked**.
 From the **Control Palette**, drag out a **forever block**, and **if then block**.
 From the **Sensing Palette**, drag out a **touching?**
 From the **Looks Palette**, drag out a **show** and a **hide**.
 From the **Data Palette**, drag out a **change score by ... Change to 20**.
 Remember to File → Save.



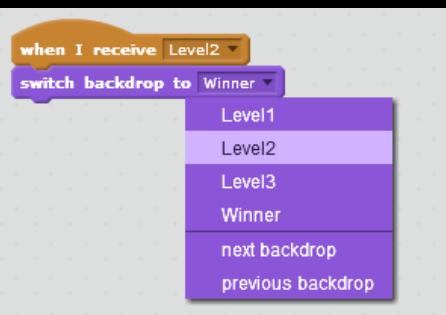
T4. Drag the Apple code onto the Banana thumbnail. The code will now be copied to the Banana.
 Click on the Banana thumbnail and you will see a repeat of the Apple code.
 In computer programming we regularly reuse code to save time.
 Drag the code onto the cake, cheesy puffs, muffin and watermelon. Click on each thumbnail checking that the code has copied correctly. Remember, select File Save.



T5. Objective: We want Pacman to touch the red square and send the message "level2" to the stage. We want the stage to receive the message "level2" and change the stage background to level2.
 Select the Pacman Sprite thumbnail.
 From the **Events Palette**, drag out a **when green flag is clicked**.
 From the **Control Palette**, drag out a **forever block**.
 From the **Control Palette**, drag out an **if then block**.
 From the top of the script area, drag the **color is touching created** in the previous lesson. Slot into the **if then block**



From the **Events Palette**, drag out a **broadcast message block**.
 Select new message. Type Level2. Pacman shouts (broadcasts) change to Level2.



Q6) Select the Stage Thumbnail and Script Tab
 The stage is now going to receive the message Level2 and switch the backdrop to Level2.
 Imagine there are stage worker behind the stage curtain just waiting for instructions.
 From the **Events Palette**- drag out a **when I receive Level2**
 From the **Looks block**- drag switch to backdrop level2.
 Save your work, test and debug.