

Adding Effects

Children's individual solutions to creating the script may vary but trial and error and experimentation with ideas should be encouraged. It is good practice to save the coding file regularly. Children could also be directed to use 'Save As' in order to save different versions of their code, making it easier to return to a previous version in the event of errors.

There are three layers of sample effects added to the code in this lesson. Higher ability children may explore further and decide to add further effects of their own. The sample suggestions are (i) adding commentary, (ii) adding sounds, (iii) animating a sprite.

The adapted code with additional effects could look like this:

The image displays a Scratch script with several code blocks and explanatory text boxes:

- When green flag clicked:**
 - switch backdrop to backdrop 1
 - point in direction 90
 - go to x: -220 y: 0

This section ensures the first level backdrop is always displayed when the game is started and the Beetle is reset to the starting position.
- When up arrow key pressed:**
 - point in direction 0
 - move 10 steps

This section controls the movement of the Beetle with the arrow keys. To make the Sprite move faster or slower, change the variable number of steps.
- When down arrow key pressed:**
 - point in direction 180
 - move 10 steps
- When green flag clicked (Forever loop):**
 - if touching color red? then
 - play sound Meow until done
 - move -10 steps

also bounces the Beetle back. Alternatively, to make the game more difficult, this could be replaced with a Go To Block that sends the Sprite back to the beginning.
- When green flag clicked (Forever loop):**
 - if touching color green? then
 - play sound going until done
 - say Well Done! You did it! Next Level for 2 seconds
 - switch backdrop to next backdrop
 - go to x: -220 y: 0
 - move -10 steps

This section plays a sound and displays a message when the green exit is reached. The backdrop is switched to the next level.