Author: Rana Dajani

2ST GRADE

3.0

SCRATCH PACK

CODING PROJECTS

Creative Coding Book for Kids

Author: Rana Dajani

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Amman - Jordan
Tel: +962 6 5374141
Fax: +962 6 5516404
P.O.Box: 851346
Email: info@lkd.com.jo
Web: www.lkd.com.jo

NEW SCRATCH - GRADE 2

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Lesson 12 Family Tree

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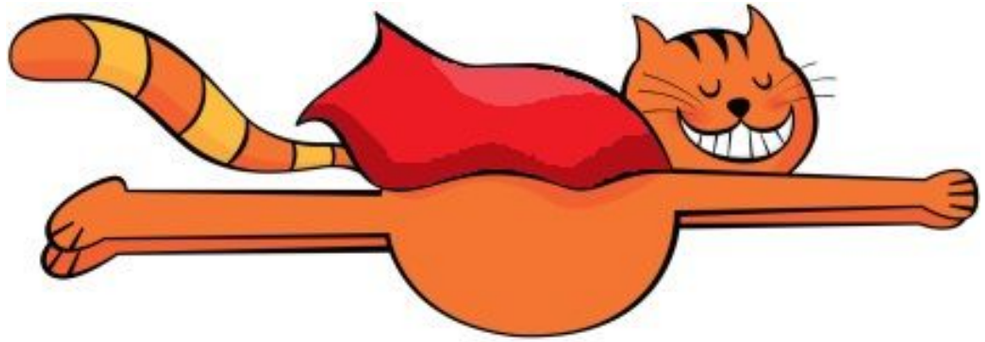
Lesson 15 Recycle Game (Open Project)

LESSON 2
SUPER CAT

By Rana Dajani



SUPER CAT

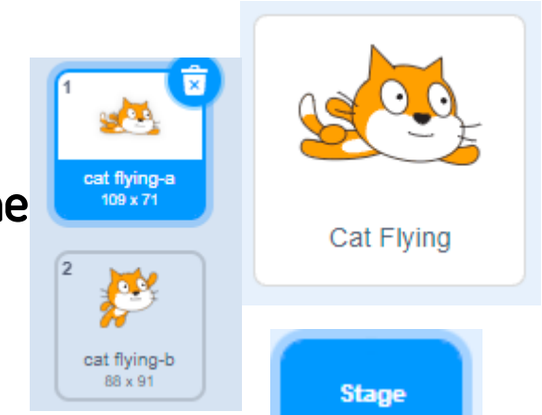
Create a super flying cat!

- Design a background
- Redesign a character
- Move the cat randomly around the screen by changing its positions

1 Choose a character

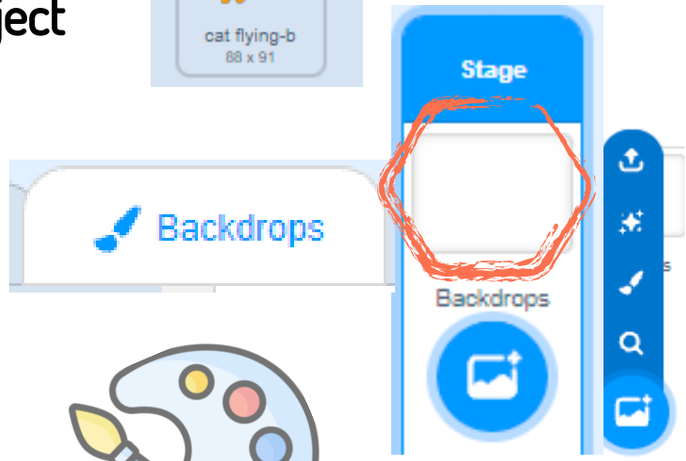
REMEMBER

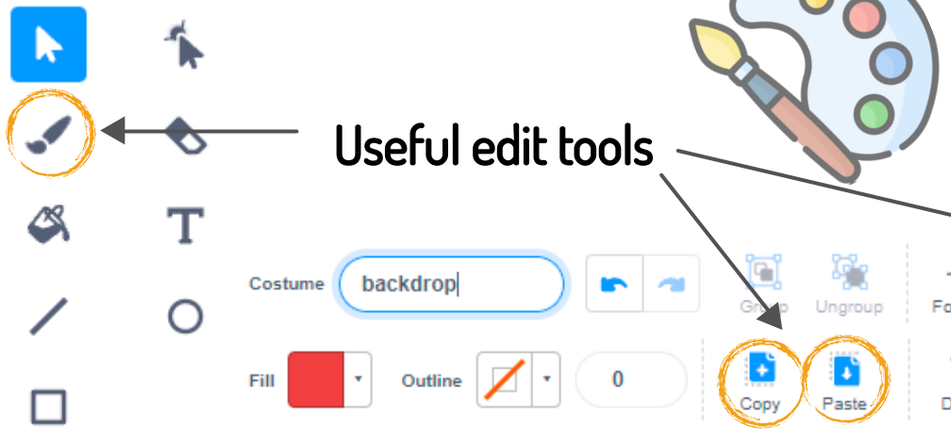
Check what costumes the character has that you can use in you project



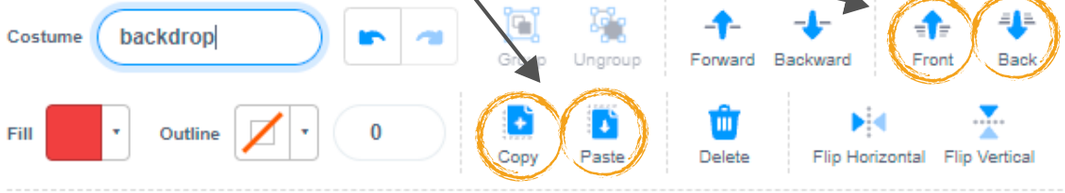
2 Paint a background

3 Redesign your character and background!





Useful edit tools



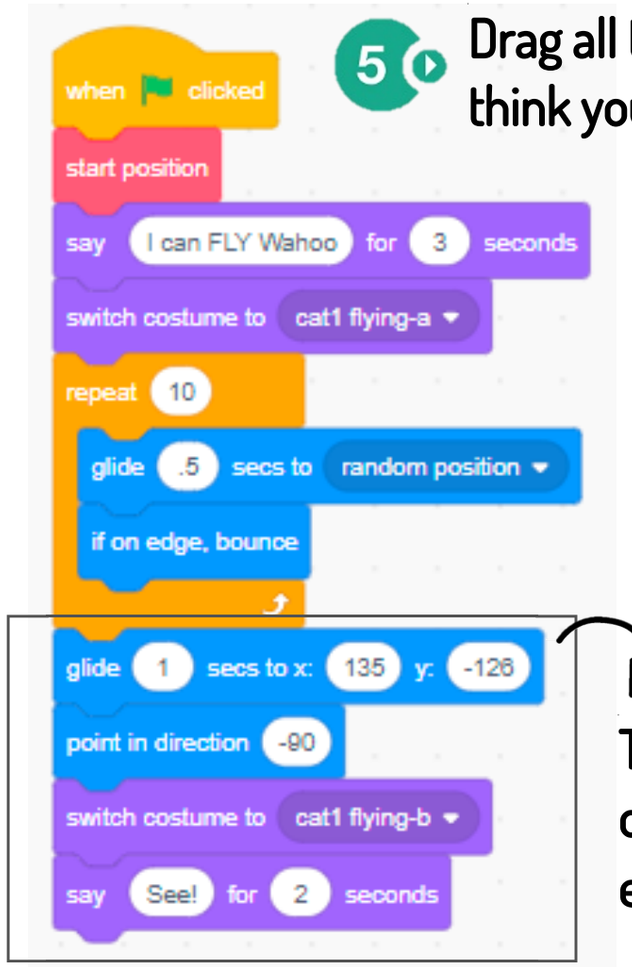
Give the cat a cape

SUPER CAT

4 Create a plan to follow

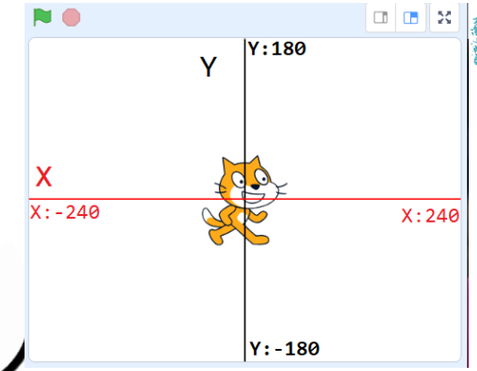
- decide the initial characteristics of your character and create and define the start blocks stack
- decide how many times you want your character to fly to a random position
- decide how you want your program to end (decide the position, size, direction, costume of your character at the end)

5 Drag all the code blocks that you think you will need to the script area



Think about the order

This is what the cat will do at the end of the flight and how it will look at the end of the program



Position: is x and y coordinate numbers

x 135 y -126

Drag your character to the position you want, then copy the x and y values into your coding blocks

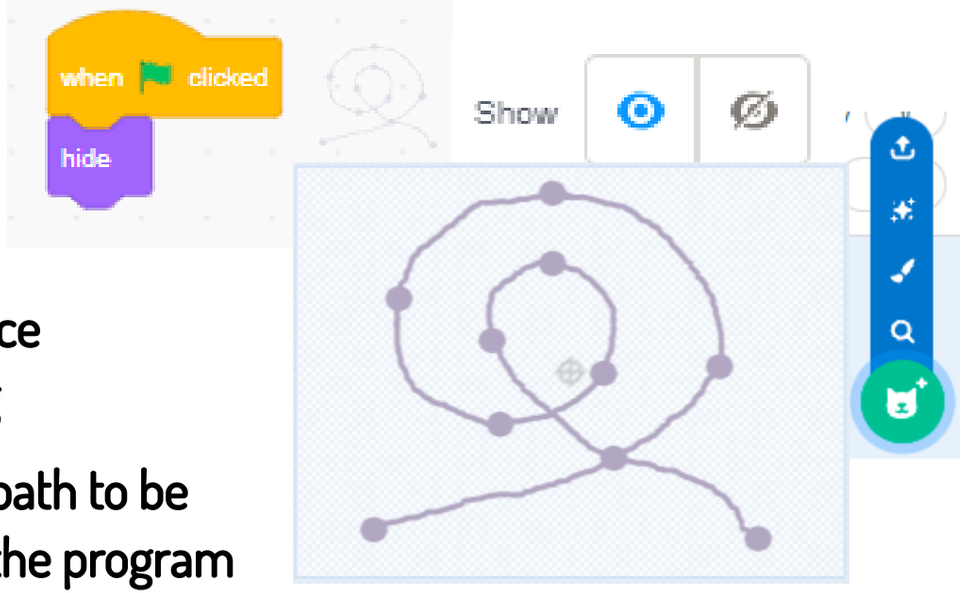
SUPER CAT

Check out the lesson's gallery to find additional characters and background options

CHALLENGE YOURSELF!

Modify your program to fly the cat along a certain path (you decide the cats positions, not random)

Hint: You can create a new character and paint a path with dots that you can use as reference points for the cat to move along



You can choose if you want the path to be shown or hidden at the start of the program