Practice Project 1: "Catching Stars"

Part A

```
when [ right arrow ▼ ] key pressed
change x by (10)
```
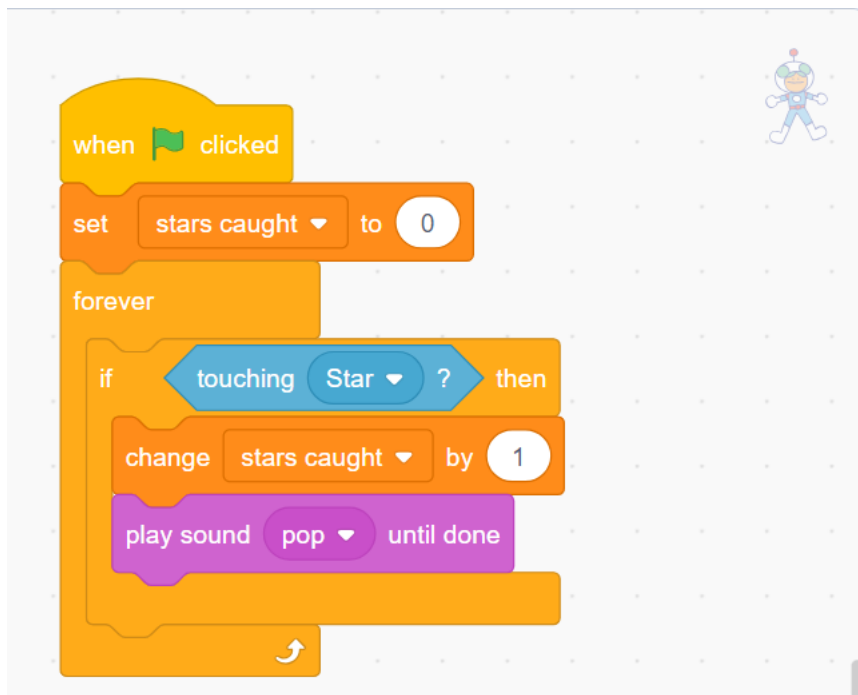
```
when [ left arrow ▼ ] key pressed
change x by (-10)
```

```
when [ down arrow ▼ ] key pressed
change y by (-10)
```

```
when [ up arrow ▼ ] key pressed
change y by (10)
```

Part B

```
when 🏳 clicked
forever
    go to ( random position ▼ )
```

Part C and D

```
when 🏳 clicked
set stars caught to 0
forever
    if touching Star ? then
        change stars caught by 1
        play sound pop until done
```
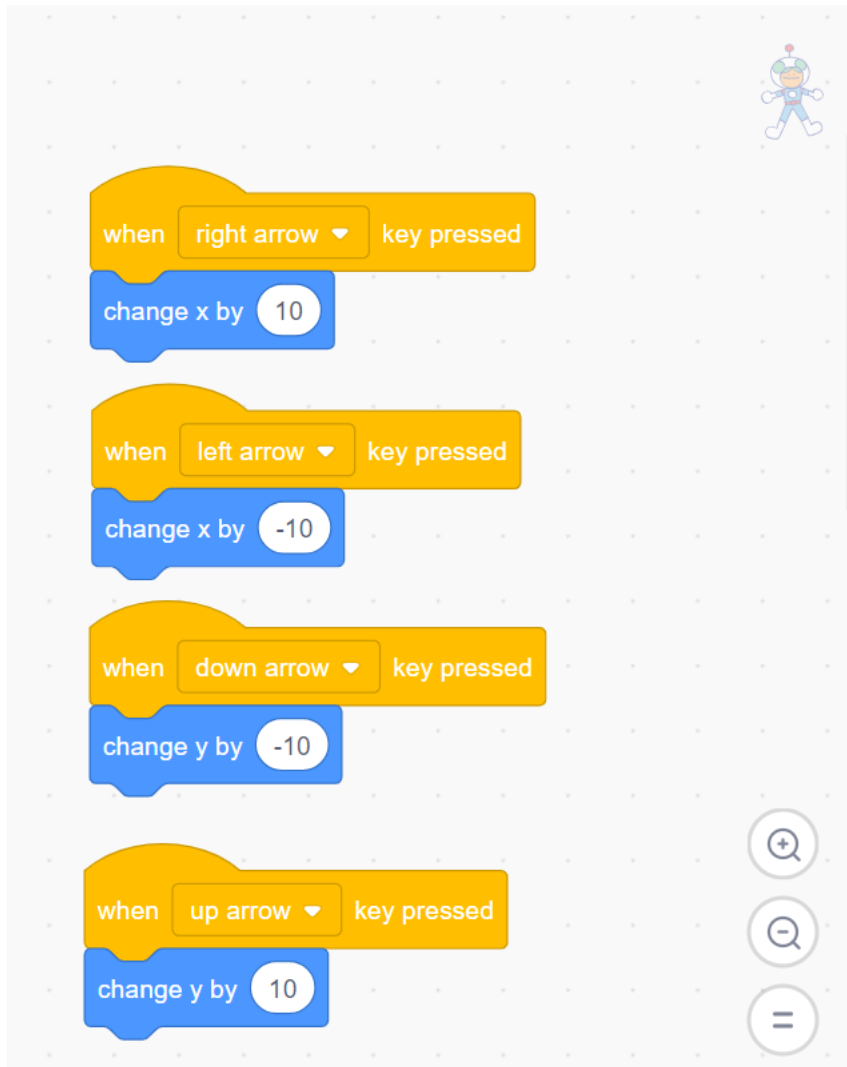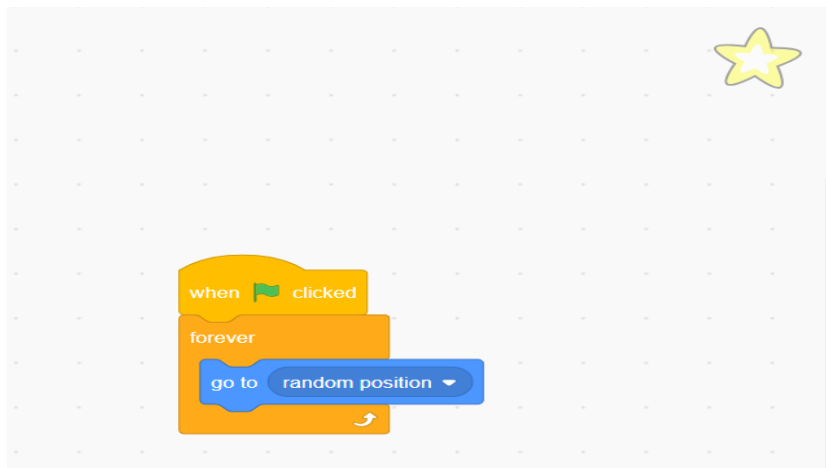
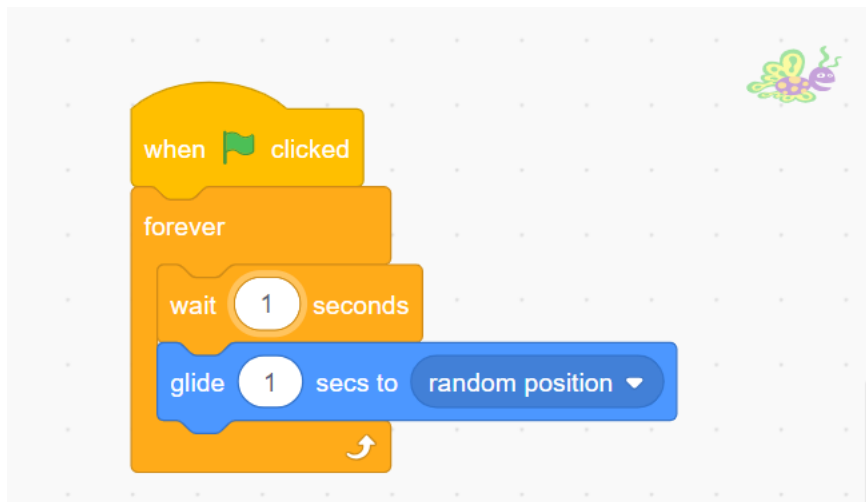**Practice Project 2: "Catch the Butterfly"**

Part A

```
when 🏳 clicked
forever
    glide 1 secs to random position
```

Part B

Part C

Part D

New Variable

New variable name:

Misses

● For all sprites   ○ For this sprite only

Cancel   OK

when 🚩 clicked

forever

wait 1 seconds

glide 1 secs to random position ▼

change Misses ▼ by 1
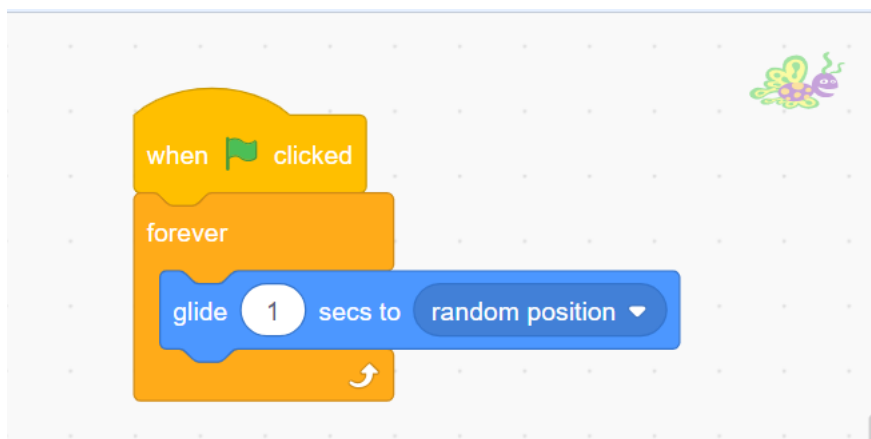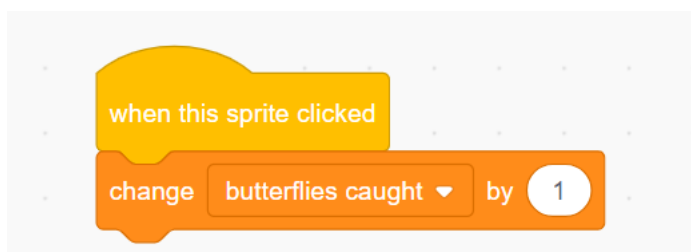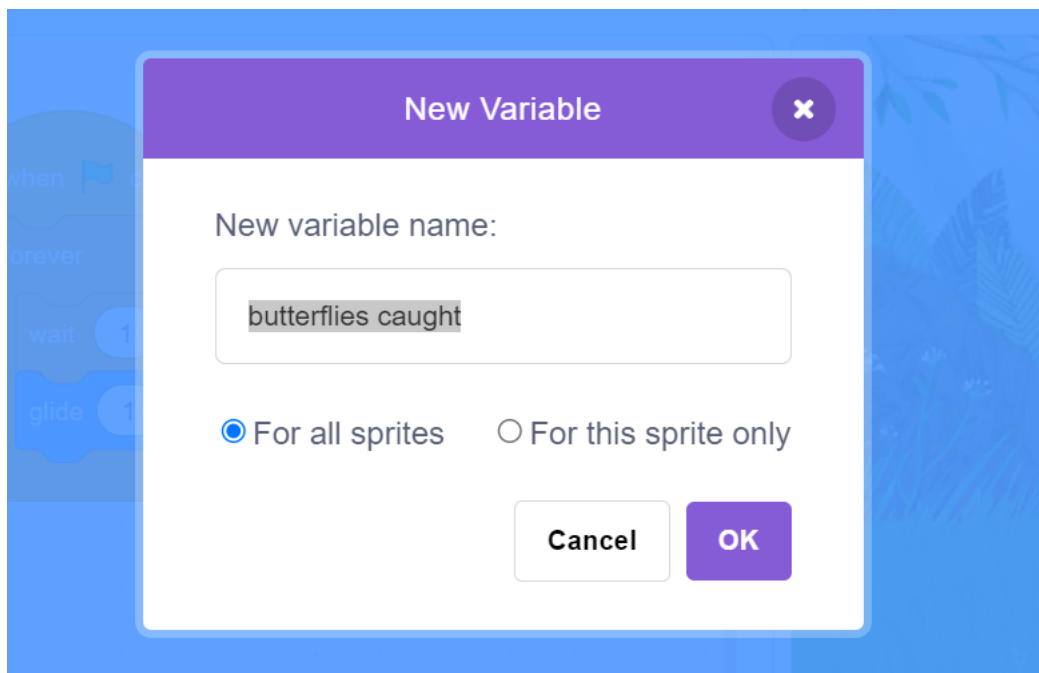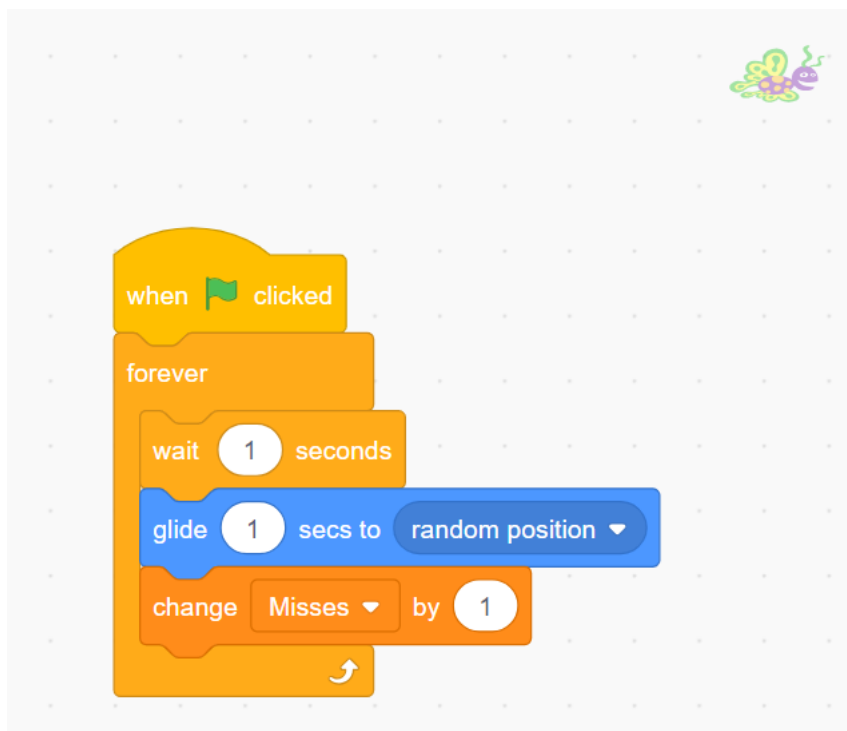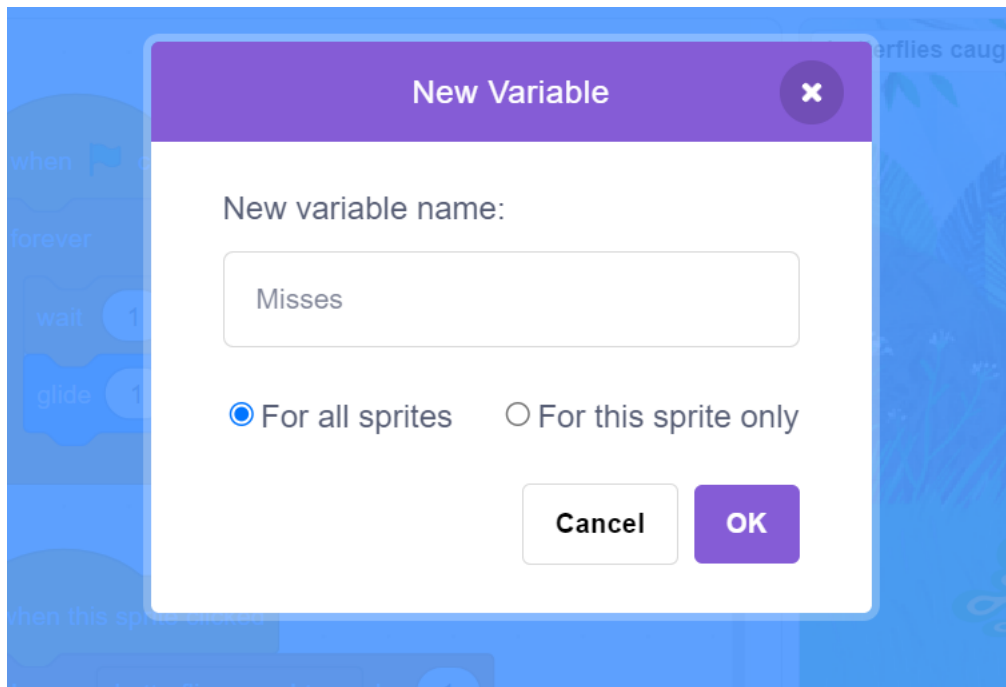
Part E

Final code Butterfly