# FROG MAZE

1. Remove cat sprite then insert three sprites frog, gift and snake.
2. Insert WOODS backdrop.
3. FOR THE FROG Add the event block when the green flag clicked
4. Set the size of the frog 50% from the looks block
5. Set the coordinates where x=0 and y=-150 from the motion block.
6. Add forever loop
7. If the up arrow key is pressed then change y by 10
8. If the down arrow key is pressed then change y by   - 10
9. If the right arrow key is pressed then change x by 10
10.   If the left arrow key is pressed then change x by – 10
11.   Create a variable score
12.   Then in the frog script add another event block when the green flag clicked
13.   Then add forever loop
14.   If the frog is touching the gift THEN change score by 1
15.   Add another when the green flag clicked add set the score to 0.
16.   For the gift the script will be add when the green flag is clicked
17.   Set size to 50% from the looks coding block
18.   Set x=0 and y=150 from the motion block
19.   Now script for the snake sprite

20.   For the snake students will design the script themselves(SEE BOOK PG 57)
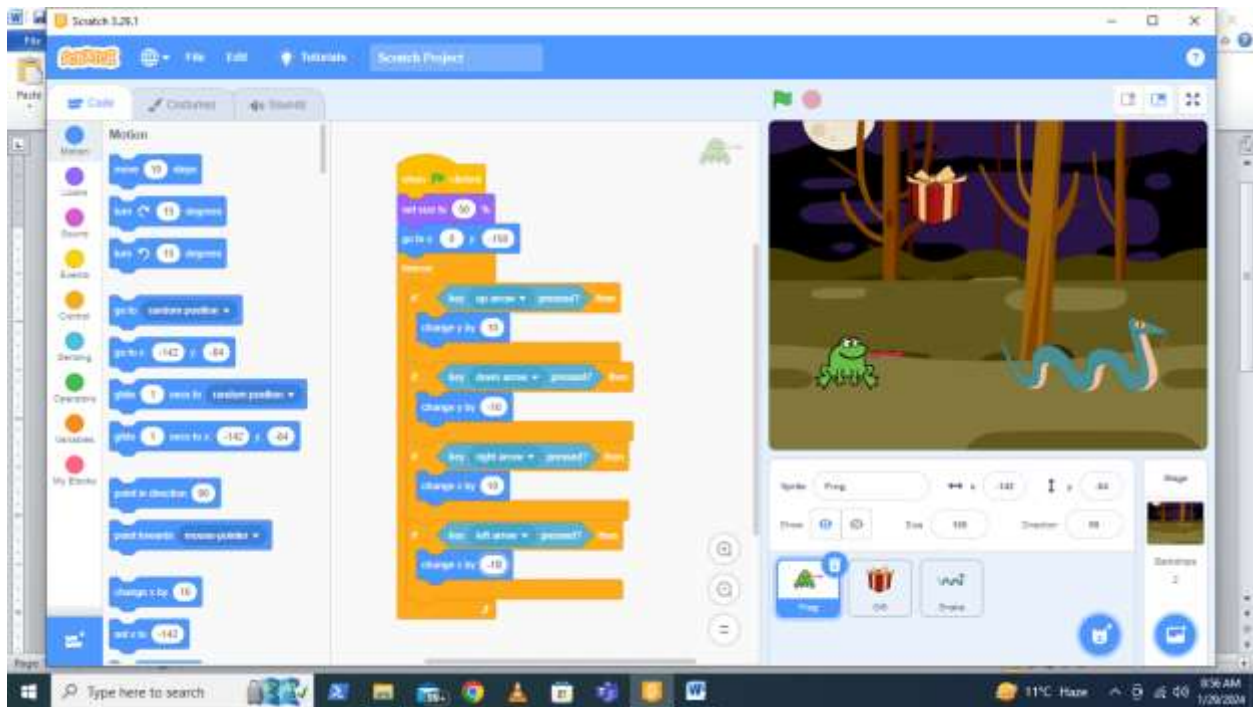
GRADE 6 LAB TASK # 2

1. **DELETE SPRITE CAT.**
2. **ADD UNDERWATER 1 BACKGROUND.**
3. **ADD A SPRITE OCTOPUS.**
4. **FOR OCTOPUS GO TO EVENTS BLOCK AND ADD WHEN THE RIGHT ARROW KEY IS PRESSED.**
5. **THEN ADD CHANGE X BY 10 FROM MOTION BLOCK.**
6. **ADD WHEN THE LEFT ARROW KEY IS PRESSED CHANGE X BY -10.**
7. **ADD WHEN THE UP ARROW KEY IS PRESSED CHANGE Y BY 10.**

8. ADD WHEN THE DOWN ARROW KEY IS PRESSED CHANGE Y BY -10.

9. ADD ANOTHER SPRITE STAR.

10.   FOR STAR ADD GREEN FLAG CLICKED.

11.   NOW ADD FOREVER LOOP.

12.   THE STAR WILL GLIDE 1 SEC TO THE RANDOM POSITIONS.

13.   FOR THE OCTOPUS ADD GREEN FLAG CLICKED.

14.   ADD FOREVER LOOP.

15.   CREATE A VARIABLE SCORE.

16.   IF THE OCTOPUS IS TOUCHNG THE STAR THEN CHANGE SCORES BY 1 AND OCTOPUS WILL SAY HELLO FOR 3 SECS.

17.   IN THE OCTOPUS ADD WHEN THE GREEN FLAG CLICKED

18.   THEN ADD SET VARIABLE TO 0.

LAB TASK #3(FUN WITH MULTIPLE SPRITES)

1. For the cat sprite add when this sprite clicked from the event blocks.

2. For the cat go to speech blocks at the left bottom corner. Click on it. Select text to speak option then add the speak block with the dialogue "welcome learners".

3. The cat will glide for a sec in random position from motion block.

4. Add any background of your choice.

5. Now add another sprite DOT.

6. Add the space backdrop.

7. For the dog Add when this sprite clicked from event block.

8. Now add start sound bark from sound block.

9. Add next costume from looks block.

10.   Now add another sprite DINOSAUR 2.

11. Rename it as BUDDY.

12. Add when this sprite clicked from event block.

13. Add change colour effects by 25 from looks block.

14.   Add the speak block and add dialogue "Whoa! Look at me."

15.   Add another sprite ROOSTER.

16.   Add when the green flag clicked.

17.   Now add forever loop.

18.   Now the rooster will turn 15 degrees from motion block.

19.   Add when this sprite clicked(for rooster)

20.   Add the speak block with the dialogue "I LIKE TO SPIN".

21.   Now add another sprite BAT.

22.   Now add when this sprite clicked from event block.

23.   Now from the speech block set voice to SQUEAK.

24.   Add change size by 100 from the looks block.

25.   Add speak block with the dialogue "TIME TO FLY".

26.   Add change size by -100.