Creating a Project Using *"When Sprite Clicked"*

This teacher-created student guide leads students through the process of creating a simple, yet effective project using the "when sprite clicked" control block. This block indicates that the project will begin when the sprite(s) on the stage is clicked. In other words, the sprite will only act out what it has been programmed to do when it is clicked.

Preparation

Consider the purpose of the assignment. Write down any relevant information that will enhance the Scratch project. For example, if the teacher requires research on a specific time in history, the student needs facts about that time period.

Getting Started

*Choose a background that relates to the assignment:*

1. Open Scratch and click on stage.   2. Click on the background and then click import.
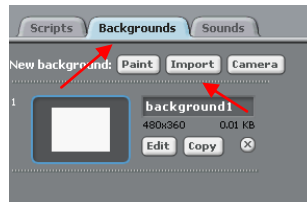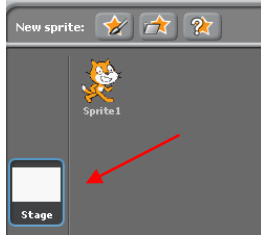
3. Sort through the folders to find a background **that relates to the assignment**.

Choose new sprites:

4. To remove the Scratch Cat, click on the scissors and then click on the cat.
5. Click on the second star with folder to find a new sprite. Scroll through the folders to find a new sprite and then click ok.
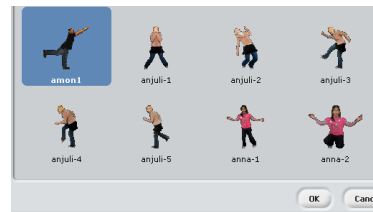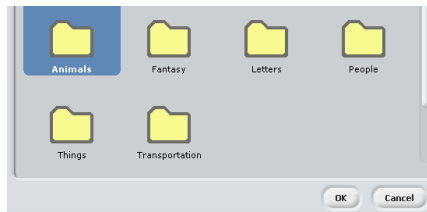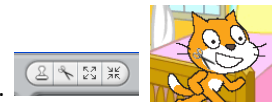
Program your sprites:

6. Click on the small thumbnail that says sprite 1

7. Click on the **Control** category and choose the "when sprite 1 is clicked" block
8. Drag the block to the gray area (scripts area)

9. Click on the **Looks** category and choose the "say hello for 2 seconds" block. Connect it to the yellow block.
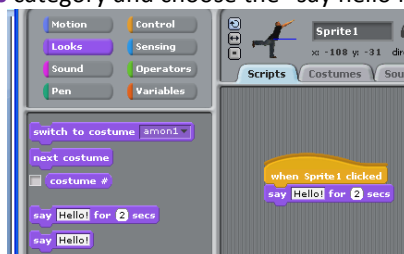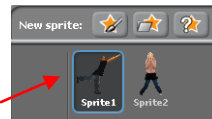
10. Click on the word "Hello" and delete. Type in the facts you found from the research that you did for the assignment.

Repeat this process for sprite. Remember to <u>first</u> click on the small thumbnail that says sprite 2.