

# The City School

North Nazimabad Boys Campus

ICT Worksheet

Topic : Scratch

Level= 7



## BIRD FLYING GAME CODING

The screenshot displays the Scratch IDE interface. At the top left, the sprite is named 'parrot' and is positioned at x: -158, y: 6, with a direction of 90 degrees. The 'Scripts' tab is selected. The main workspace contains two event-driven code blocks:

- Block 1:** A 'when green flag clicked' event block followed by a 'set size to 50 %' block, a 'forever' loop containing:
  - 'next costume'
  - 'wait 0.1 secs'
  - 'turn 15 degrees'
  - 'change color effect by 25'
- Block 2:** A 'when green flag clicked' event block followed by a 'forever' loop containing:
  - 'change x by 1'

The right-hand side of the IDE shows a preview window with the text 'huzaifa khalid class 7 n' and a scene with a yellow sun, a blue sky, and a green hill with a parrot on top. Below the preview is a 'New sprite:' section with three icons (a pencil, a star, and a question mark). At the bottom right, there is a 'parrot' sprite icon and a small thumbnail of the scene.

## BALL CATCHING GAME CODING

The image shows the Scratch interface for the 'ball' sprite in a 'ball catching game'. The sprite is a yellow and orange basketball with a black outline, positioned at x: -179, y: 10, and direction: 90. The script is as follows:

```
when green flag clicked
  go to x: 110 y: 140
  set score to 0
  forever loop
    if touching slider?
      change score by 1
      go to x: pick random -240 to 240 y: 140
      change y by -10
  
```

Below this script is another 'when green flag clicked' event with the following code:

```
when green flag clicked
  forever loop
    if touching color black?
      say game over for 2 secs
      stop all
  
```

The right side of the interface shows a preview of the game stage with a red brick wall background. A 'ball score' display shows a score of 2. A 'ball' sprite is visible on the stage. The 'New sprite' panel shows the 'ball' and 'slider' sprites.

The image shows the Scratch interface for the 'slider' sprite in a 'ball catching game'. The sprite is a blue horizontal bar with a white slider knob, positioned at x: -169, y: -136, and direction: 90. The script is as follows:

```
when right arrow key pressed
  move 10 steps

```

Below this script is another 'when left arrow key pressed' event with the following code:

```
when left arrow key pressed
  move -10 steps

```

The right side of the interface shows a preview of the game stage with a red brick wall background. A 'ball score' display shows a score of 2. A 'ball' sprite is visible on the stage. The 'New sprite' panel shows the 'ball' and 'slider' sprites.

## CAR RACING GAME CODING

The image shows the Scratch code editor for a car racing game. The main workspace displays the code for a blue car sprite named "car-blue".


**Sprite Information:**  
Name: car-blue  
Coordinates: x: -89, y: 131, direction: 88

**Scripts Area:**

- When clicked:**
  - switch to costume car-blue
  - go to x: -91 y: 97
  - point in direction 90
- When right arrow key pressed:**
  - turn 15 degrees
- When left arrow key pressed:**
  - turn 15 degrees
- Forever loop:**
  - move 1 steps
  - if touching color green:**
    - switch to costume car-blue1
    - say bluecar lost for 2 secs
    - stop all
  - if touching color red:**
    - say blue car win for 2 secs
    - stop all

**Stage Area:**  
Name: ashar and hussain  
Shows a race track with a blue car and a green car. A checkered flag is visible at the start of the track.

**Sprite Area:**  
New sprite: [Pencil] [Star] [Question Mark]  
Sprites: car-blue, car-gree...  
Stage: [Track]

car-green 

x: -88 y: 101 direction: 90

Scripts Costumes Sounds

```

when clicked
  switch to costume car-bug
  go to x: -91 y: 97
  point in direction 90
  
```

```

when d key pressed
  turn 15 degrees
  
```

```

when a key pressed
  turn 15 degrees
  
```

```

when clicked
  forever
    move 1 steps
    if touching color ?
      switch to costume car-bug1
      say green car lost for 2 secs
      stop all
    if touching color ?
      say green car win for 2 secs
      stop all
  
```

ashar and hussain



New sprite:   

