

The Scratch logo is rendered in a stylized, bubbly font. The letters are orange with a white fill and a thick blue outline. The background is a gradient of blue, with a white circuit-like pattern of lines and nodes on the left side.

SCRATCH

03 – LOOKS

M1U1P3 COMPUTER SCIENCE

The image features a dark blue gradient background with white circuit-like lines in the corners. These lines consist of straight paths that branch out and terminate in small circles, resembling a network or data flow diagram. The lines are positioned in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

WHAT CATEGORY DO WE USE FOR LOOKS?

LOOKS CATEGORY

- Looks category has blocks that control sprite's looks
- They are represented by a purple color
- There are 23 blocks

say Hello! for 2 seconds

say Hello!

think Hmm... for 2 seconds

think Hmm...

switch costume to costume2 ▾

next costume

switch backdrop to backdrop1 ▾

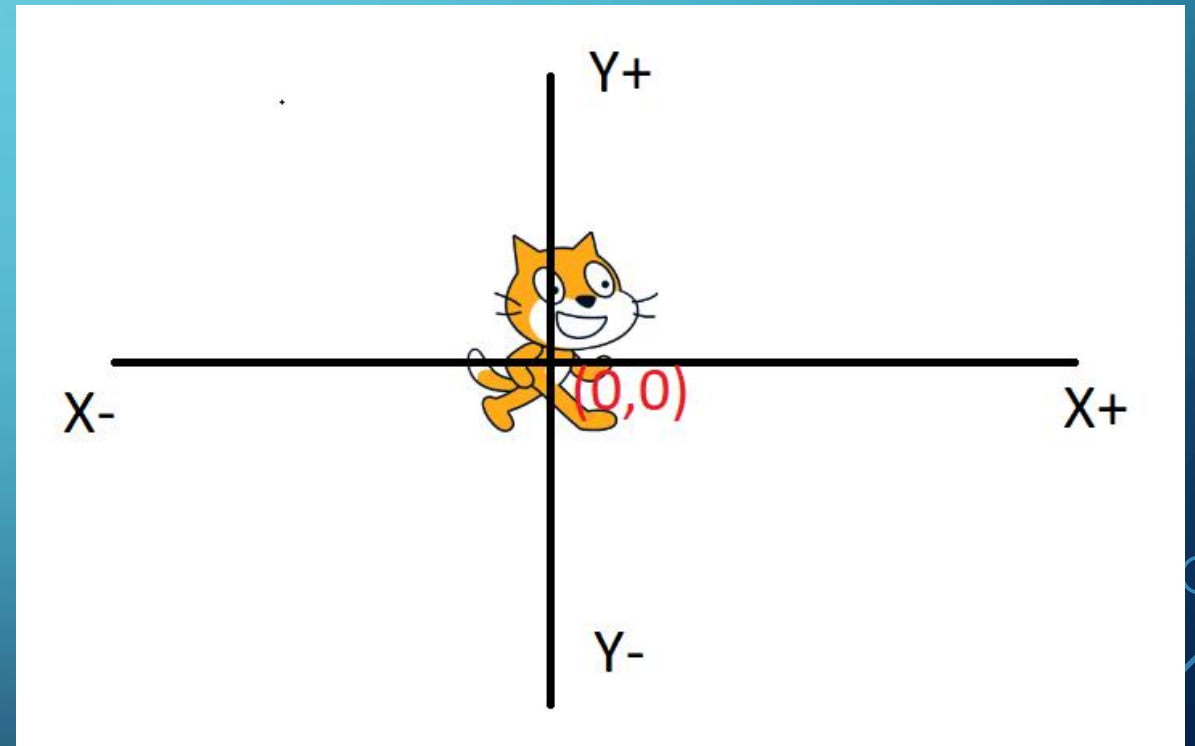
next backdrop

change size by 10

set size to 100 %

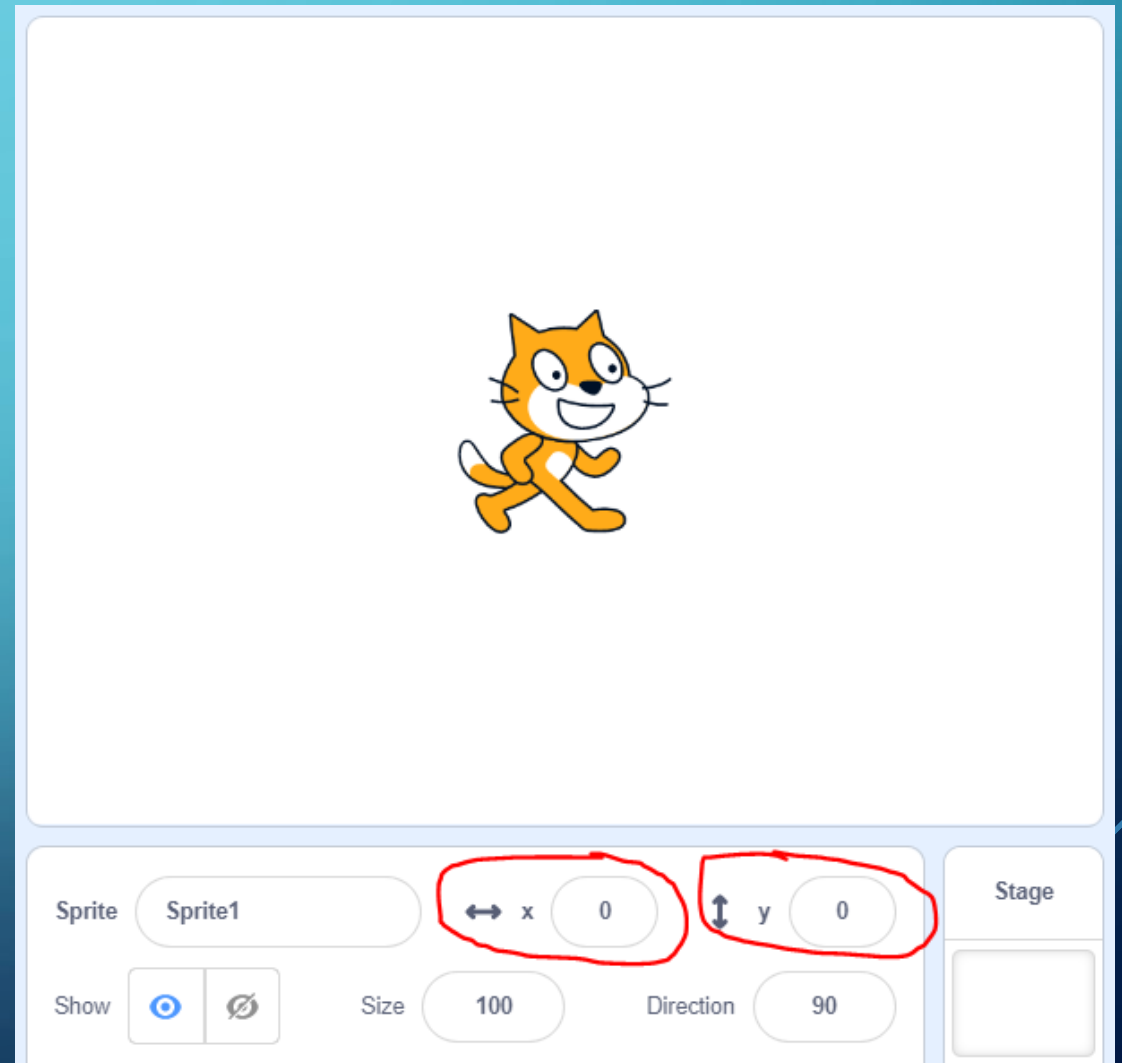
2D COORDINATIVE SYSTEM

- Scratch uses a 2D coordinative system
- 2 axis (x and y)
- X is for left and right
- Y is for up and down



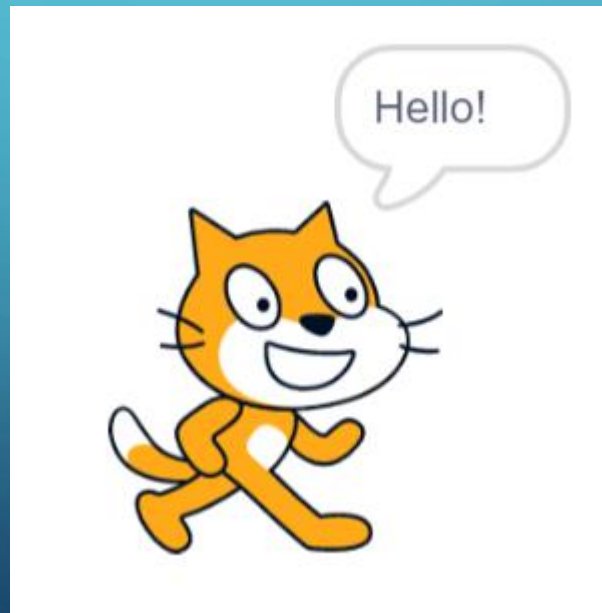
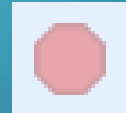
2D COORDINATIVE SYSTEM

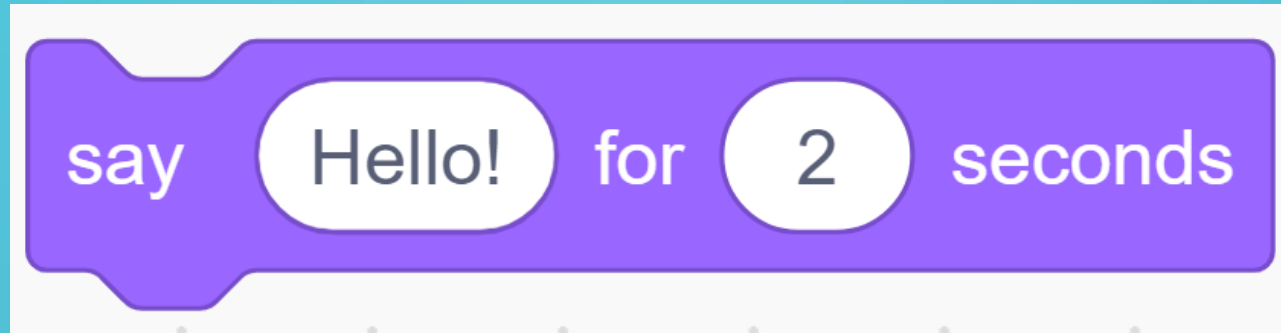
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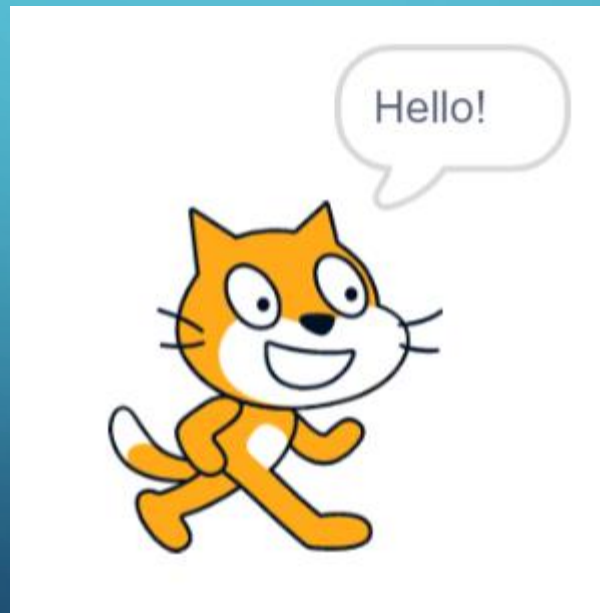


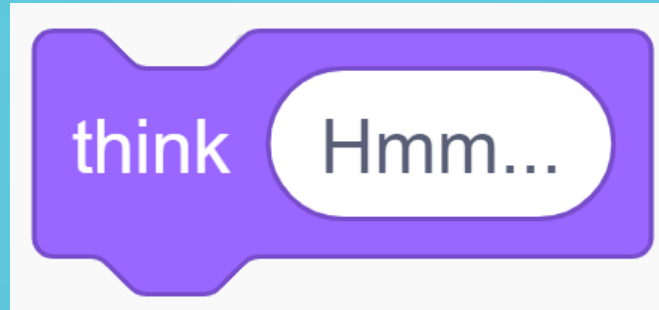
- This block will make the character say anything that we write in it
- It will be shown on the screen until we stop the program by pressing



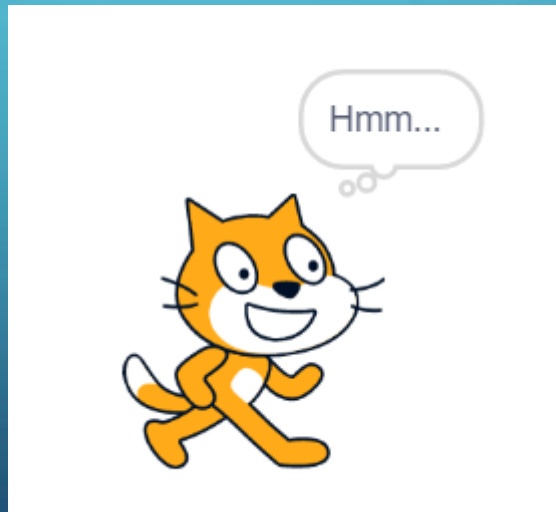


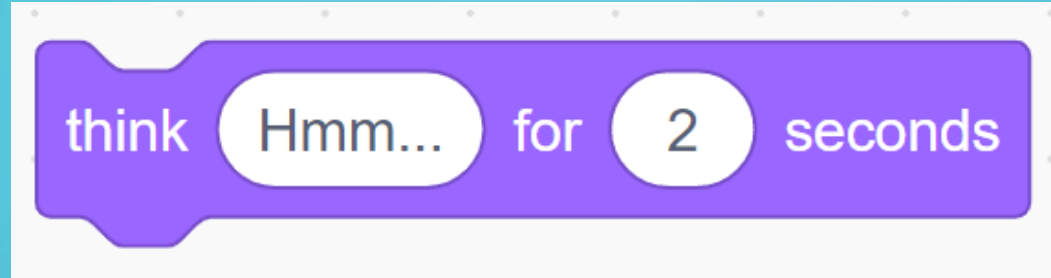
- It is same as the previous block but this one will keep saying the word for a specific number of seconds
- No need to stop it



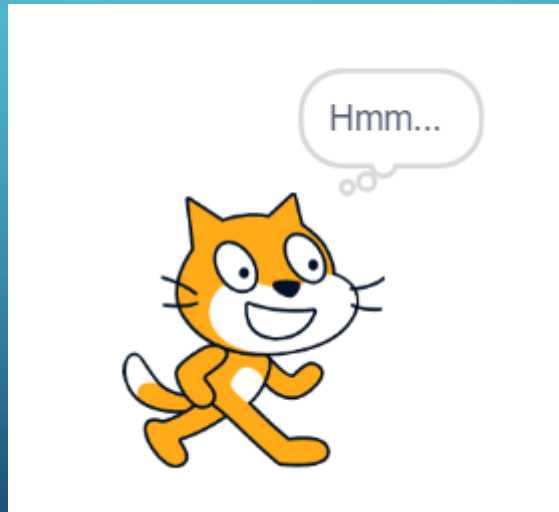


- This block will make the character think anything that we write in it
- It will be shown on the screen until we stop the program by pressing

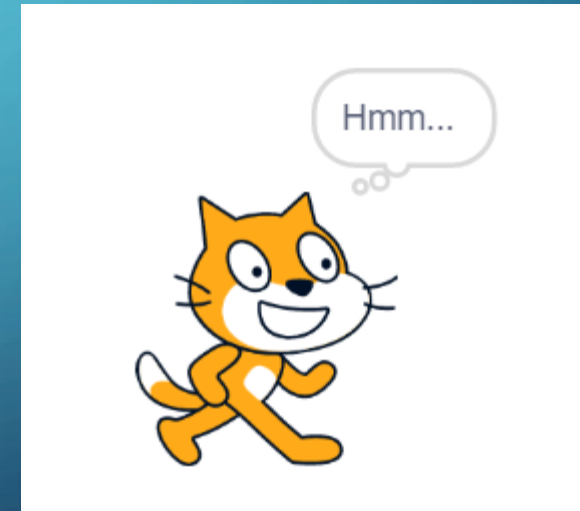
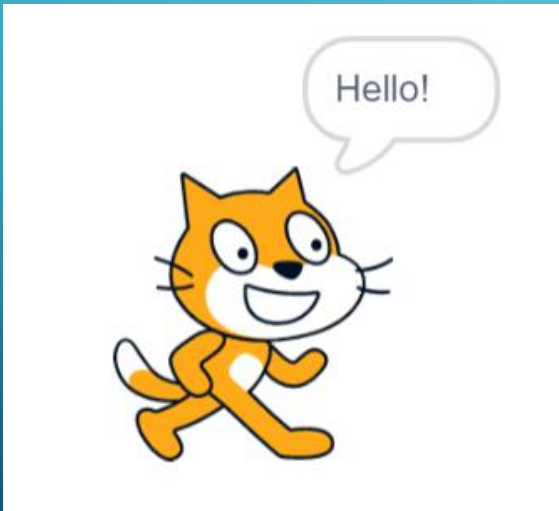
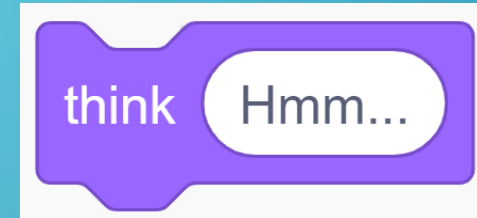
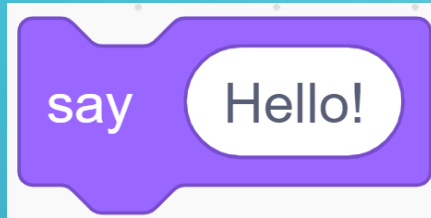




- It is same as the previous block but this one will keep thinking the word for a specific number of seconds
- No need to stop it



DIFFERENCE BETWEEN SAY AND THINK



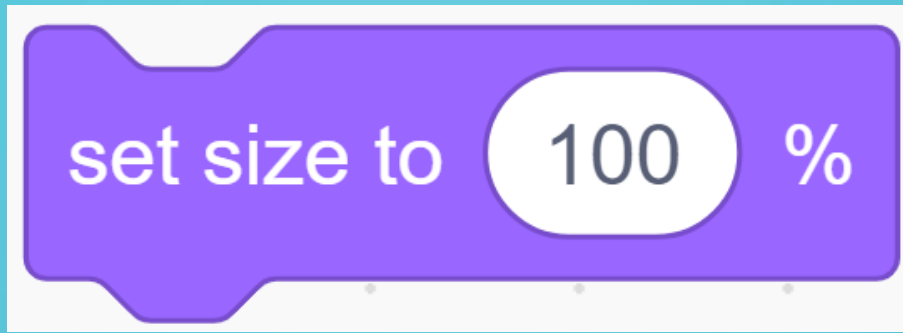
change size by 10

- This block will change the size of the character
- It will take the value of the size and it will increase it by the number that we specify



Sprite: Sprite1 x: 0 y: 0

Show: Size: 100 Direction: 90



- This block will set the size by the number that we write
- 100% is the normal size
- If the size goes down, the character gets smaller
- If the size goes up, the character gets bigger



WHAT IS A COSTUME?



Scratch 3.18.1

SCRATCH



File

Edit



Tutorials



Code



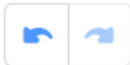
Costumes



Sounds



Costume



Group Ungroup

Forward Backward

Front Back

Fill

Outline

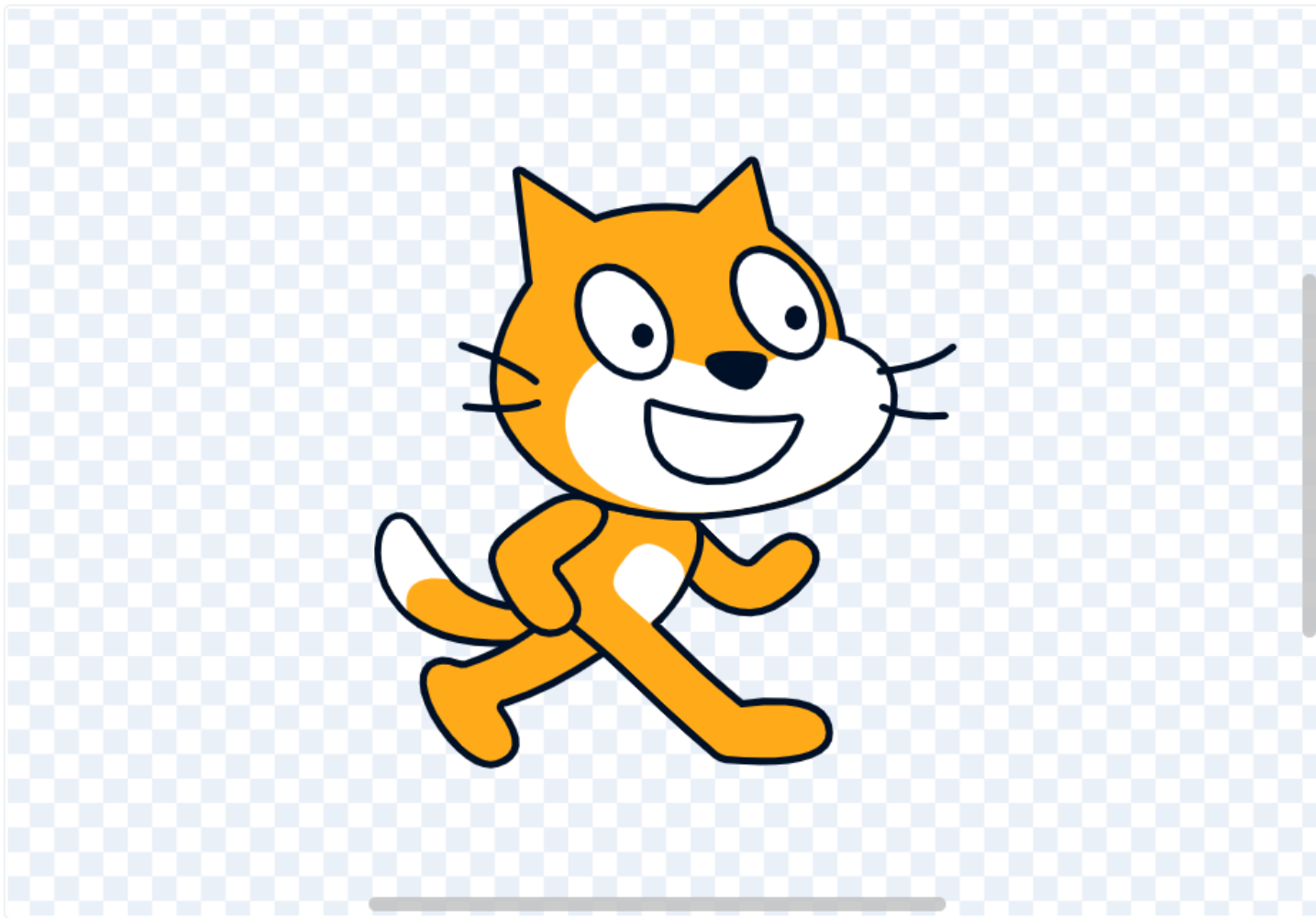
Copy

Paste

Delete

Flip Horizontal

Flip Vertical



Convert to Bitmap



Code Costumes Sounds

Costume costume1

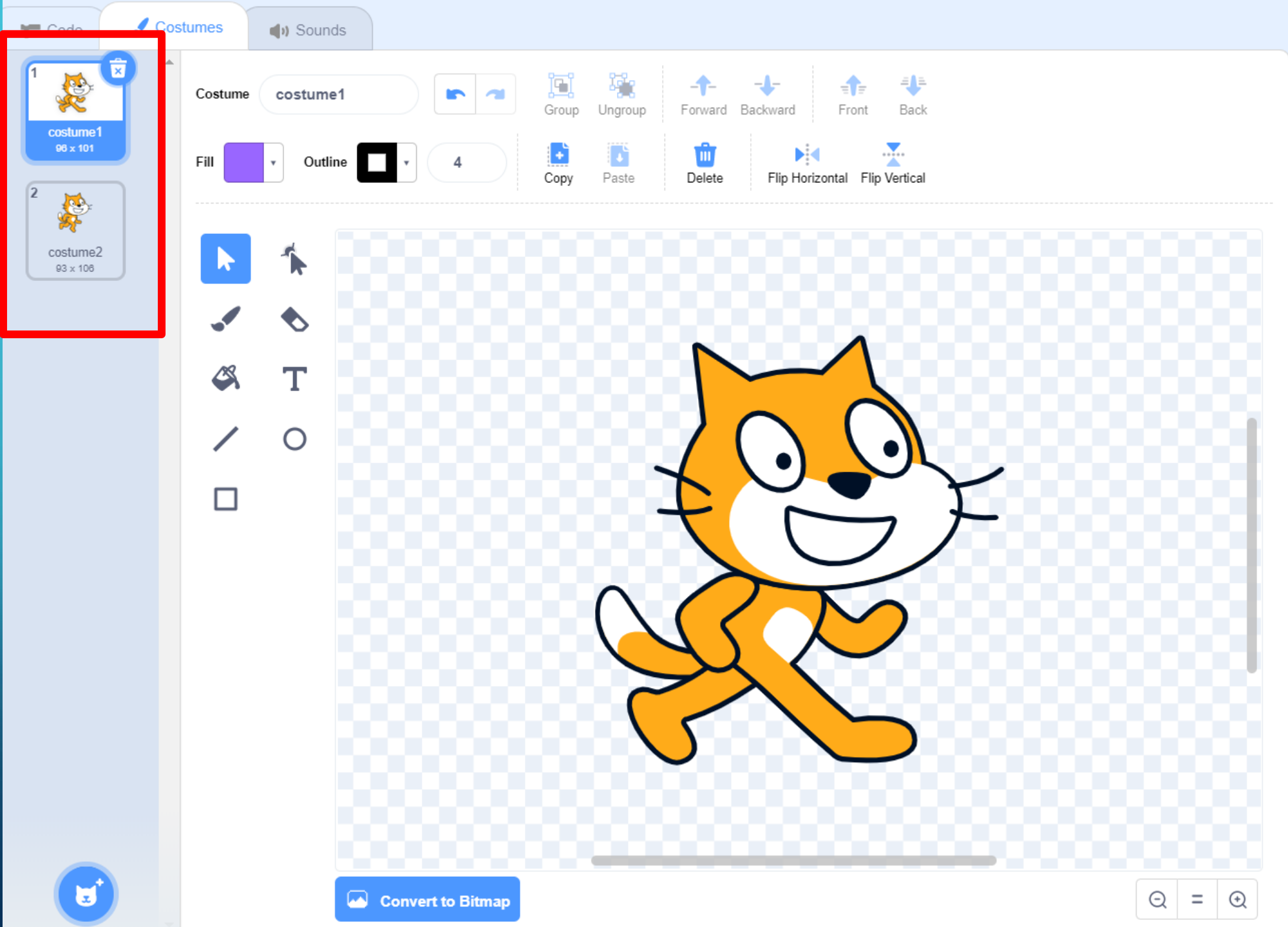
Group Ungroup Forward Backward Front Back

Fill Outline 4 Copy Paste Delete Flip Horizontal Flip Vertical

1 costume1 96 x 101

2 costume2 93 x 106

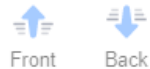
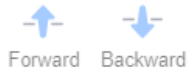
Convert to Bitmap



The image shows the Scratch costume editor interface. On the left, a vertical list of costumes is shown, with the first costume, 'costume1' (96 x 101), highlighted with a red box. Below it is 'costume2' (93 x 106). The main area features a drawing canvas with a checkerboard background, displaying a cartoon orange cat with a white belly and a smiling face. To the left of the canvas is a toolbar with various drawing tools: a mouse cursor, an eraser, a paint bucket, a text tool (T), a line tool, a circle tool, and a square tool. Above the canvas is a toolbar with editing tools: Group, Ungroup, Forward, Backward, Front, Back, Copy, Paste, Delete, Flip Horizontal, and Flip Vertical. At the bottom of the canvas, there is a 'Convert to Bitmap' button and a zoom control with a magnifying glass icon, an equals sign, and another magnifying glass icon.



Costume **costume1**



4



Convert to Bitmap



Code

Costumes

Sounds



Costume **costume1**



Group Ungroup

Forward Backward

Front Back

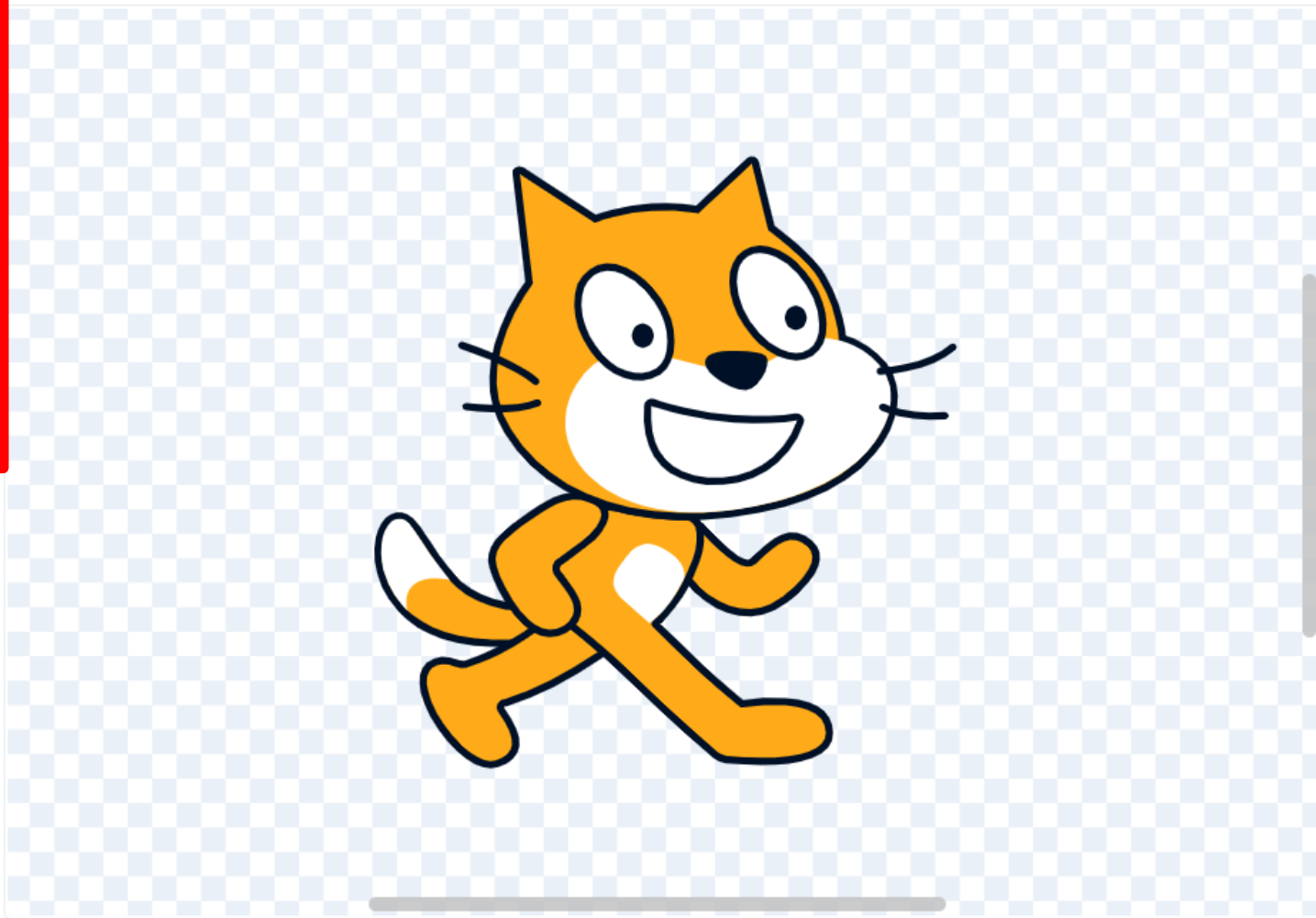
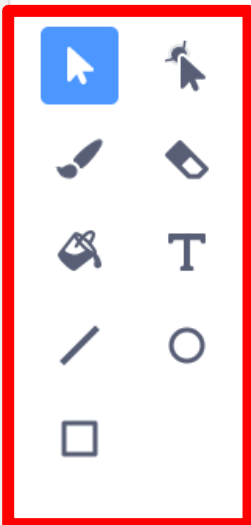
Fill Outline

4

Copy Paste

Delete

Flip Horizontal Flip Vertical



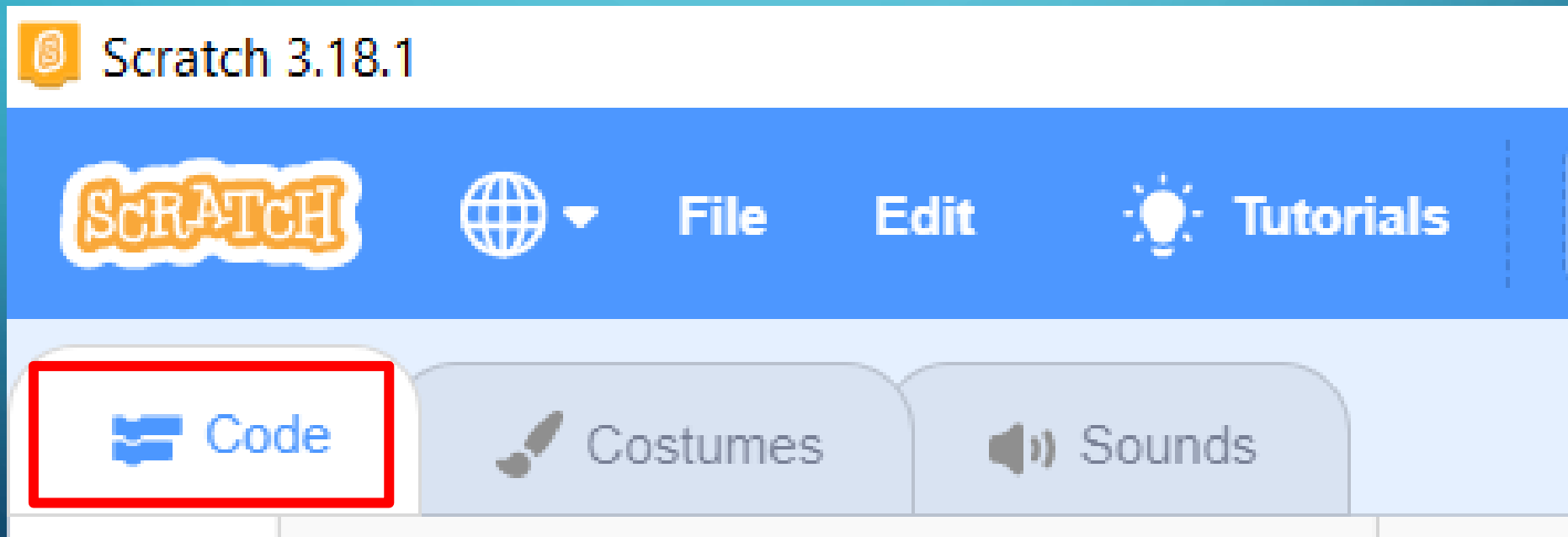
Convert to Bitmap





EDIT BOTH COSTUMES FOR THE CAT (5MIN)

GO BACK TO THE CODE



A Scratch 'switch costume to' block. The block is purple with a white border. It has a notch on the left side for interlocking with other blocks. The text 'switch costume to' is in white. To the right of the text is a rounded rectangular dropdown menu containing the text 'costume2' and a small white downward-pointing triangle.

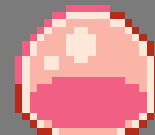
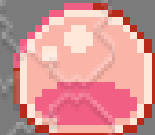
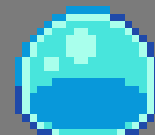
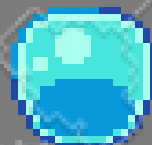
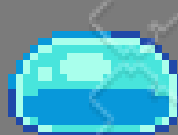
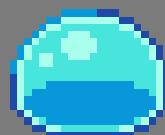
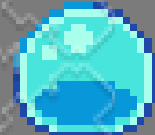
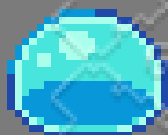
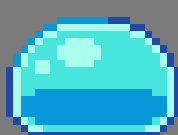
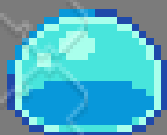
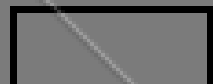
switch costume to costume2 ▼

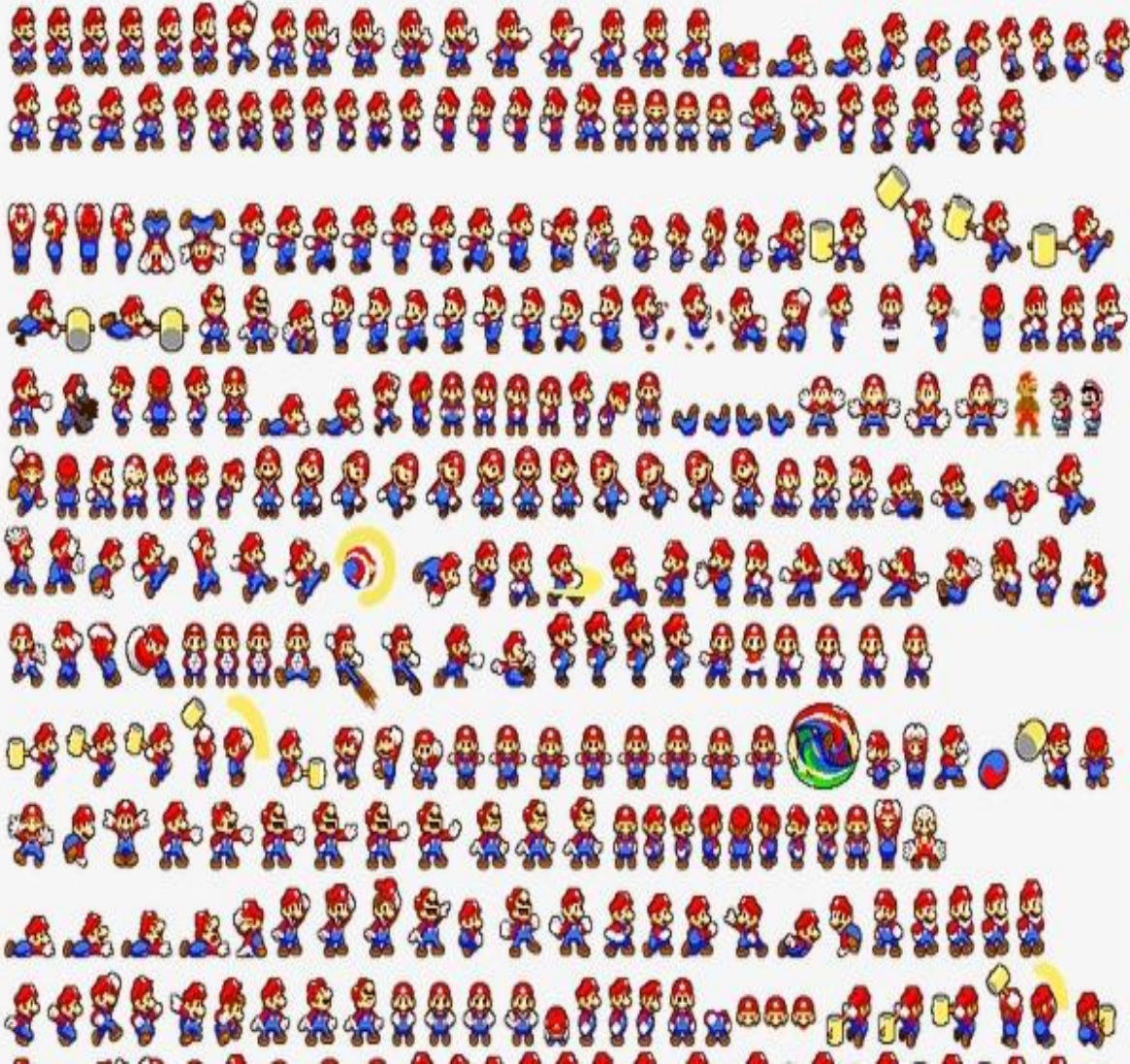
- With this block we can change the costume of our character to a specific one that we choose
- Our cat has only 2 costumes, but sometimes we will have more costumes

IDLE

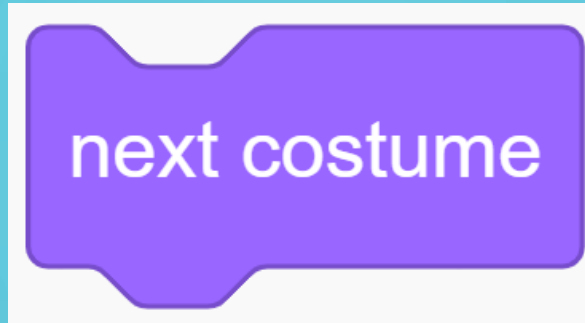
JUMP/ATTACK

DIE





By Mark Haynes, A. J. Nitro, jdaster64, TheGuy07, and many others.
Redone and arranged by jmkrebs30
Permission not needed. Give credit to everyone mentioned if used. Thanks!



- If we have a sequence of costumes that should go one by one we can use this block
- It will show which ever costume is next

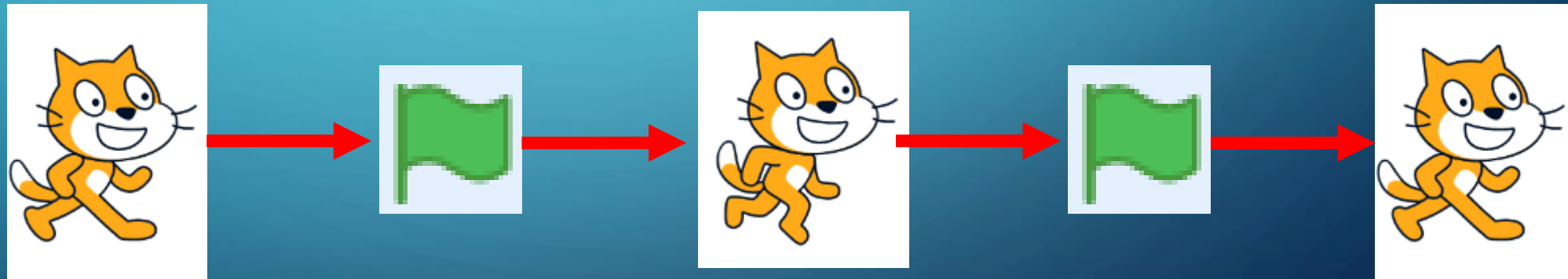
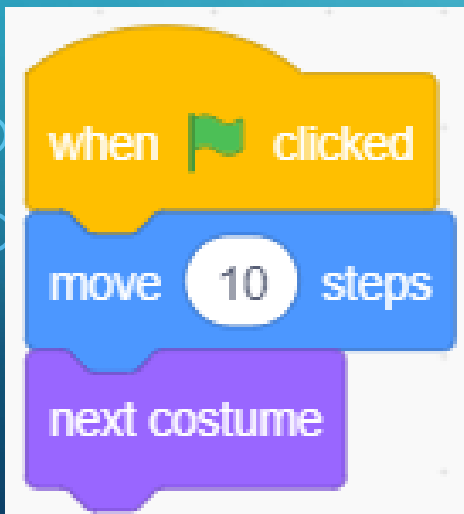
WHEN WOULD THIS BLOCK BE USEFUL?

A purple block with a white border and a white background, containing the text "next costume" in white lowercase letters. The block has a unique shape with a notch on the left side and a bump on the right side.

next costume

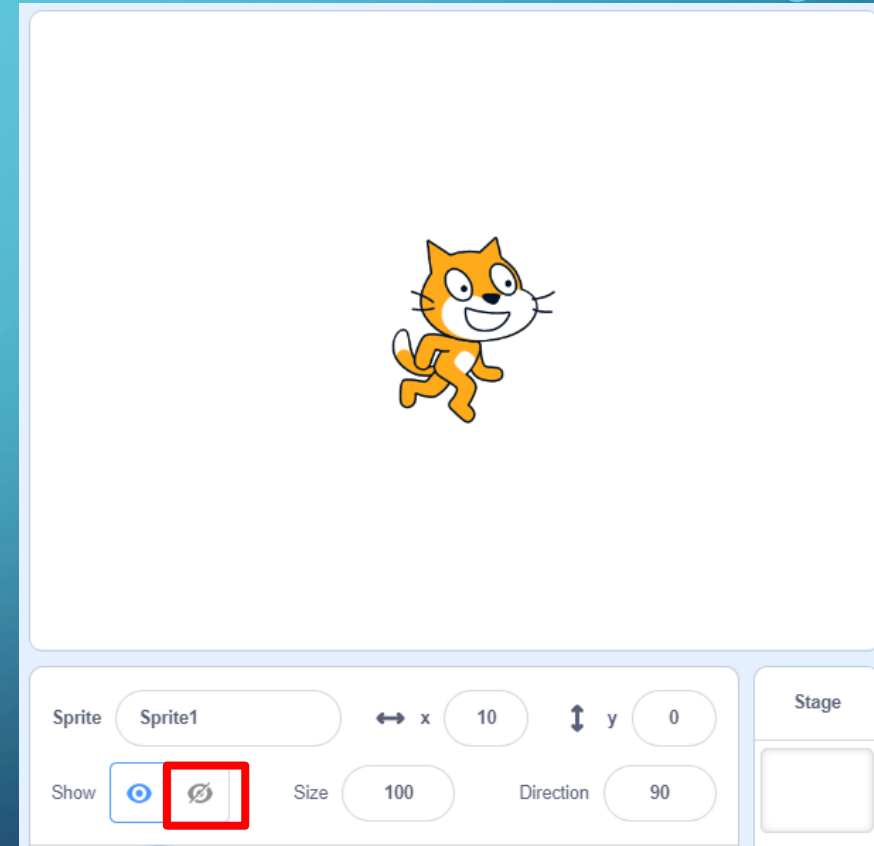
next costume

- It is very useful when we make our character walk, then we can change the costumes for every step





- This block is used to hide our character
- The character will still be there, but it will be hidden

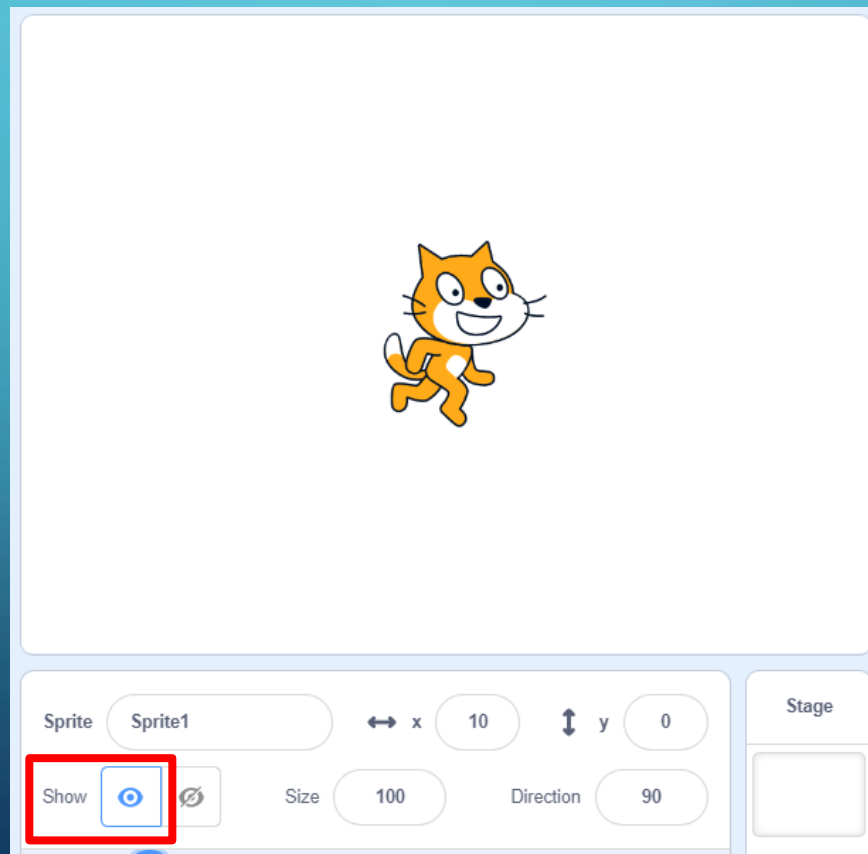


WHEN WOULD THIS BLOCK BE USEFUL?

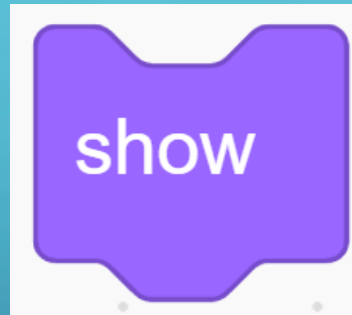
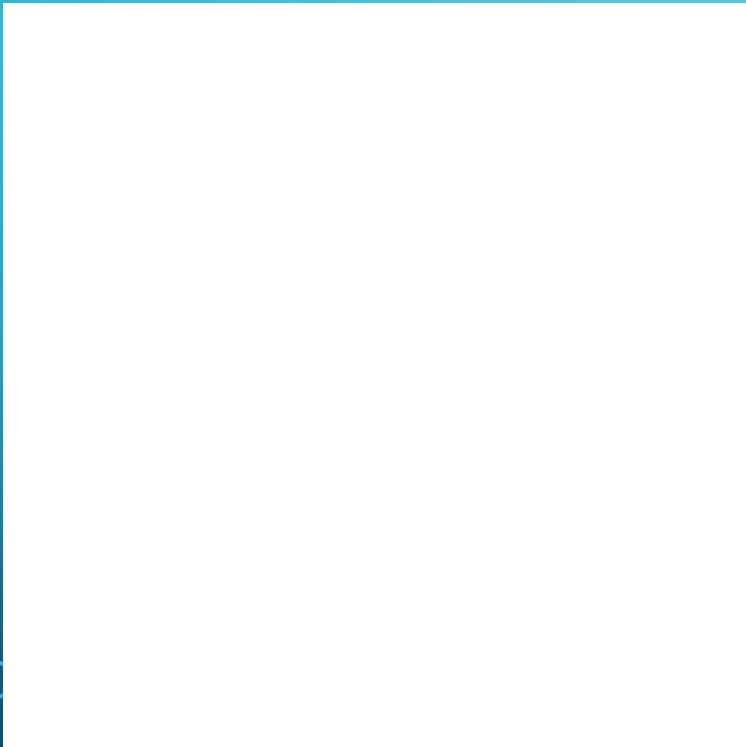




- This is used when we want to show the character or something that was hidden



WHEN WOULD THIS BLOCK BE USEFUL?





ANY QUESTIONS?



WORKSHEET



THE END