day51 Scratch dancing name
Due: Wednesday 1/17/24

If you haven't already, create a login to Scratch using your school email. You will save your work on the Scratch web site under your account. Confirm your email address. Watch this video if you need help doing that.

Your task today is to use Scratch to create a program that uses the letters in your name to create an interesting scene. When you press the green flag to start the program, each letter will do a different thing. When you press the space bar, each letter will go back to its starting spot, go back to its default size, shape, color, etc., and stop moving.

Create a new project. Rename it to "day 51 dancing name".

Use the built-in letter Sprites (your choice of letter styles, any combination), and use your name of at least 4 letters, or if your name is longer than 8 letters, you may use an abbreviated version of your name that is 8 letters or less (you can use your first or last name.) Lay out the letters so they spell your name. See example to the right.

Once you get the letters laid out the way you want them, I recommend writing your program as follows:

1) First, write a spacebar program that puts all the letters back to where they are right now.

2) Second, write a program inside each letter that makes the letter do something different from all the other letters.

Here are tips on both parts:

Part 1, getting the letters to go back to their starting locations when the user presses the space bar:

We want to get all the letters back to this starting location where they are right now.

In the first letter, from Control, drag over a "when space key pressed" event block, then add blocks to make the Sprite go back to its current location, point in direction 90, set size to 100%, clear visual effects, and stop other scripts in this sprite.

Once you have this script in one Sprite, you can test it by moving that letter somewhere else on the screen, then typing the spacebar. Your letter should pop back to its default location. After you see it working, copy the script to the other Sprites by dragging the block of the script over onto each other Sprite. You then need to update the location information for each Sprite (so the letters don't all pile on top of each other.) In the "Motion" brick area there should be a block like this:

go to x: -108 y: 9

Update these numbers to be the right location for each letter. Also, don't use the "Stop All Scripts" command, but sure to use "stop all scripts in this sprite" so that one sprite doesn't keep another one from moving back to where it wants to go.

Part 2: Making the letters do something cool:

Once you have a script in each Sprite to reset their locations and orientation, write a different script for each letter so that the letters move around your stage and/or do crazy things. You can have them bounce on the walls, follow the mouse pointer, change color, play sounds or music, show an effect, move randomly around the window, or do combinations of things. Be creative. Sprites don't change color if they are black, so if you want color to be part of your Sprite, edit it and color it. The key is to make each letter do a different thing. Each of these scripts will be under a "When green flag clicked" top block, one per script.

Here are my letters after they were all doing their own thing:

When you are done, your final project should meet the following criteria:

- Be named day51 dancing name

- Feature at least 4 letters, part or all of your first or last name (if your first or last name is 8 characters or less, then you have to use it).

- The **green flag** makes all the letters start doing things. Each letter does a different thing forever (not just for a certain amount of time).

- The background changes at least once to something other than what it was when it started.

- Pressing the **space bar** makes all the letters go back to where they started, with the right size, shape, orientation, and color, sets the background to the starting background and stops all scripts.

Let me know when you are done and I'll come by to check you off.

Also, make a share link, and post that on the Google Classroom.

This is due today.