Scratch Level 1: Code Your Own Game
TUTORIAL #2: Interactions

*This tutorial will help you:
- ✓ Use a few '*sensing*' tools.
- ✓ Add code blocks to two sprites in your program.

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STEP ONE:

_____ **Open the Scratch project you created for Tutorial #1.** Make sure you still have one sprite that you can move around the screen with the arrow keys.

STEP TWO:

_____**Choose another sprite from the library.** We will choose a fish, since we're building an underwater game. If you choose a different sprite, be careful to put the right code on the right sprite.

New sprite: 👤 / 📤 📷
Choose sprite from library

STEP THREE:

_____**Rename your sprites**: We now have two fish: Fish 3 and Fish 2. Let's rename them "Red fish" and "Yellow fish". To change their names, click on the blue information icon (ℹ) and type the new name. When you're done, your screen should look something like the screenshot below.
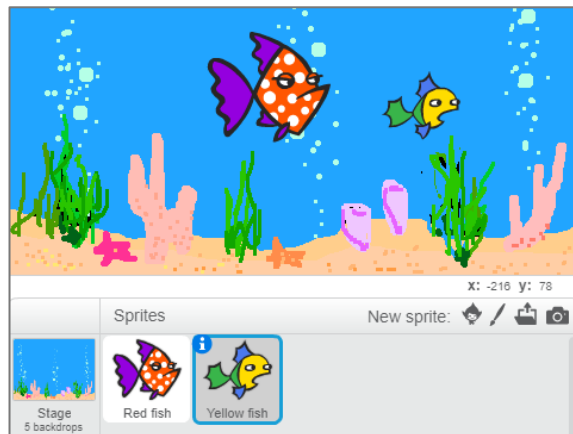
<u>**STEP FIVE:**</u>

_____**Add the following code to the <u>yellow fish</u>.**

Notice that the 'if-then block' has a blank space. You will **drag a light blue sensing block into this space ('*touching Red fish*").** Use the black downward arrow to select "*Red fish*". You can change the speech bubble message and the time it is displayed.

IF TIME PERMITS: EXTENSION TASKS

_____ What would happen if you did not use the forever loop?

_____ Can you record a custom sound file with your microphone for the yellow fish?

_____ Can you code the yellow fish to do something if it touches another sprite on your stage?

_____ Try to have your yellow fish display a message if it touches a certain color rather than the red fish.