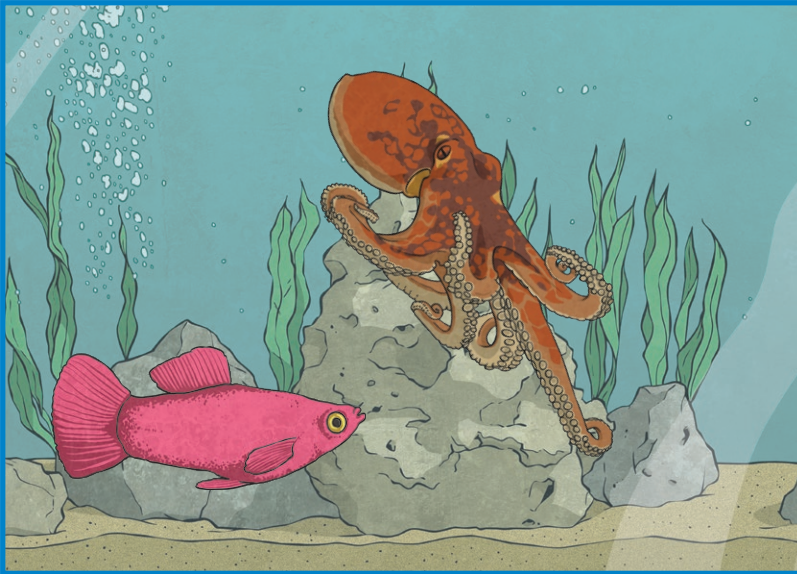


Creative Coding with Scratch

Underwater Antics



Getting Started

Select **Underwater 1** backdrop.

Choose **Octopus** and **Fish** from the sprite library.

Reduce the size of each sprite and change the direction or position of each sprite as required.

Challenge 1

Can you add a sound effect?

Challenge 2

Can you make the **Fish** talk to the **Octopus**?

Challenge 3

Can you make both sprites keep moving and bounce off the edges?

Challenge 4

Can you change the colour of the **Octopus** when it touches the **Fish**?

I can:

- select a backdrop and sprite;
- add a sound effect;
- make sprites talk;
- make sprites bounce off the edge;
- program a sprite to change appearance when it touches another sprite;
- program two separate sprites.

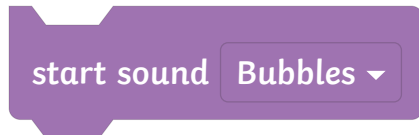
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Helpful Hints

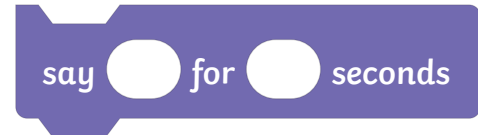
Underwater Antics

Use these hints to help you complete the challenges. They will not give you the complete solution to the algorithm but should help you on your way.

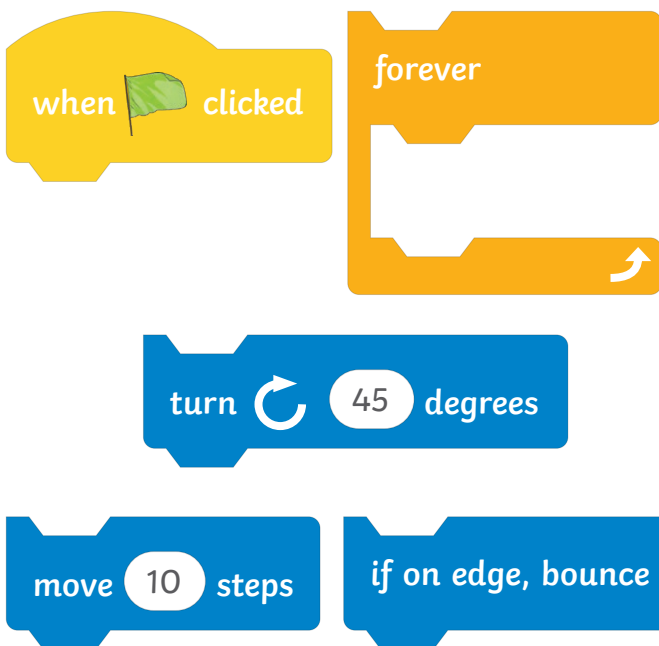
To add a sound effect:



To make a sprite talk:

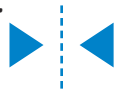


To make both sprites move and bounce off the edge:



Top Tip

If your sprite turns upside down, you will need to use the **Left/Right** rotation style. You will find this by clicking on **Direction** in the **Sprite Pane**.



To make the **Octopus** change colour when it touches the **Fish**:

