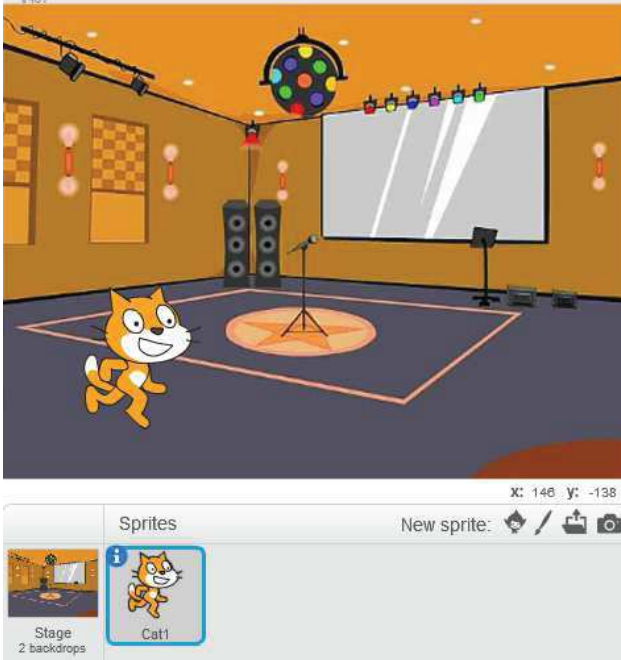






Project-1: Cat Dance

Stage and Sprites:	Cat Sprite Script:
 <p>The screenshot shows the Scratch Stage and Sprites panel. The stage is a dance studio with a cat sprite on a circular dance floor. The Sprites panel shows the 'Cat' sprite selected. The stage has 2 backdrops. The Sprites panel shows 'Stage 2 backdrops' and 'Cat!'.</p>	 <pre> when green flag clicked forever loop move 10 steps wait 1 secs move -10 steps wait 1 secs </pre>

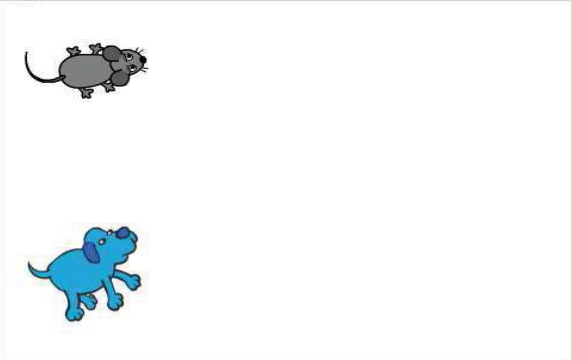

Project-2: Parrot animation

Stage and Sprites:	Parrot Sprite Script:
 <p>The screenshot shows the Scratch Stage and Sprites panel. The stage is a desert landscape with a parrot sprite. The Sprites panel shows the 'Parrot' sprite selected. The stage has 2 backdrops. The Sprites panel shows 'Stage 2 backdrops' and 'Parrot'.</p>	 <pre> when green flag clicked forever loop next costume play sound bird until done wait 1 secs </pre>

Project-3: Cat Magic appearance

<p>Stage and Sprites:</p> 	<p>Script:</p> <pre> when clicked set pixelate effect to -250 repeat 10 change pixelate effect by 25 play drum 1 for 0.25 beats say Hello! </pre>
--	--


Project-4: Chase the mouse

<p>Stage and Sprites:</p>  <p>Stage 1 backdrop</p> <p>Sprites</p> <p>New sprite: </p> <p>Dog2 Mouse1</p>	<p>Dog Sprite Script:</p> <pre> when up arrow key pressed move 10 steps when down arrow key pressed move -10 steps when left arrow key pressed turn 15 degrees when right arrow key pressed turn -15 degrees </pre>
<p>Mouse Sprite Code:</p> <pre> when clicked forever point towards Mouse1 move 1 steps </pre>	<p>Animating Mouse:</p> <pre> when clicked forever if touching Mouse1 ? then play sound meow until done </pre>

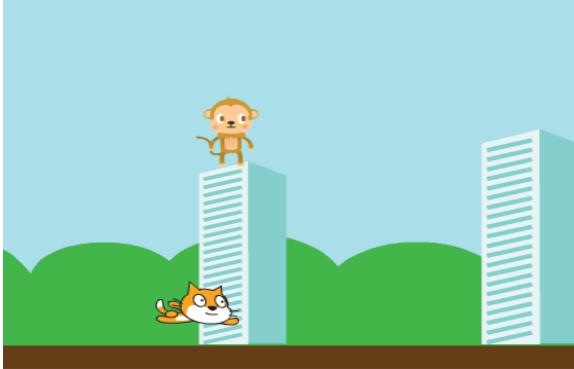
Project-5: Happy Birthday card

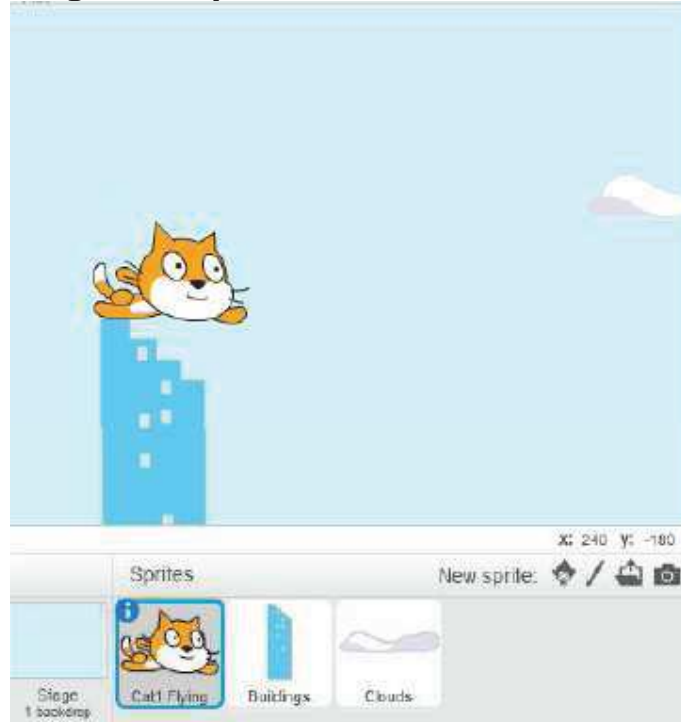
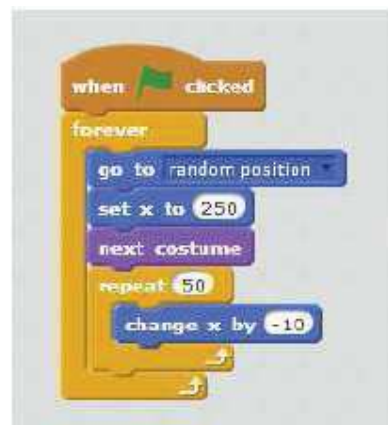
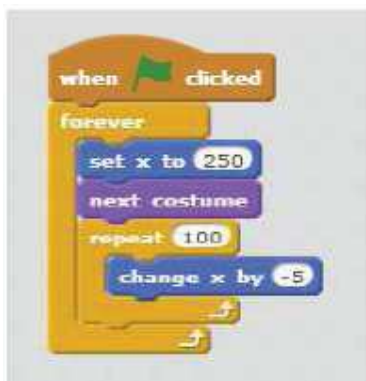
<p>Stage and Sprites:</p> 	<p>Happy Birthday Script:</p> <pre> when green flag clicked go to x: 5 y: 26 set size to 25 % hide wait 1 secs show set size to 50 % wait 0.25 secs set size to 75 % wait 0.25 secs set size to 100 % broadcast mom </pre>
<p>Mom Script:</p> <pre> when green flag clicked hide when I receive mom go to x: 63 y: 33 show set mosaic effect to 0 wait 2 secs set mosaic effect to 20 wait 2 secs set mosaic effect to 0 wait 1 secs broadcast butterfly </pre>	<p>Animating Butterfly:</p> <pre> when green flag clicked hide when I receive butterfly go to x: -111 y: 25 show broadcast text forever next costume wait 1 secs when I receive butterfly forever play sound birthday bells until done </pre>
<p>Script for Text</p> <pre> when green flag clicked hide when I receive text wait 6 secs show </pre>	

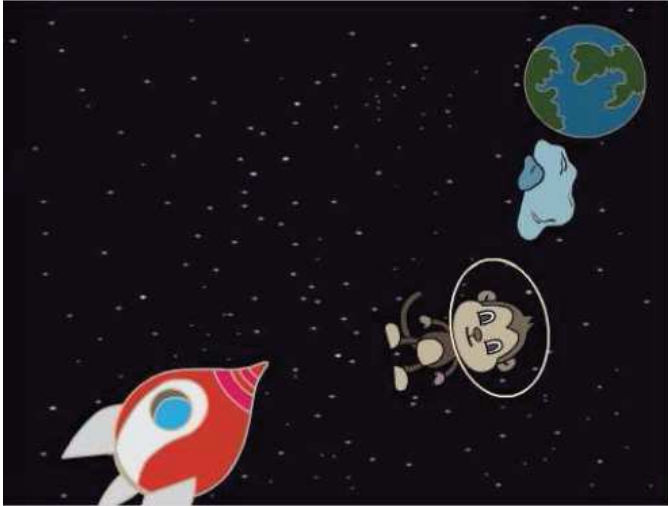
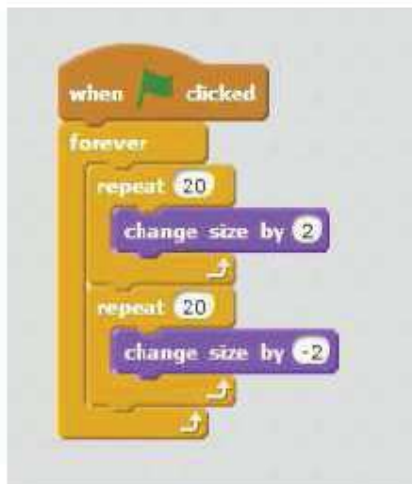
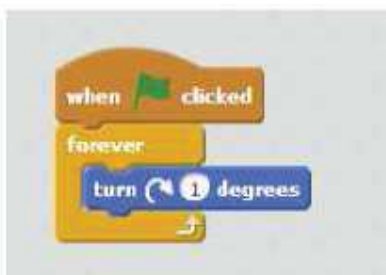
Project-6: Musical Dance

<p>Stage and Sprites:</p> 	<p>Cassy dance Script: Instruments code:</p> <pre> when green flag clicked go to x: -66 y: -14 forever loop next costume wait 1 secs when green flag clicked forever loop play sound garden until done </pre> <pre> when green flag clicked go to x: 44 y: -121 forever loop next costume wait 1 secs </pre>
--	---

Project-7: Help the monkey

<p>Stage and Sprites:</p> 	<p>Cat flying Script:</p> <pre> when green flag clicked go to x: -81 y: -143 set rotation style don't rotate repeat 15 change y by 10 wait 0.25 secs wait 0.4 secs glide 1 secs to x: -92 y: -150 </pre>
<p>Instruments Script:</p> <pre> when green flag clicked go to x: -63 y: 47 repeat 2 play sound chee chee say Help... Help... for 2 secs wait 0.1 secs go to x: -94 y: 41 wait 0.2 secs glide 1 secs to x: -92 y: -140 </pre>	

Project-8: Make it fly**Stage and Sprites:****Cat Script:****Clouds Script:****Building Script:**

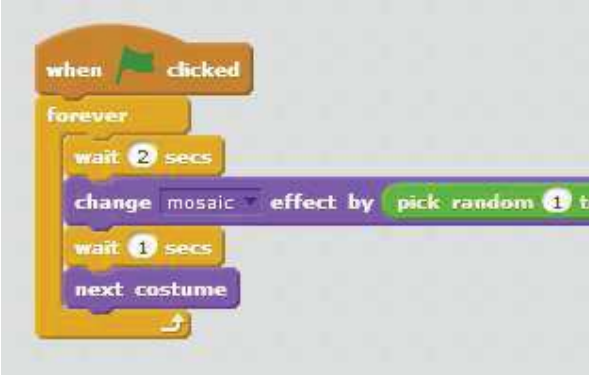
Project-9: Lost in Space**Stage and Sprites:****Spaceship****Star****Rocks****Monkey**

Project-10: Aquarium**Stage and Sprites:****Fish Script**

```
when clicked
  set rotation style left-right
  forever
    glide 6 secs to x: pick random 220 to -220 y: pick random 160 to -160

when clicked
  forever
    next costume
    wait 0.6 secs
```

Project-11: Family Photo album

Stage and Sprites:	Script
	 <pre> when clicked forever wait 2 secs change mosaic effect by pick random 1 to wait 1 secs next costume </pre>

Project-12: Storytelling and Presentations

Stage and Sprites:	Script
	 <pre> when clicked switch costume to rh1 when space key pressed next costume </pre>

Project-13: Conversation**Stage and Sprites:**

1.

Maya Script:

```
when clicked
say Hai! Ruby... for 2 secs
wait 3 secs
say I'm Fine. Thank you. for 2 secs
say Where did you went saturday evening? for 2 secs
wait 3 secs
say What you did there? for 2 secs
wait 3 secs
say What did you think of it? for 2 secs
wait 3 secs
say Do you recommend me to join? for 2 secs
wait 3 secs
say I'm sure i will join. for 2 secs
```

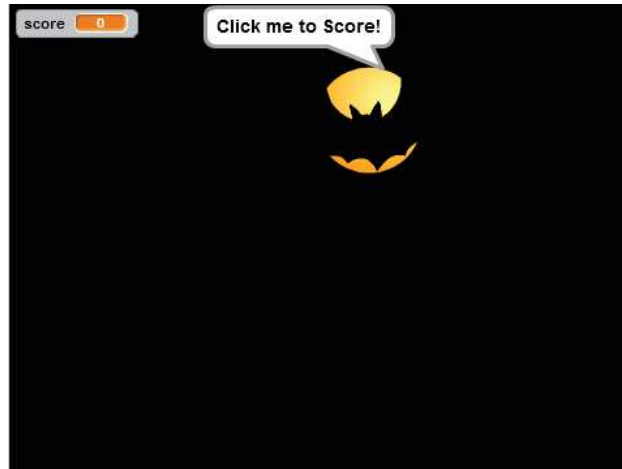
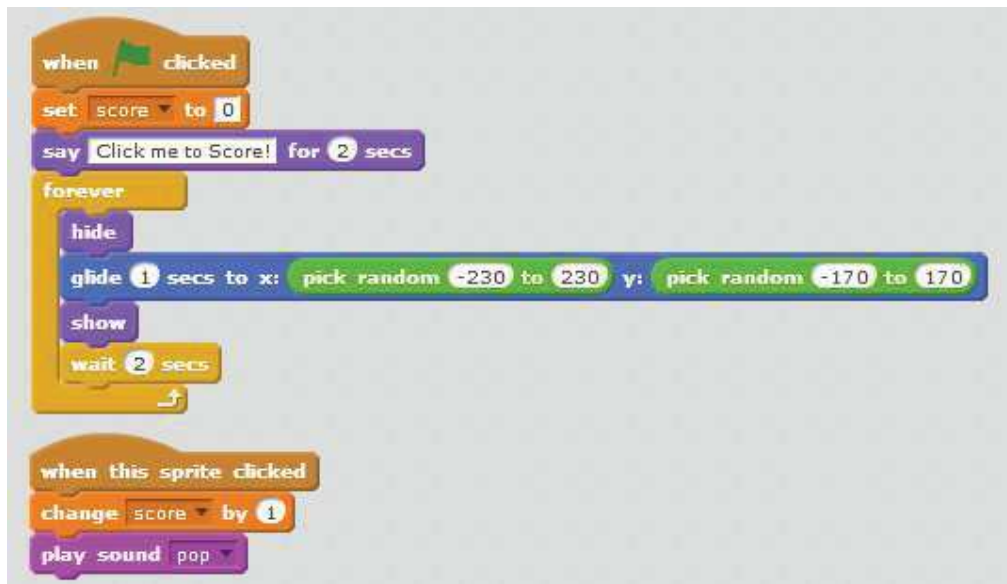
Ruby Script:

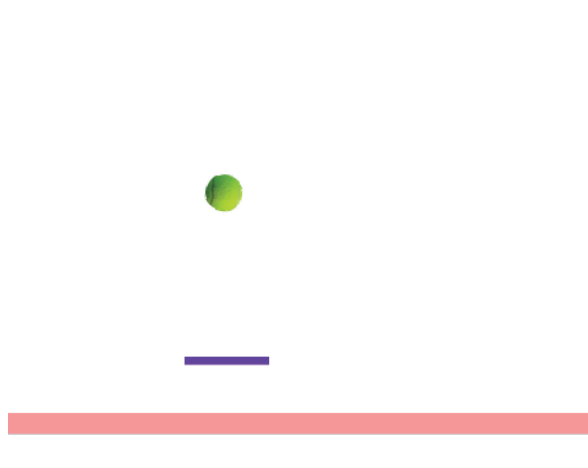
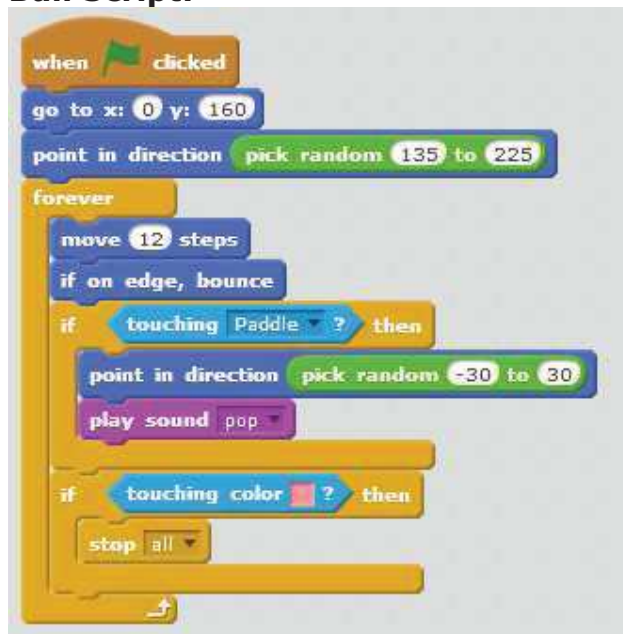


Project-14: Hide and Seek**Stage and Sprites:****Script:**

```
when green flag clicked
  set Score to 0
  say Click me to Score! for 2 secs
  hide
  forever loop
    hide
    glide 1 secs to x: pick random -200 to 200 y: pick random -170 to 170
    show
    wait 0.8 secs
  end loop

when this sprite clicked
  change Score by 1
  play sound wah beatbox
```

Project-15: Hide and Seek-2**Stage and Sprites:****Ball Script:****Owl Script:**

Project-16: Pong Game**Stage and Sprites:****Paddle Script:****Ball Script:**

Project-17: Balloon Blast game**Stage and Sprites:****Balloon Script:**

```

when green flag clicked
  set size to 50 %
  switch costume to balloon1-c
  forever loop
    glide 8 secs to x: pick random -230 to 230
  
```

Space Ship Script:

```

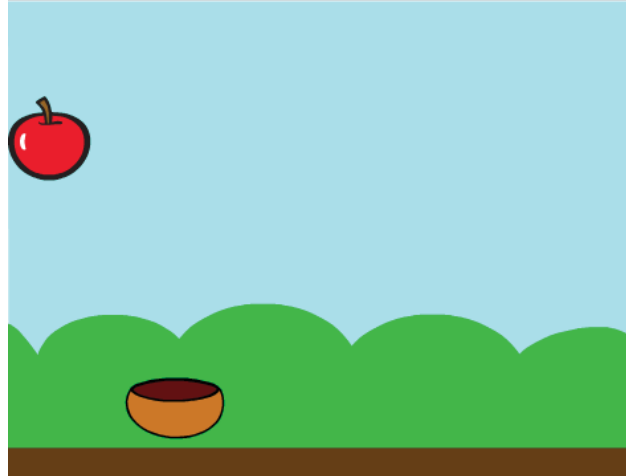
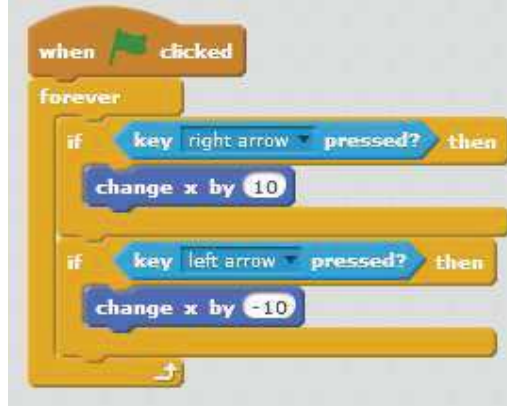
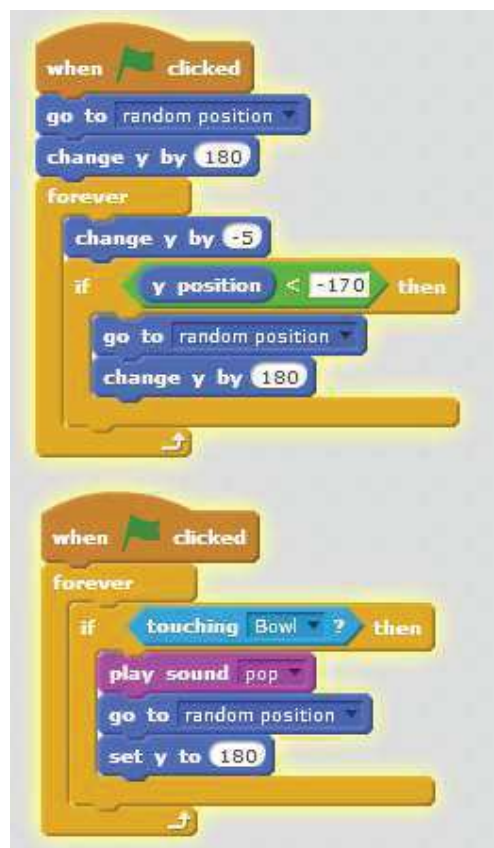
when green flag clicked
  set size to 20 %
  go to x: 0 y: -150

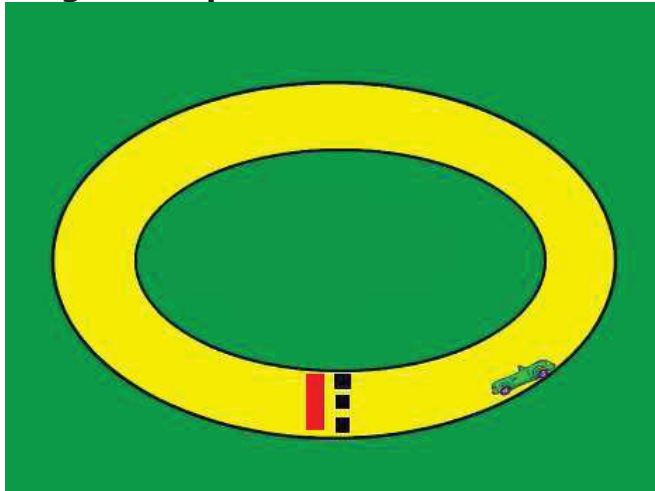
when left arrow key pressed
  change x by -10

when right arrow key pressed
  change x by 10

when space key pressed
  repeat 12
    change y by 25
  glide 2 secs to x: 0 y: -150

when green flag clicked
  forever loop
    if touching Balloon1 ? then
      play sound pop
      go to x: 0 y: -150
  
```

Project-18: Catch the apples**Stage and Sprites:****Bowl Script:****Apple Script:**

Project-19: Car Race**Stage and Sprites:****Car drive Script:**

```

when right arrow key pressed
  turn 5 degrees
  if touching color [red] then
    turn 5 degrees
  
```

```

when left arrow key pressed
  turn 5 degrees
  if touching color [red] then
    turn 5 degrees
  
```

Script:

```

when green flag clicked
  go to x: 41 y: -95
  point in direction 90
  forever
    if touching color [red] then
      say join Finished in Secs: timer for 2 secs
      play sound clapping until done
      stop all
  
```

```

when up arrow key pressed
  move 10 steps
  if touching color [red] then
    move -20 steps
  
```

```

when down arrow key pressed
  move -10 steps
  if touching color [red] then
    move 20 steps
  
```


Project-20: Boat Maze**Stage and Sprites:****Script:****Script:**

Project-21: Maze**Stage and Sprites:****Script:**

when up arrow key pressed

move 10 steps

when down arrow key pressed

move -10 steps

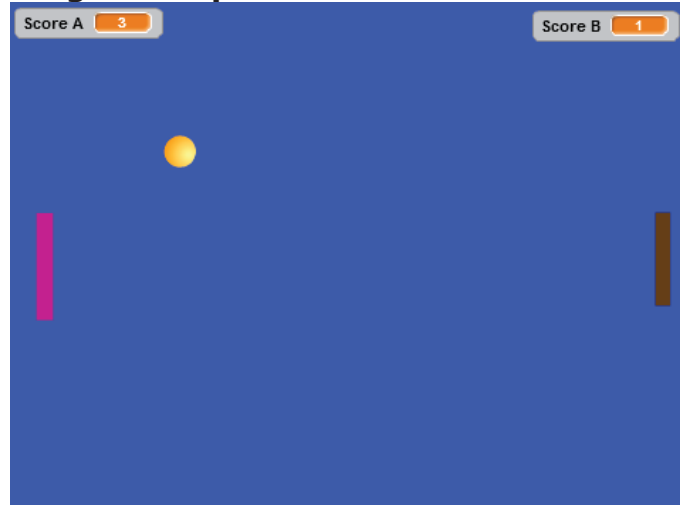
when left arrow key pressed

turn 15 degrees

when right arrow key pressed

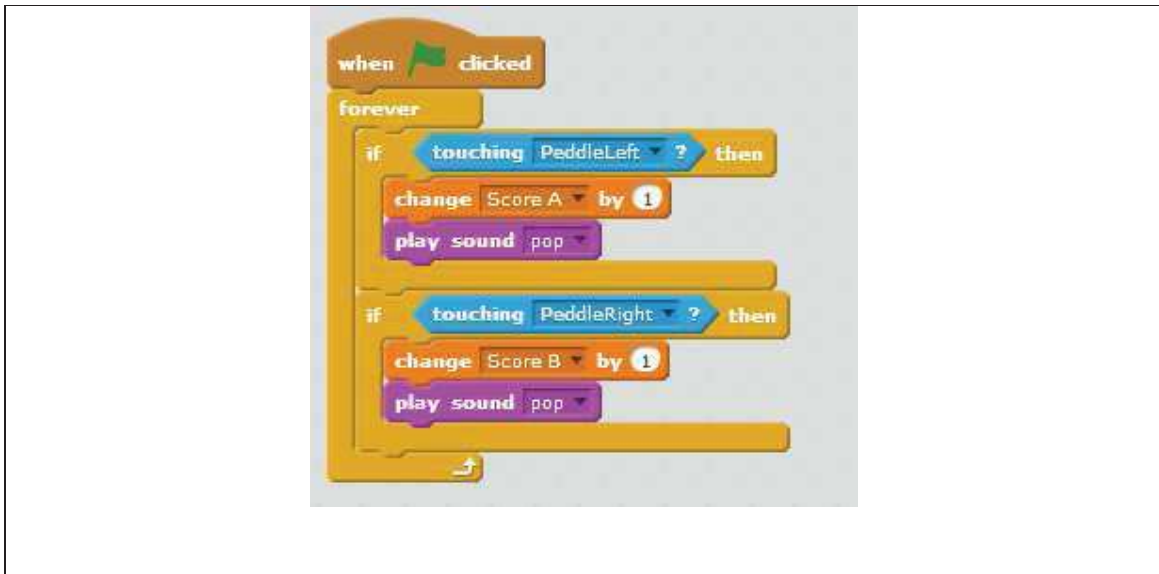
turn 15 degrees

Script:

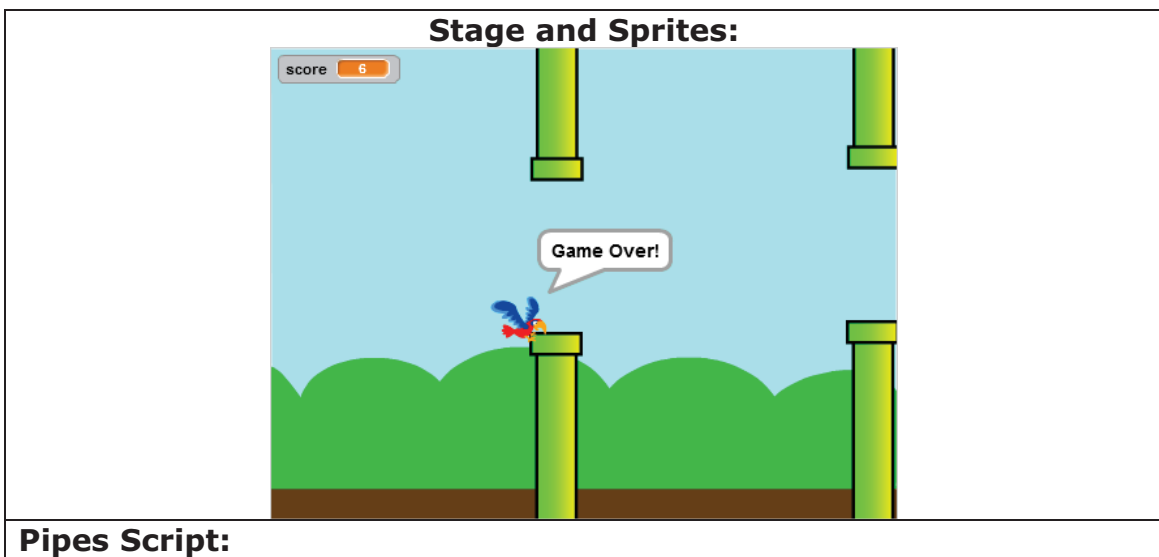
Project-22: Ping Pong**Stage and Sprites:****Script:****Paddle left - script****Paddle Right -Script:**

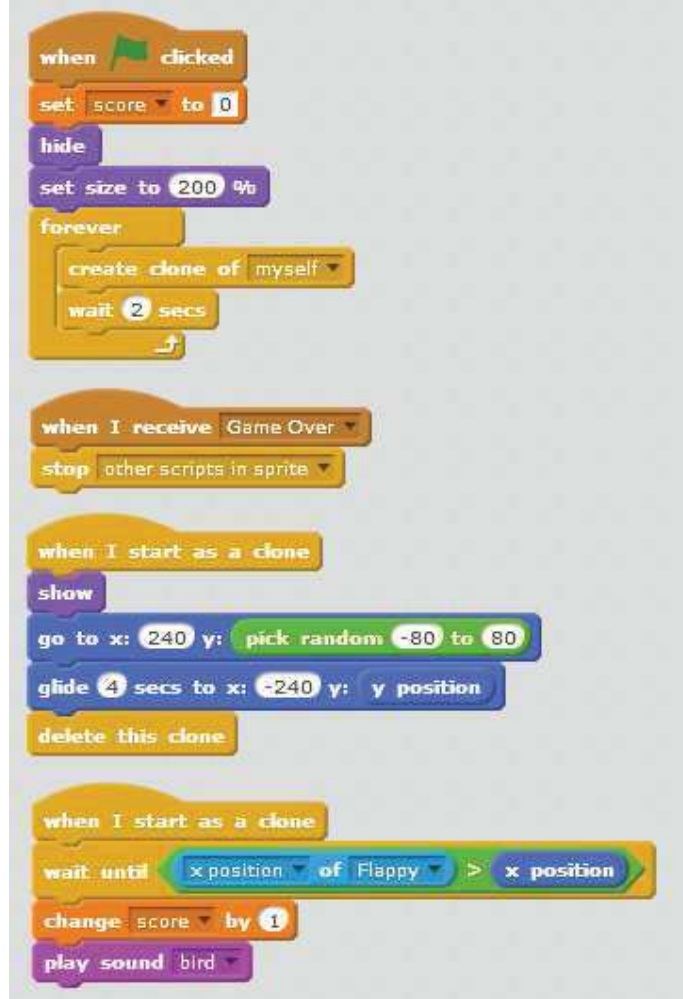
1. Set initial position.
2. Move with a,z letters.

Ball Script:

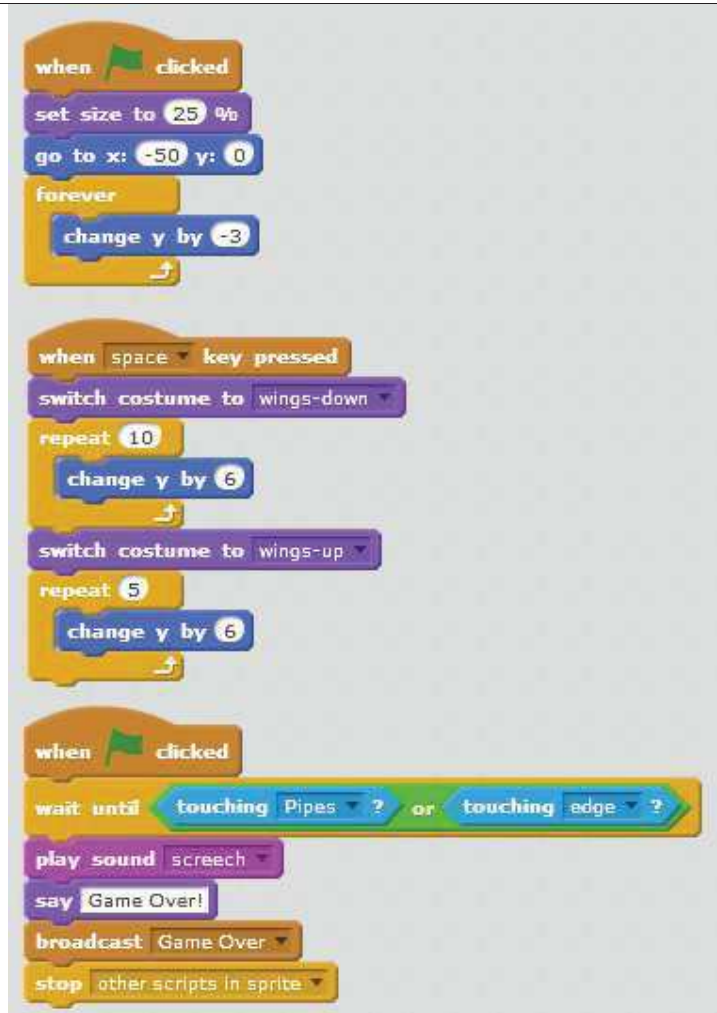


Project-23: Floppy Parrot



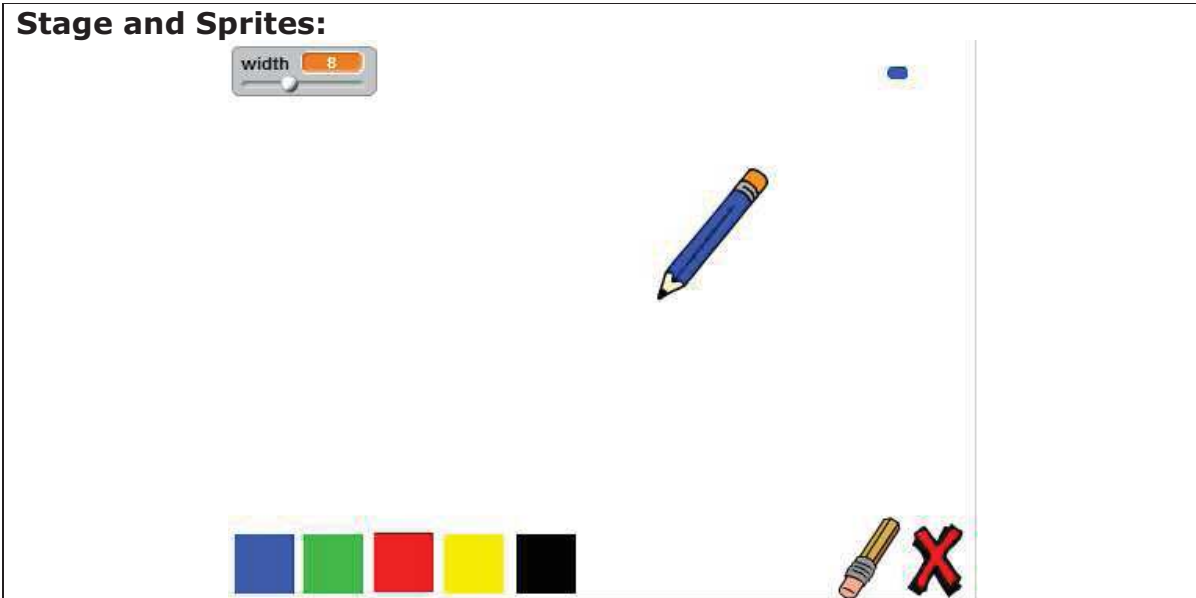


Parrot Script:



Project-24: Paint App

Stage and Sprites:



Pencil Script:

```

when green flag clicked
  clear
  switch costume to pencil-blue
  set pen color to blue
  forever loop
    go to mouse-pointer
    set pen size to width
    if mouse down? and mouse y > -120
      pen down
    else
      pen up
  
```

```

when I receive blue
  switch costume to pencil-blue
  set pen color to blue

when I receive red
  switch costume to pencil-red
  set pen color to red

when I receive green
  switch costume to pencil-green
  set pen color to green

when I receive yellow
  switch costume to pencil-yellow
  set pen color to yellow

when I receive black
  switch costume to pencil-black
  set pen color to black

when I receive eraser
  switch costume to eraser
  set pen color to black
  
```

Color Block Script:

```

when this sprite clicked
  broadcast blue
  
```

Clear Script(X):

```

when this sprite clicked
  clear
  
```

Eraser Script:

```

when this sprite clicked
  broadcast eraser
  
```

Project-25: Voting App**Stage and Sprites:****Key Script:**

```

when green flag clicked
  set Voted to 0
  set Bells to 0
  set Apple to 0
  set Key to 0
  set Glass to 0
  show variable Voted
  hide variable Bells
  hide variable Apple
  hide variable Key
  hide variable Glass

when this sprite clicked
  change Voted by 1
  change Key by 1

```

Bells Script:

```

when this sprite clicked
  change Voted by 1
  change Bells by 1

```

Apple Script:

```

when this sprite clicked
  change Voted by 1
  change Apple by 1

```

Glass Script:

```

when this sprite clicked
  change Voted by 1
  change Glass by 1

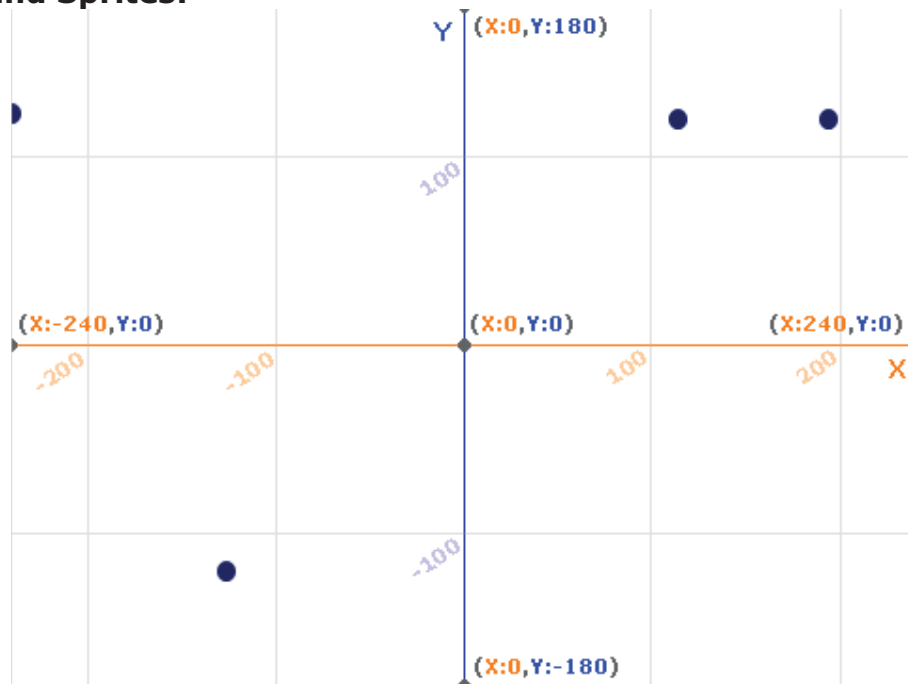
```

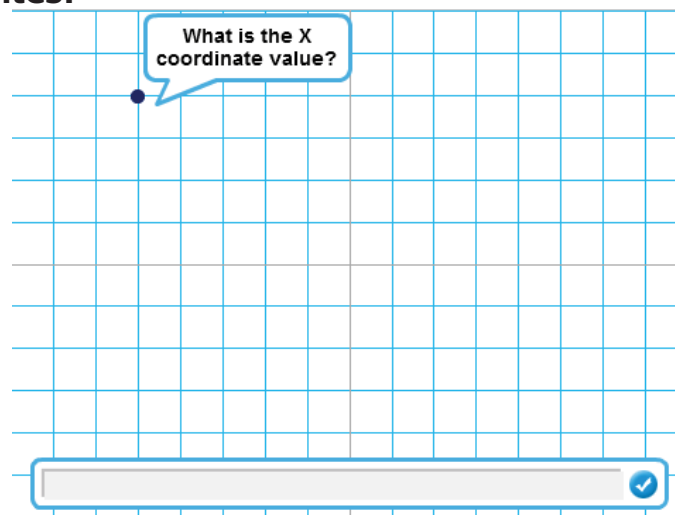
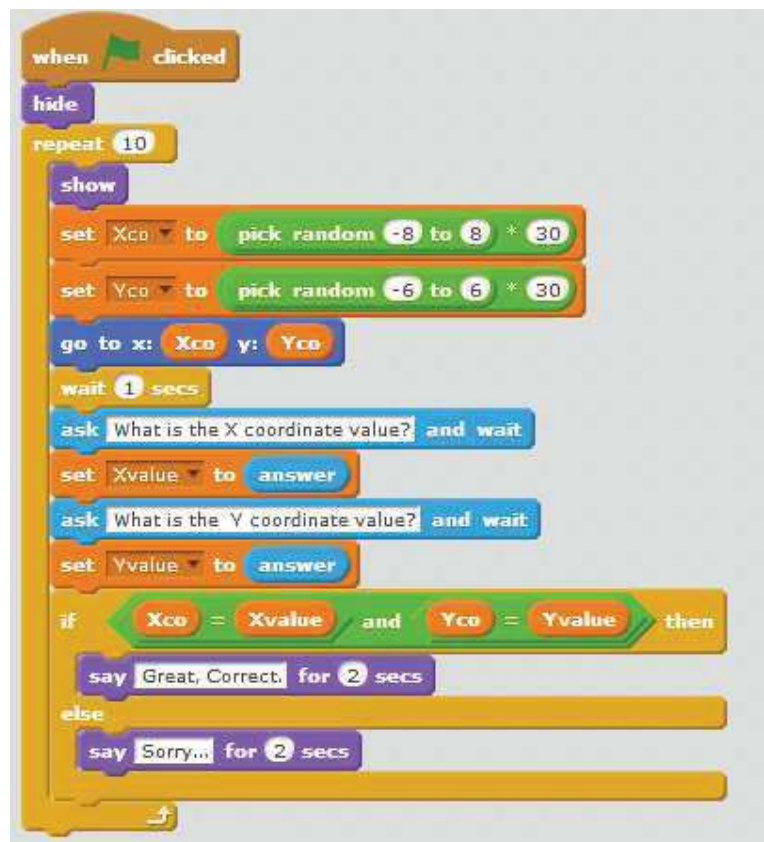
Show Result Button Script:

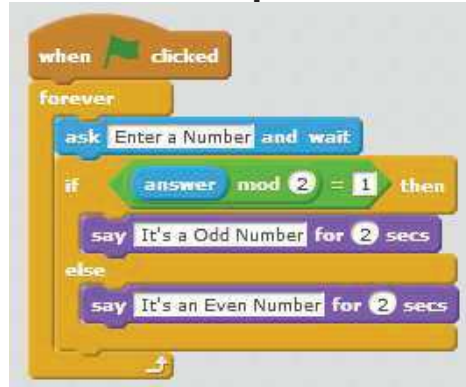
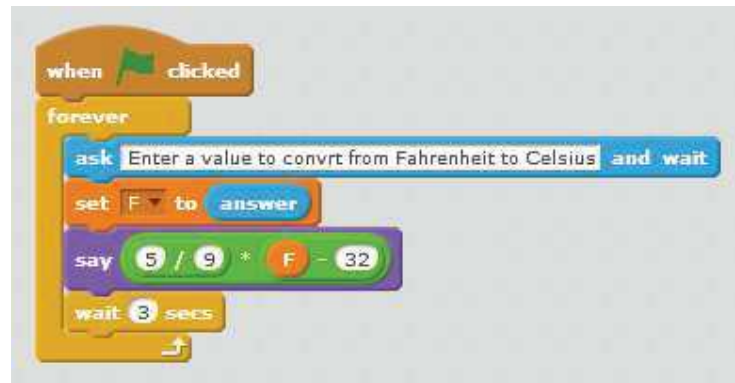
```

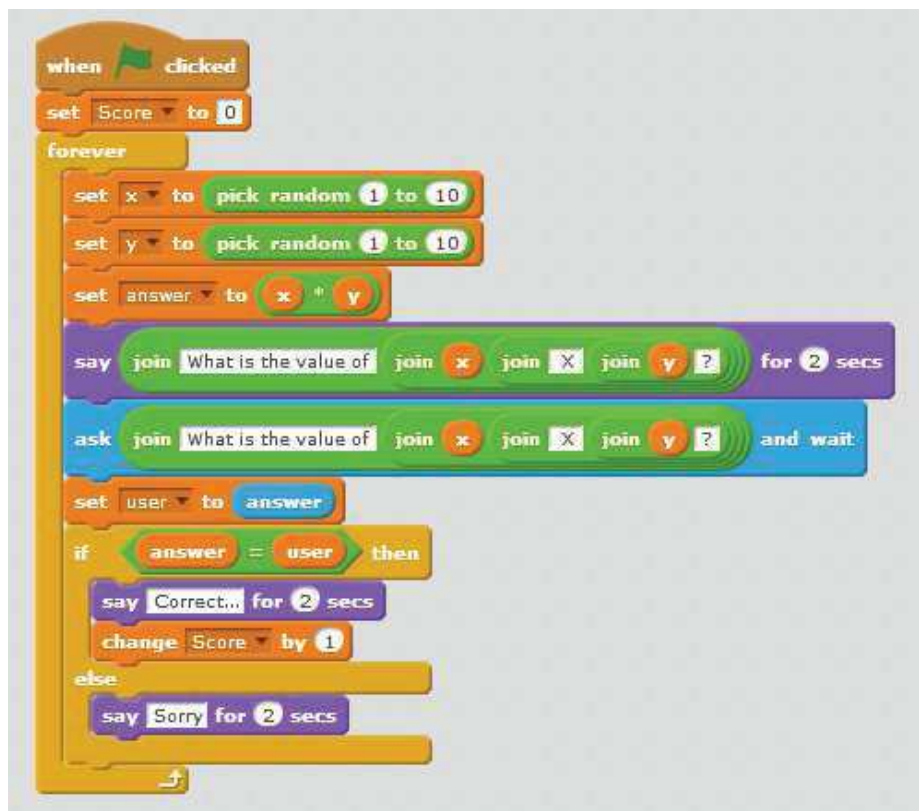
when this sprite clicked
  show variable Voted
  show variable Apple
  show variable Key
  show variable Glass
  show variable Bells

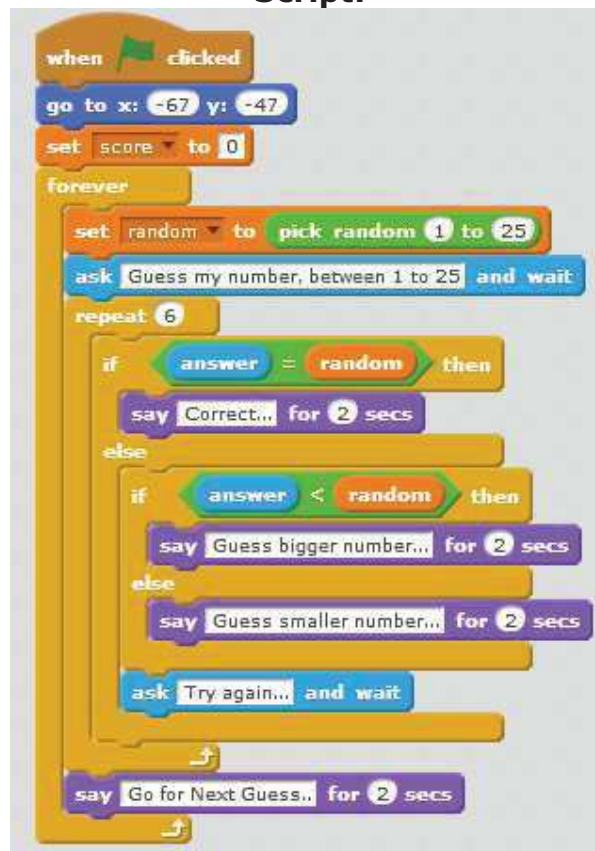
```

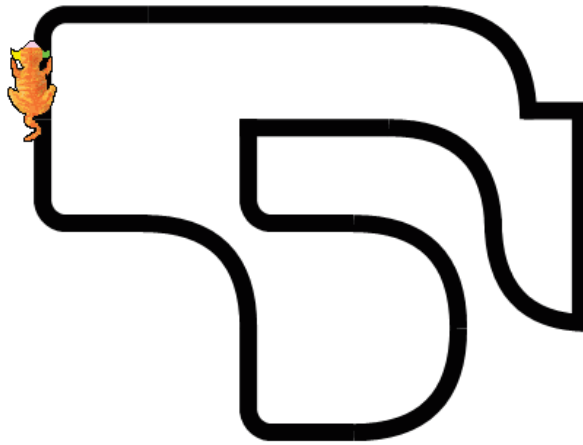

Project-26: Grid Plotter App**Stage and Sprites:****Script:**

Project-27: Find the Coordinates App**Stage and Sprites:****Script:**

Project-28: Finding Odd or even**Stage and Sprites:****Script:****Project-29: Fahrenheit to Celsius****Stage and Sprites:****Script:**

Project-30: Multiplication test**Stage and Sprites:****Script:**

Project-31: Guess my Number**Stage and Sprites:****Script:**

Project-32: Line follower**Stage and Sprites:****Script:**

```
when green flag clicked
  go to x: -50 y: 0
  point in direction 90
  forever loop
    if color pink is touching black? then
      move 2 steps
    else
      if color yellow is touching black? then
        turn right 5 degrees
        move 0.5 steps
      else
        if color green is touching black? then
          turn left 5 degrees
          move 0.5 steps
        else
          move 0.5 steps
          if on edge, bounce
```