

Scratch Primary Games Help

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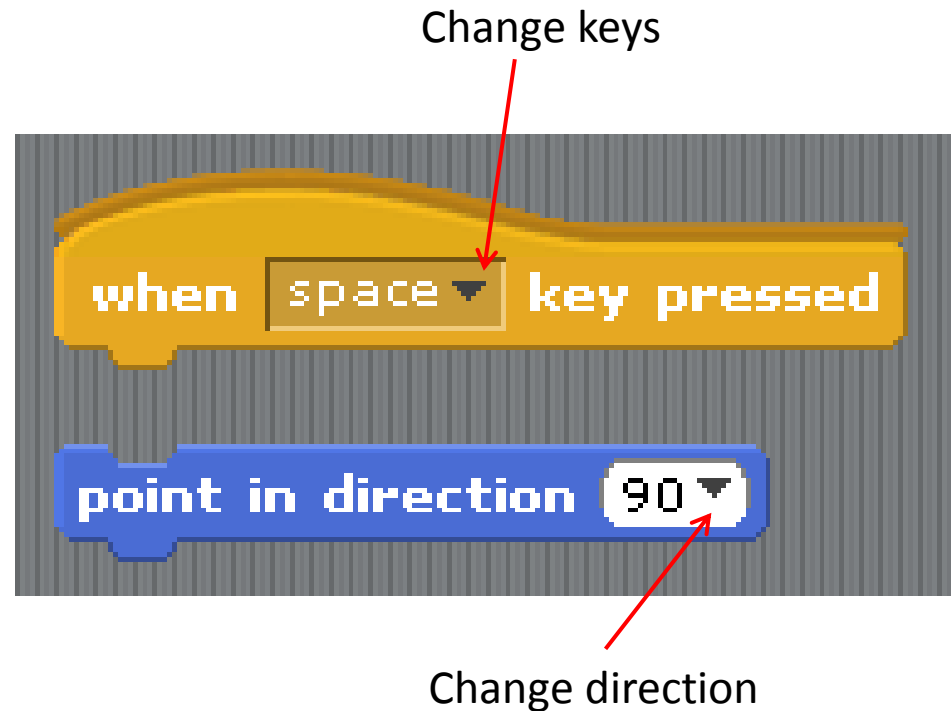
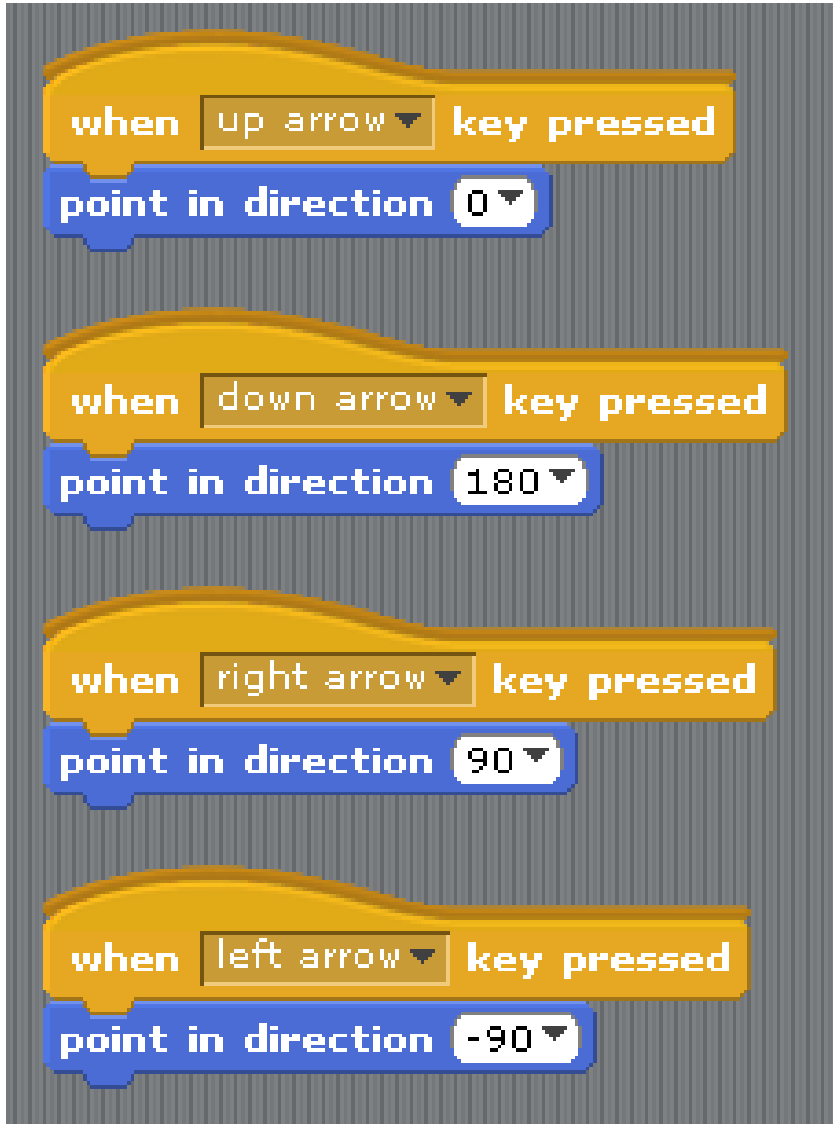
[Sprite follows a pathway](#)

[Change background or level
when touch colour](#)

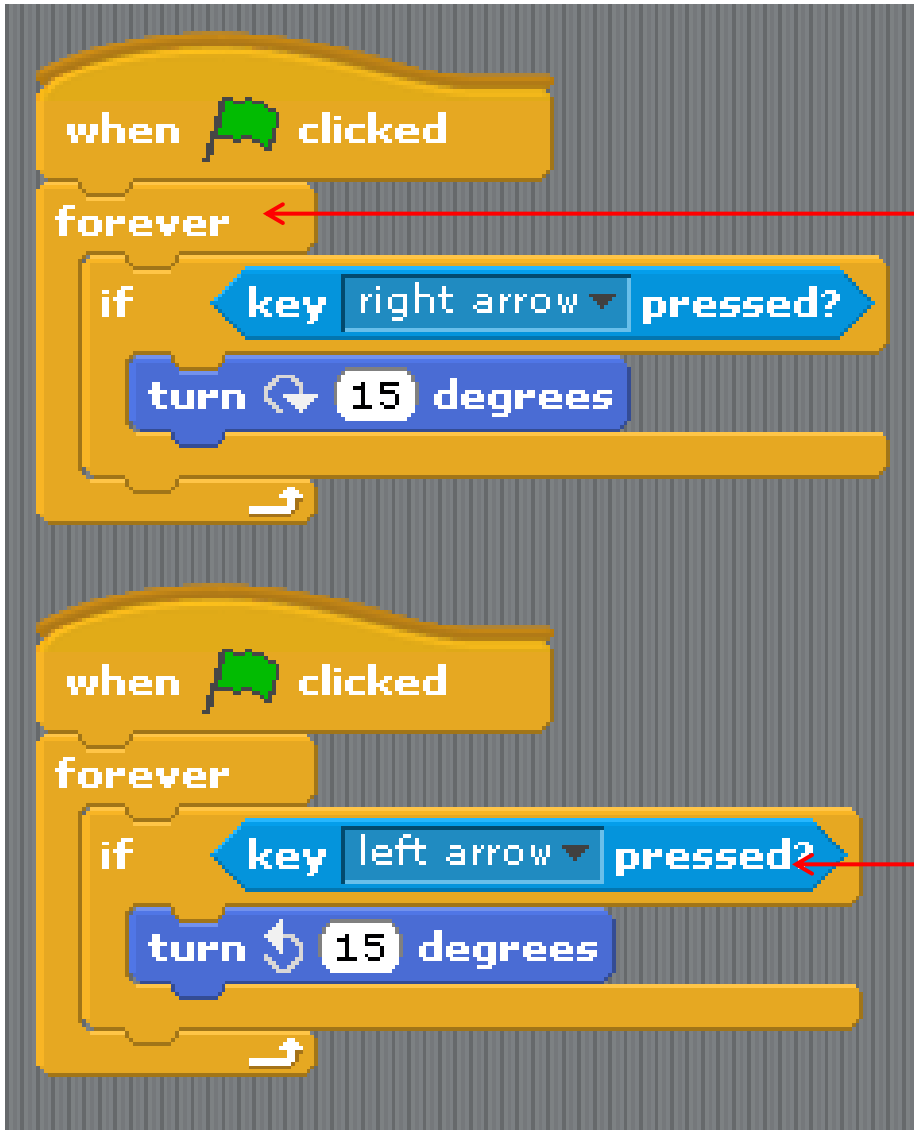
By Phil Bagge
@baggiepr
code-it.co.uk



Point Up Down Right Left



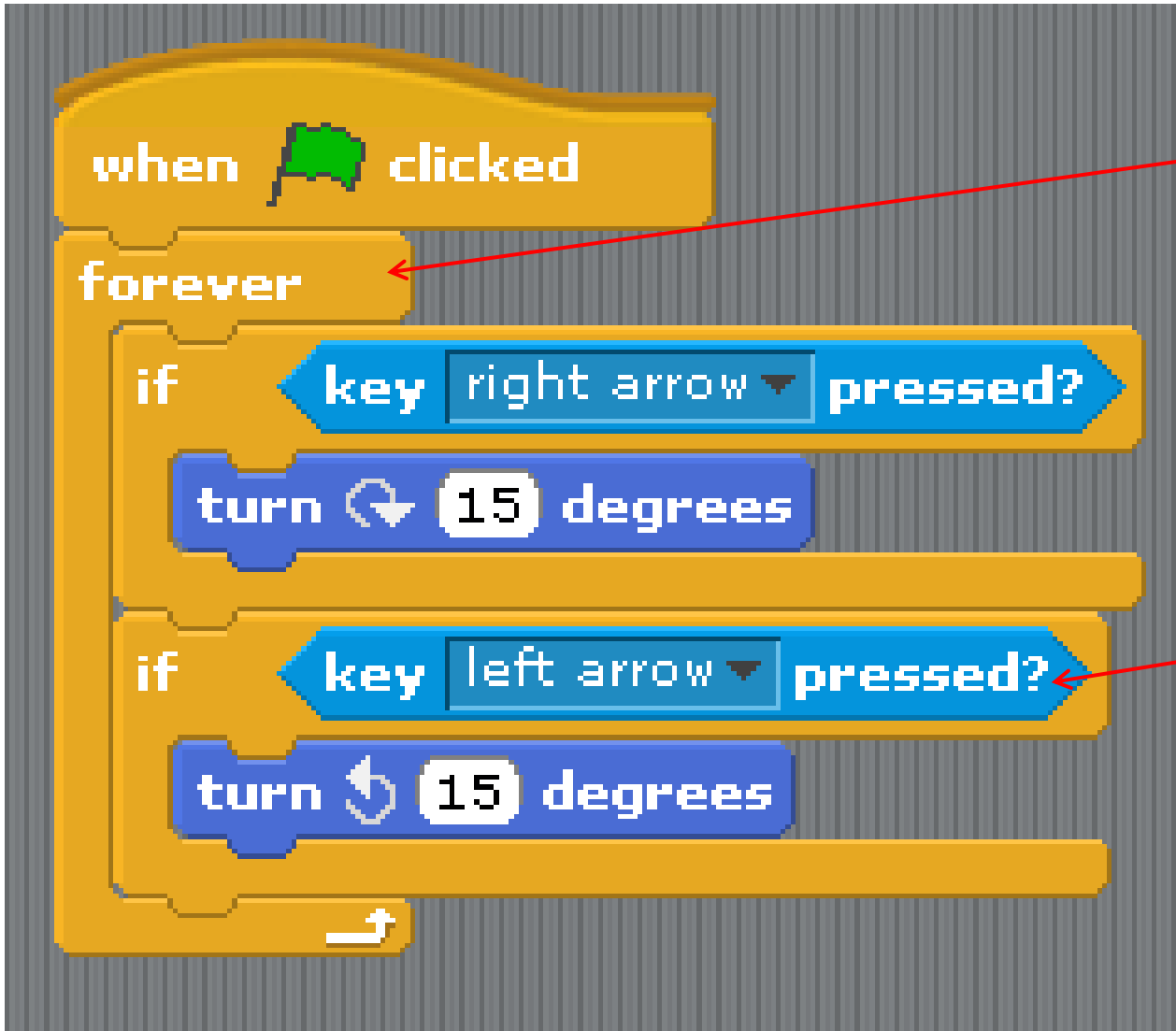
Steer Right & Left Separate Blocks



Looped forever so always checking

If condition left arrow key is pressed then turn left 15 degrees

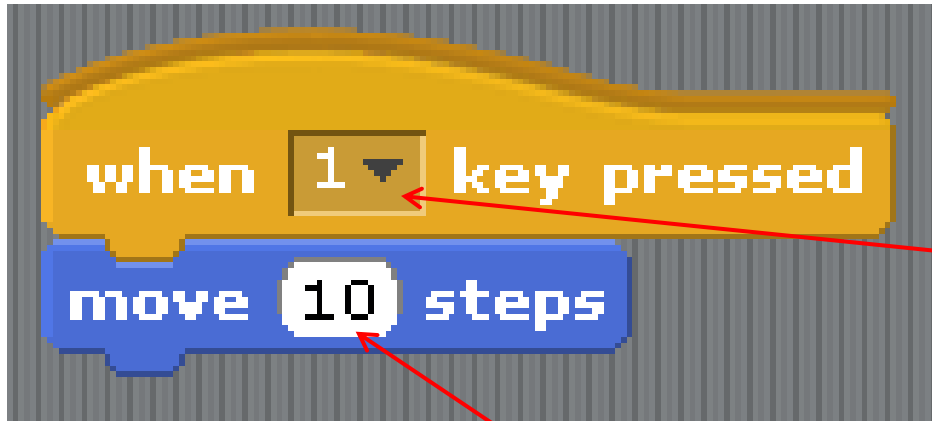
Steer Right Left One Block



Looped forever so always checking

If condition left arrow key is pressed then turn left 15 degrees

Short Move 10 Steps



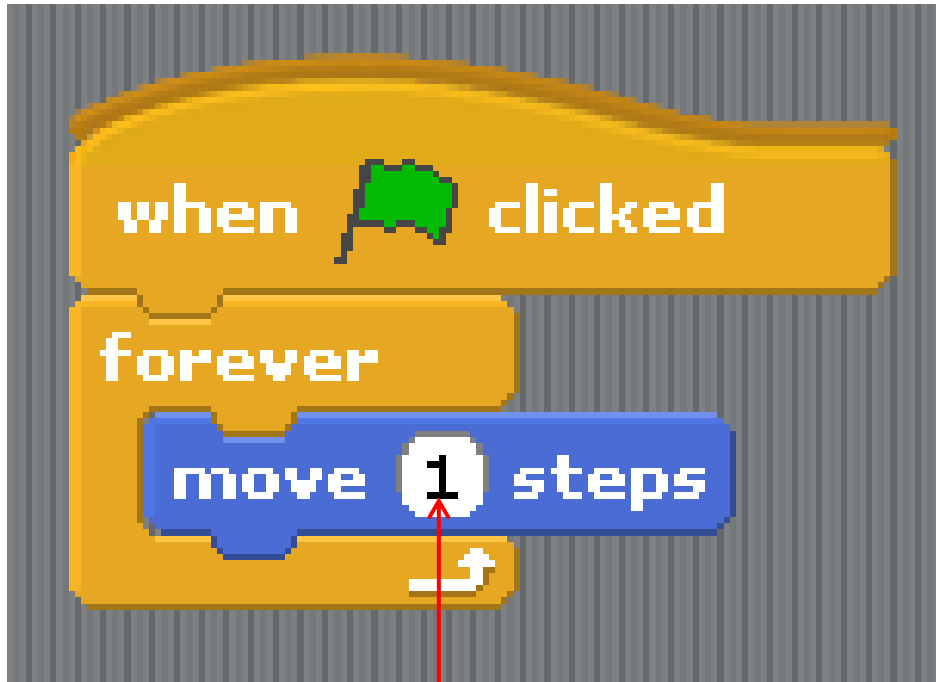
Click triangle to change key

Type number to change distance

Blocks Used

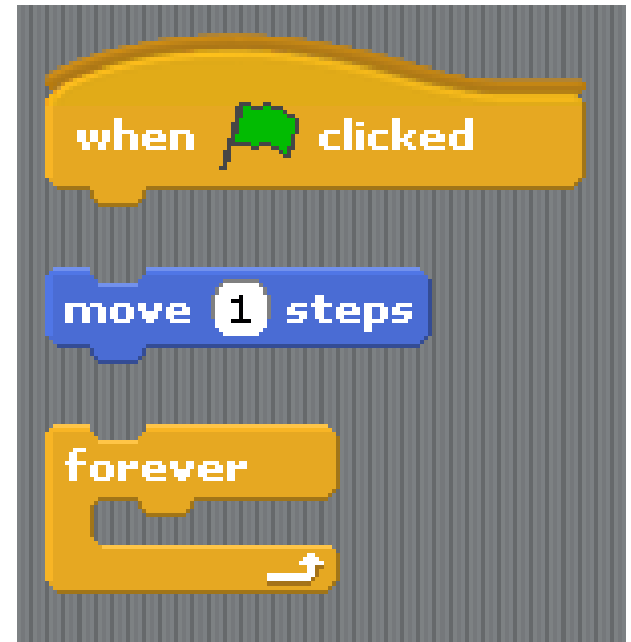


Move Forever

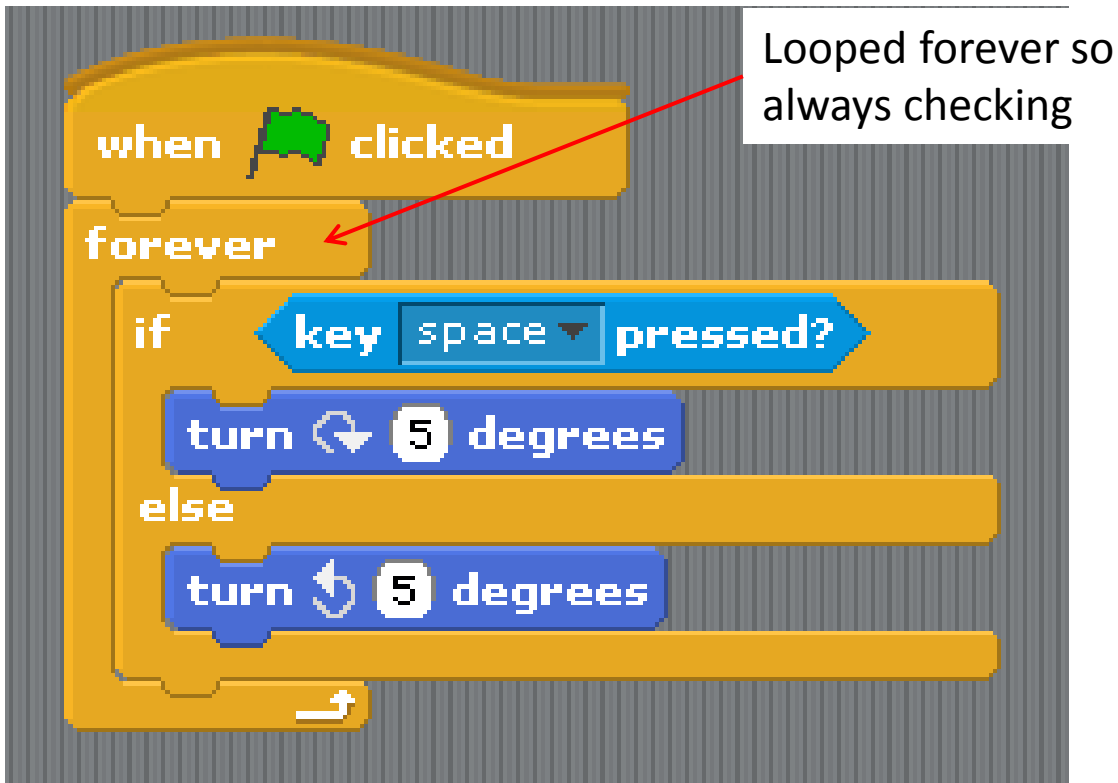


Type number to
change speed

Blocks Used



Steer Right or Left One Key

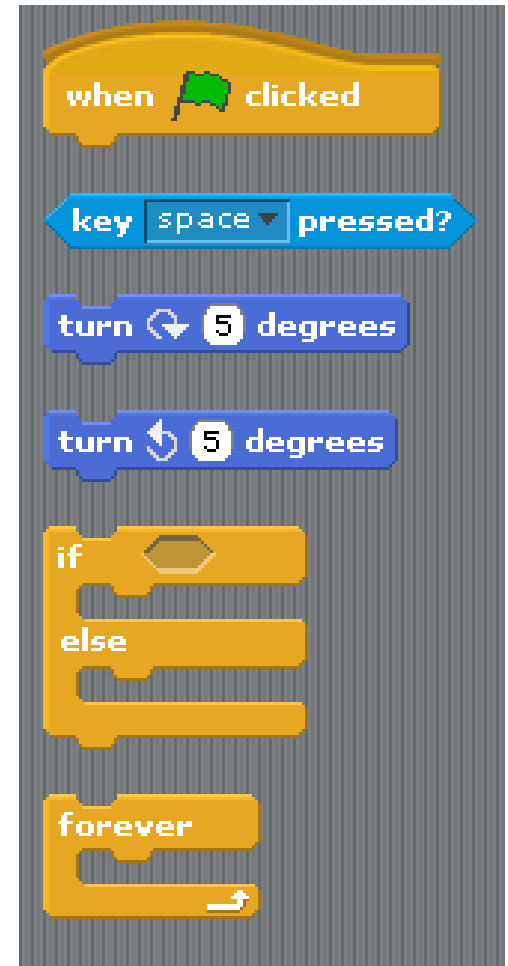


The image shows a Scratch script on a grey background. At the top is a yellow 'when green flag clicked' block. Below it is a yellow 'forever' loop block. Inside the loop is an 'if' block with a blue 'key space pressed?' block. The 'if' block has two branches: one with a blue 'turn right 5 degrees' block and another with a blue 'turn left 5 degrees' block. A red arrow points from a text box to the 'forever' loop block.

Looped forever so always checking

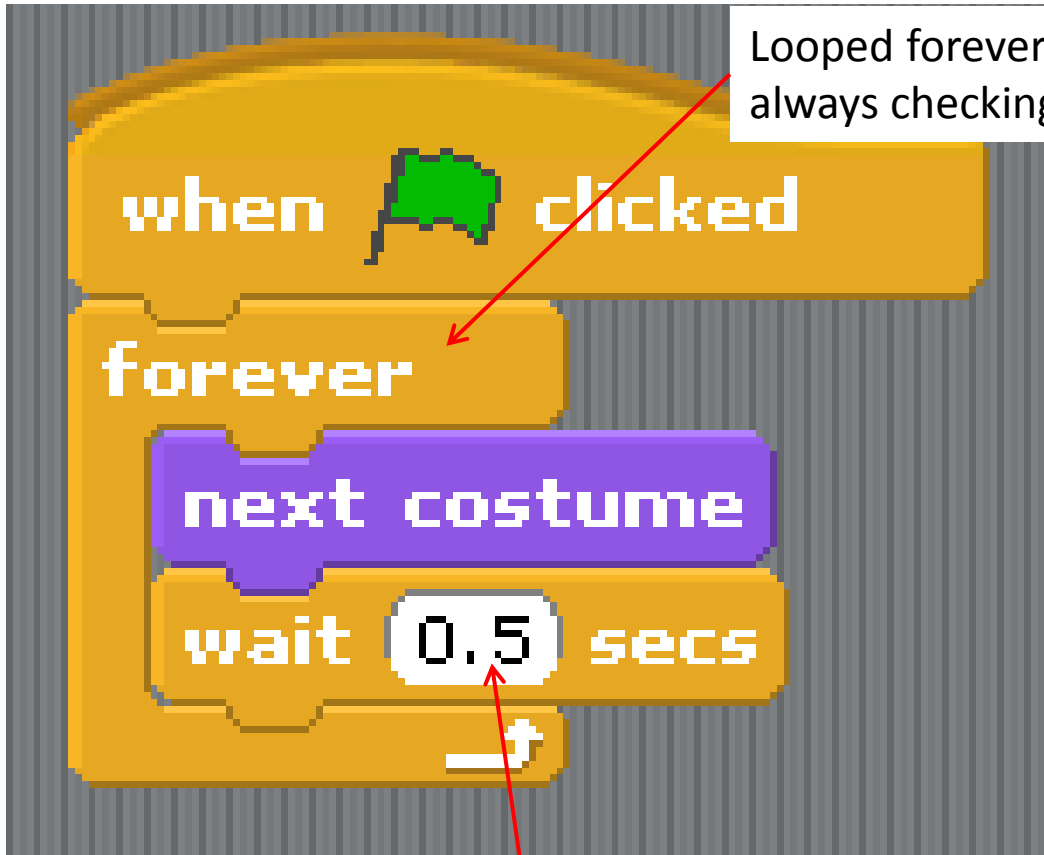
If key space pressed turn **right** 5 degrees
else turn **left** 5 degrees

Blocks Used



The image shows a vertical list of Scratch blocks on a grey background. From top to bottom: a yellow 'when green flag clicked' block, a blue 'key space pressed?' block, a blue 'turn right 5 degrees' block, a blue 'turn left 5 degrees' block, an 'if' block with an empty condition, an 'else' block, and a yellow 'forever' loop block.

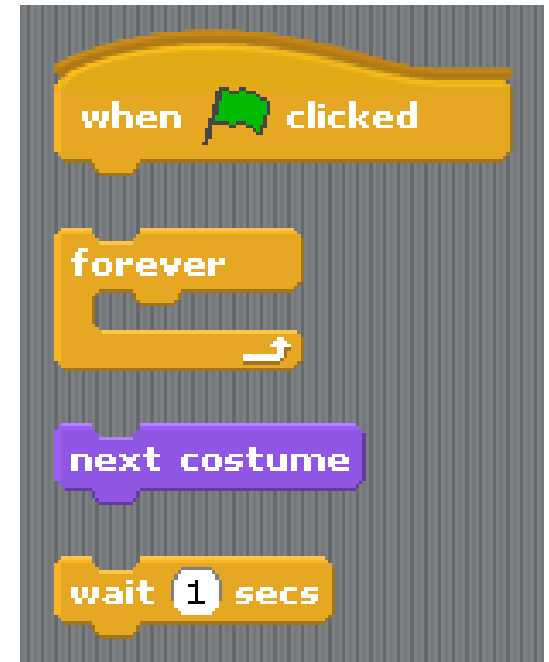
Animate Sprites Simple



Looped forever so always checking

Change time to speed up or slow down animation

Blocks Used

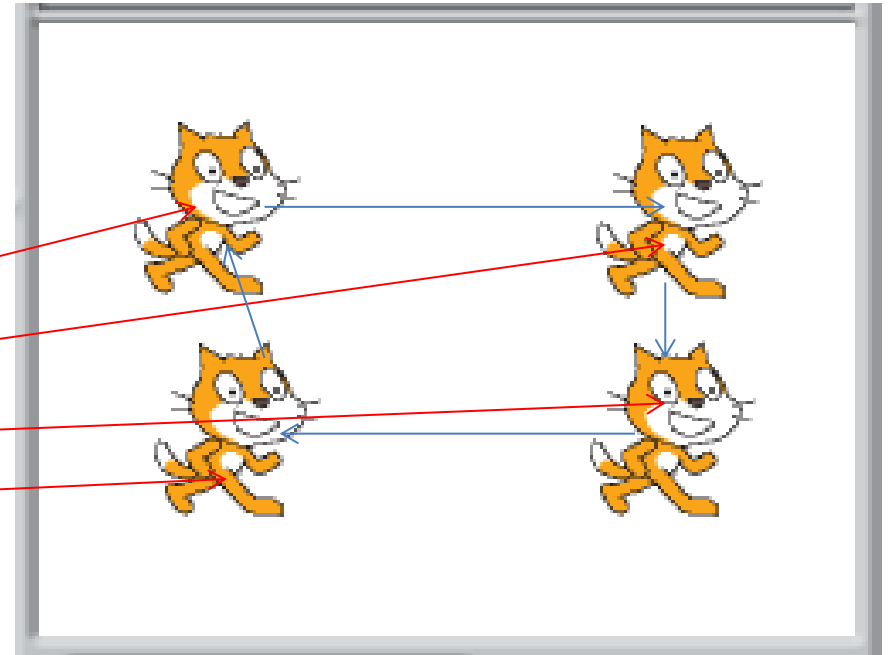
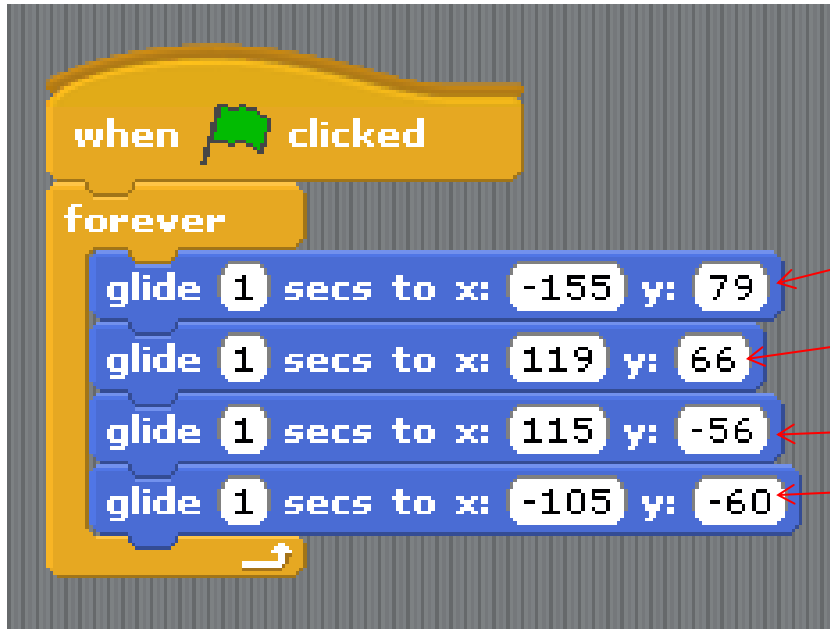


Need two costumes

[MENU](#)

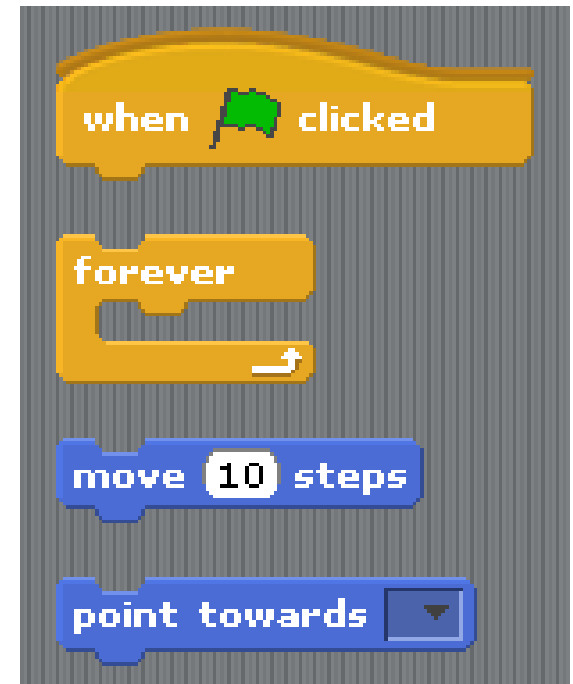
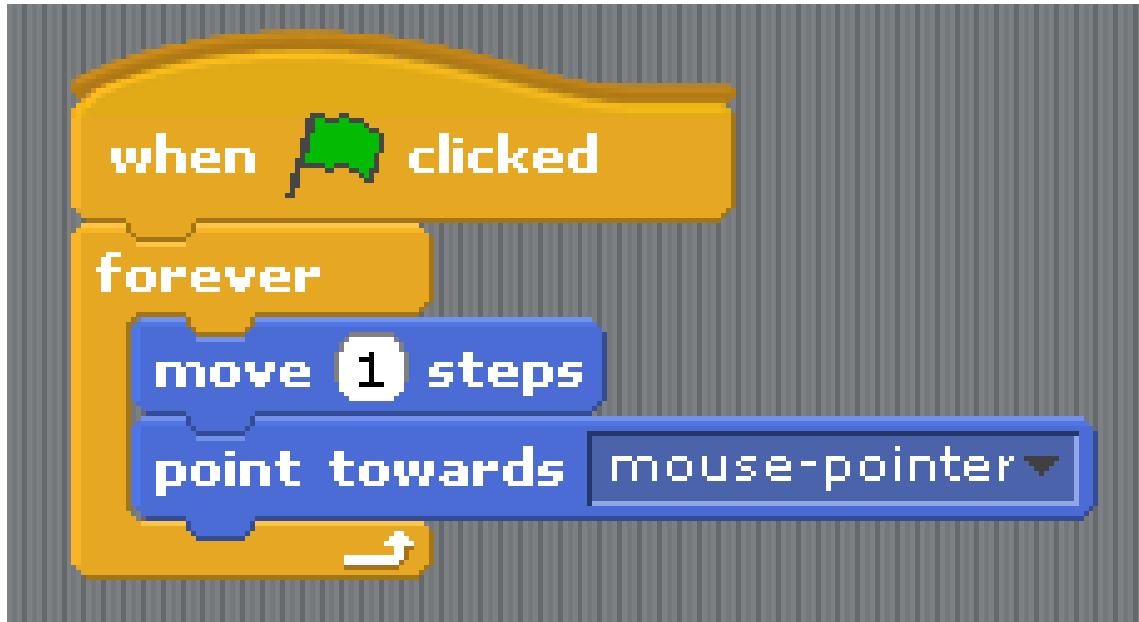


Sprite follows a pathway



Place sprite where you want path to begin.
Double click on the sprite and x and y coordinates will change to that location.
Drag out glide block into forever loop
Move sprite to next position
Double click on the sprite and x and y coordinates will change to that location
Repeat until you have all positions on path filled

Auto Move Towards Mouse



Blocks to use

Gravity (float down)



Y axis changes up and down
X axis changes right and left
Y-1 down
Y 1 up
X-1 left
X 1 right

Gravity in a loop



Double click on sprite to set x and y coordinates



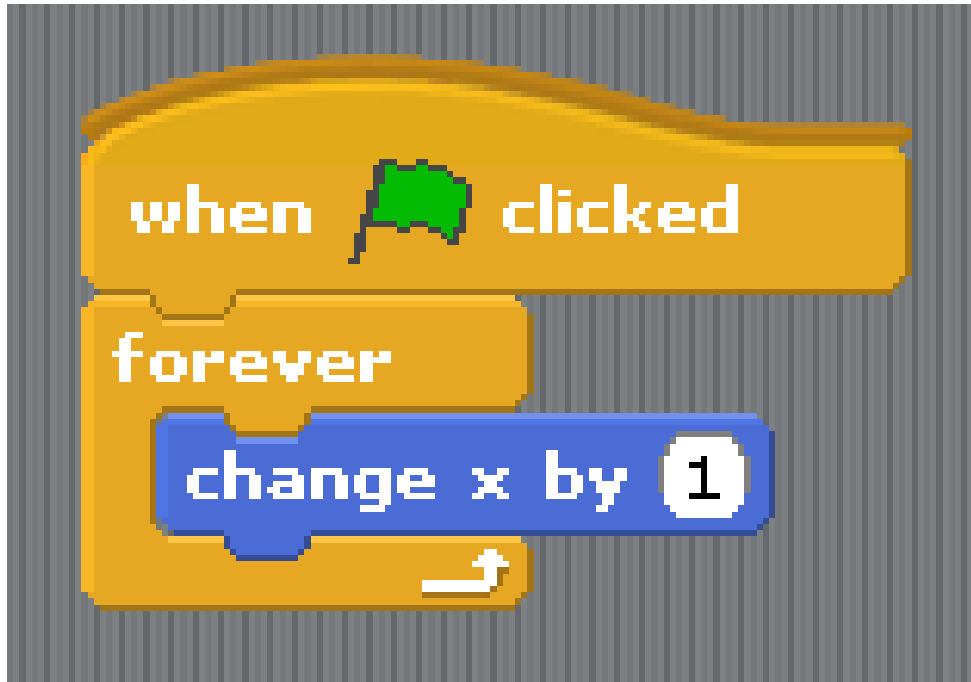
Show the sprite
Starts at top of screen
Moves slowly down the screen
Hide the sprite

Float Up



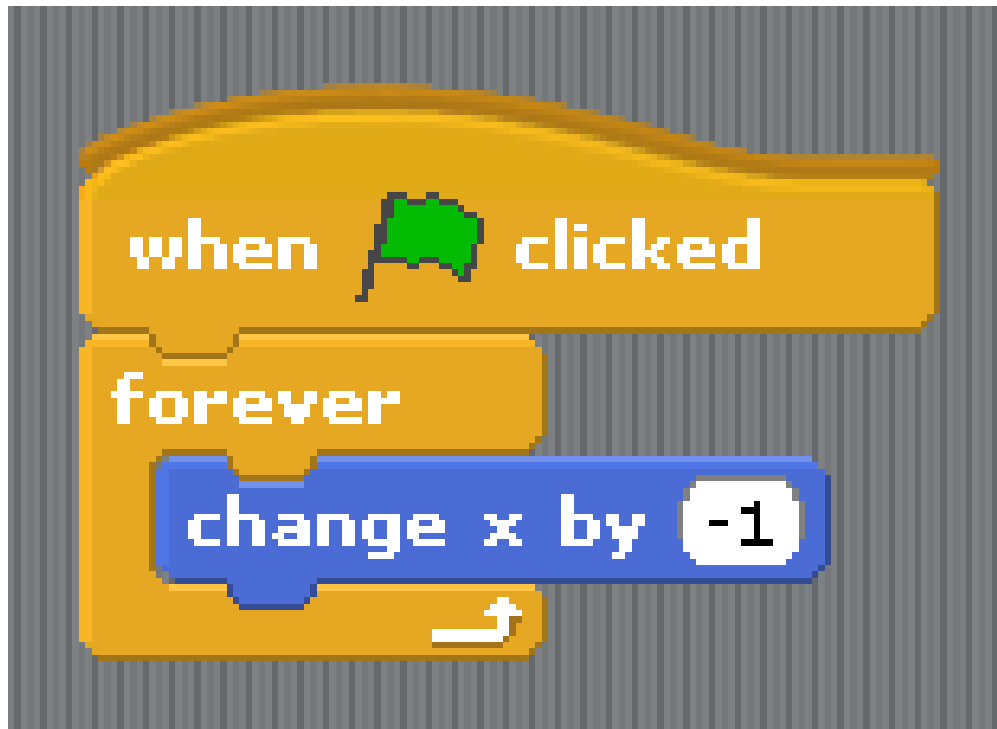
Y axis changes up and down
X axis changes right and left
Y-1 down
Y 1 up
X-1 left
X 1 right

Auto Right



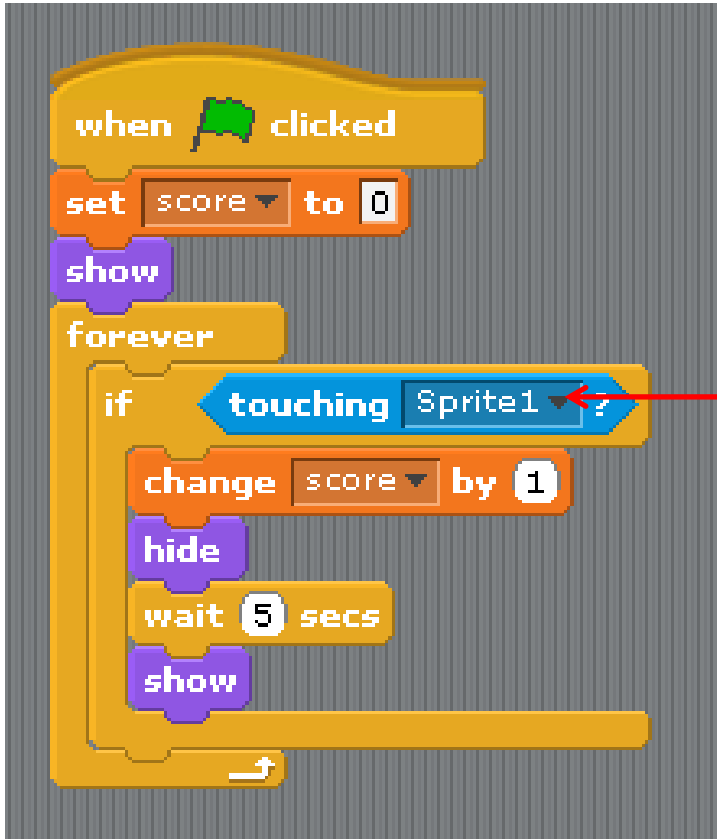
Y axis changes up and down
X axis changes right and left
Y-1 down
Y 1 up
X-1 left
X 1 right

Auto Left



Y axis changes up and down
X axis changes right and left
Y-1 down
Y 1 up
X-1 left
X 1 right

Collect Coins




```
when green flag clicked
  set score to 0
  show
  forever loop
    if touching Sprite1?
      change score by 1
      hide
      wait 5 secs
      show
```

The code for the first coin sprite starts with a 'when green flag clicked' event. It then sets the score to 0 and shows the sprite. A 'forever' loop follows, containing an 'if touching Sprite1?' condition. If true, it changes the score by 1, hides the sprite, waits for 5 seconds, and then shows it again.

Touching main character

First Coin Sprite



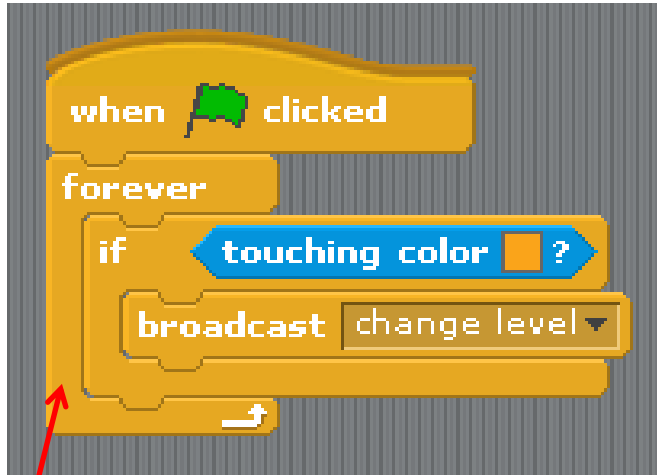
```
when green flag clicked
  show
  forever loop
    if touching Sprite1?
      change score by 1
      hide
      wait 5 secs
      show
```

The code for the rest of the coin sprites starts with a 'when green flag clicked' event. It shows the sprite and enters a 'forever' loop. Inside the loop, there is an 'if touching Sprite1?' condition. If true, it changes the score by 1, hides the sprite, waits for 5 seconds, and then shows it again.

Rest of coin sprites

Change background or level when colour touched

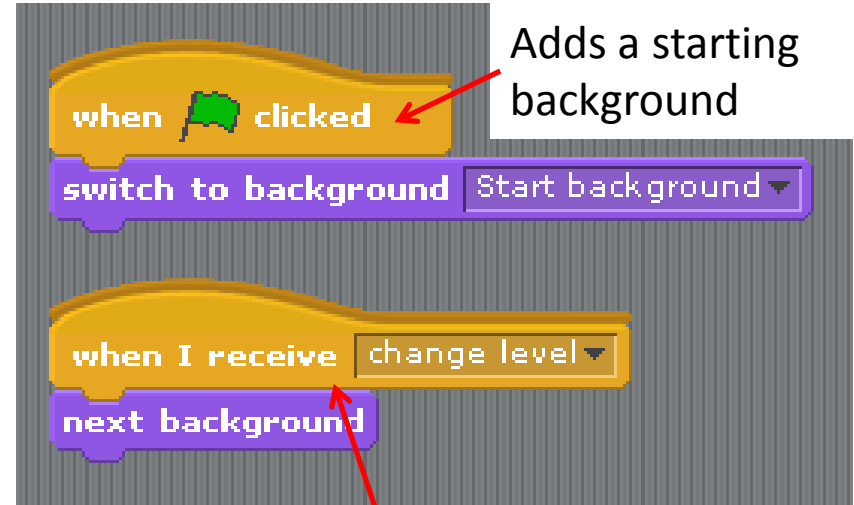
Code in sprite



Forever loop checks over and over again if the sprite is touching the colour orange

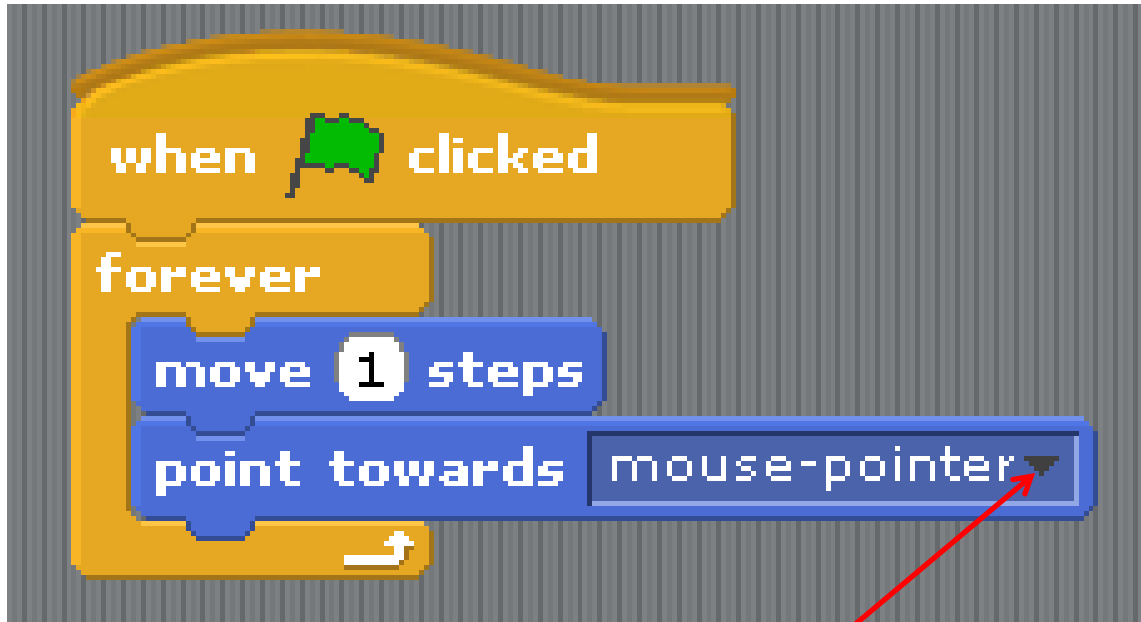
If the sprite is touching the colour orange it broadcasts change level

Code in background

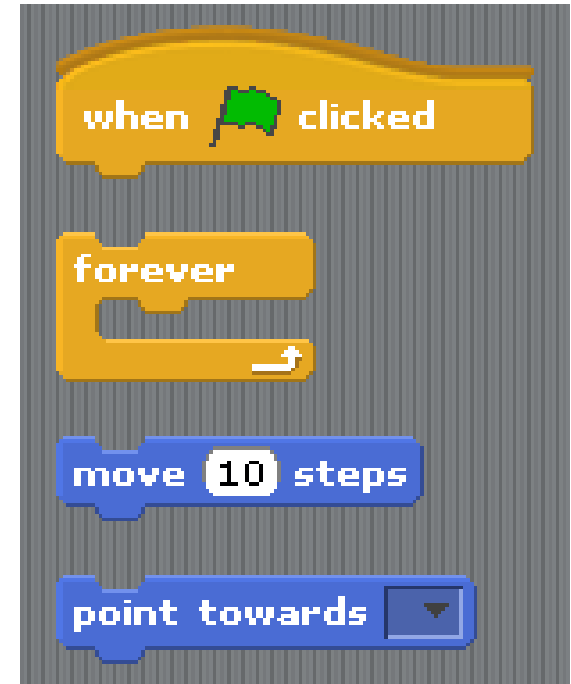


If the background senses the broadcast signal called change level it runs next background

Auto Move Towards Another Sprite




Click the black triangle to point the sprite towards another sprite making it follow that sprite instead of the mouse



Blocks to use

Seconds Timer

Make Variable



Variables ← Click on variables

Make a variable ← Click make a variable

Delete a variable

seconds

set seconds to 0

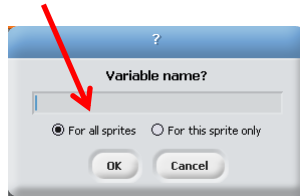
change seconds by 1

show variable seconds

hide variable seconds

Make a list

Type in name of variable



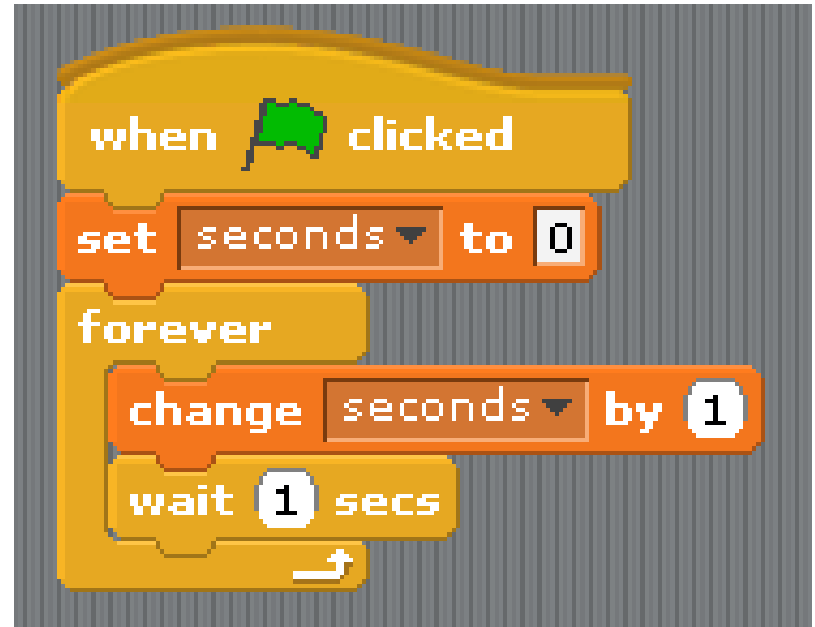
Variable name?

For all sprites For this sprite only

OK Cancel

Click ok

Tick next to name if you want variable to be seen on stage



```
when green flag clicked
  set seconds to 0
  forever loop
    change seconds by 1
    wait 1 secs
```

Set variable to 0	0
Change seconds by 1	1
Wait 1 second	
Change seconds by 1	2
Wait 1 second	
Change seconds by 1	3

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