

All this code is attached to ScratchCat Sprite



```

define restart
  when clicked
  hide
  switch backdrop to instructions
  wait 5 seconds
  switch backdrop to level1
  go to x: -210 y: 141
  
```

```

Main Program 1
  when clicked
  show
  reset timer
  repeat until touching open_orange
  move_night 2
  move_left -2
  gravity -4
  restart
  switch backdrop to level2
  end_level
  repeat until touching open_orange
  move_night 1.75
  move_left -1.75
  gravity -1.75
  restart
  switch backdrop to level3
  end_level
  repeat until touching open_orange
  
```

```

Main Program 2
  when clicked
  forever
  jump 40
  
```

```

define gravity speed
  if not touching color
  change y by speed
  
```

```

define move_fight speed
  if key fight arrow pressed?
  point in direction 90
  change x by speed
  
```

Procedures

```

define move_left speed
  if key left arrow pressed?
  point in direction -90
  change x by speed
  
```

```

define endgame
  if touching open_orange
  stop other scripts in sprite
  switch backdrop to game_over
  say join Your final score is round timer
  wait 5 seconds
  switch backdrop to instructions
  
```

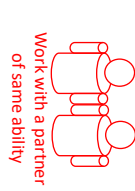
```

define jump height
  if key space pressed?
  change y by height
  wait 1 seconds
  
```

```

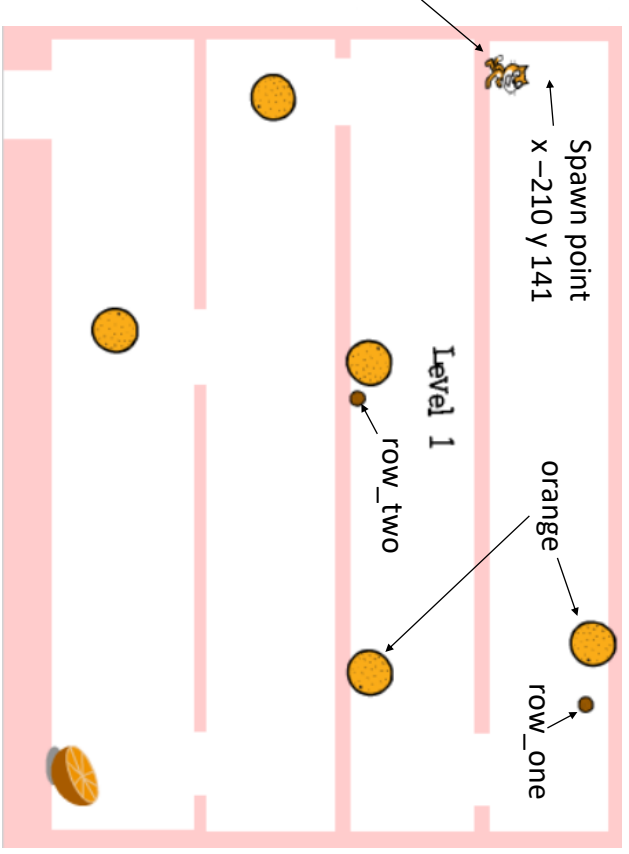
ScratchCat
  define end_level
  if touching open_orange
  then
  go to x: -210 y: 141
  say join Your score so far is round timer for 2 seconds
  
```

Orange Run
PRIMM
SCRATCH 2
PREDICT
Procedures
With
Parameters



Work with a partner of same ability

Name



- 1, Draw a line from the first five procedure blocks in main program 1 to the procedures that they run.
- 2, Look at the main program 1 code. How many levels do you think it has?
- 3, What do you think will happen when ScratchCat touches orange, row_one, row_two or row_three?
- 4, Write and say what you think this program will do?

Orange Run
PRIMM P2 INVESTIGATE1
Start Scratch and load
orangerun



Procedures With Parameters

INVESTIGATE the code (Run the programs lots of times but don't change the code)

Look at the code inside the Scratch Cat

ScratchCat Sprite Questions

- 1, How many procedures are there? *HINT start with define, curved at top*
- 2, How many blocks start/run a procedure *HINT Name of procedure without define or curved top*
- 3, Name all the procedures that **are** adaptable. *HINT You can input more information to change how it runs.*
- 4, Name any procedures that are **not** adaptable. *HINT You can't add any information when it is run.*
- 5, In orangerun how many main programs are there and what do they start with? *HINT Not defined procedures.*
- 6, Name three blocks that are initialisation (designed to set the program back to how it looked and ran when it was first run).
- 7, Which procedures are not inside loops in the main programs?
- 8, In level 1 how many procedures are inside a loop until ScratchCat touches the **open_orange** sprite? *HINT Repeat until is a loop.*
- 9, The restart procedure has a complex condition. Explain in your own words how you think it works.
- 10, Look at the move_right adaptable procedure. What will the speed of x be when the right arrow key is pressed in level 1, level 2 and level 3? *HINT Look at the procedure and the blocks that run the procedure in the main program.*
- 11, Look at the **gravity** adaptable procedure and the blocks that run it in the main program. In which level does the ScratchCat fall fastest?

Now mark your investigate work using the INVESTIGATE1 answer sheet

Name



USE the code (Run the programs lots of times but don't change the code)

Look at the code inside the Orange

Orange Sprite Questions

1, Why does the main program wait for 5 seconds before starting the forever loop?

2, How long is there between orange clones?

3, Connect Method 1 or Method 2 (Don't connect both at the same time) run the game using each method. Do they do the same thing?



4, Connect Method 2. In the first block **orange_move 0, -2, 0, 25** what does the 25 parameter do when it is inputted into the orange_move procedure? *HINT Look at the curved **define orange_move** block for the order of parameters and then look as where it has been used in the procedure.*



5, Connect Method 2. In the second block **orange_move 1, 0, 1, 67** what does the second 1 parameter do when it is inputted into the orange_move procedure?



6, In the blocks **orange_move x, y, deg, loop** what does the x parameter do? HINT x can be 0, 1 or -1

Now mark your use work using the INVESTIGATE2 answer sheet

Name



MODIFY (Run the code and make changes)

Look at the code inside the ScratchCat

ScratchCat Modify Challenges

1, Can you make the cat **move faster when the right arrow is pressed** in level 1? What did you change? *HINT It is a parameter*

2, Can you make the ScratchCat **fall faster when it is not touching the pink floor, walls and ceiling**? What did you change? *HINT It is a parameter*

3, Can you make the ScratchCat **jump less than 40**? What did you change? *HINT It is a parameter*

Look at the code inside the row_one

Row_one Modify Challenges

4, Can you **reduce the length of time** between one row_one clone and the next one appearing? What did you change?

5, Can you make the row_one clone **drop the same distance at double the speed**? What did you change? *HINT You will need to change two number parameters.*

6, Can you make the row_one clone **travel left the same distance at half the speed**? What did you change? *HINT You will need to change two number parameters.*

Now mark your answers using the modify sheet

Name



CREATE INSIDE (Create additions to Orange Run)

Complete Walking Cat and then choose one or more of the other modifications.

Walking Cat

ScratchCat has two costumes WalkA and WalkB. Create a new procedure called walk that swaps between costumes when either the right or left arrow keys are pressed. Create a parameter called stride that allows you to adjust how many seconds between swapping from WalkA to WalkB. Find the best place to trigger this new procedure either in the large main program, in the forever jump main program or in a new main program.

Another small rolling orange (right click on row_three and select duplicate)

Adapt the game so that the new small orange has to drop and roll along the middle floor before disappearing.

Random time between large oranges

Adapt the code inside Orange so each new orange appears after a random amount of time no sooner than 3 seconds and no longer than 10 seconds.

My Modification

Create your own modification to improve the game and write (and draw) what it did underneath. **Don't write a new level as that is one of the options after this Create Inside section.**

For extra hints see the create inside hints sheets or ask your teacher

Orange Run
PRIMM **CREATE** P6

You can share design ideas but must
plan and code separately



Procedures
With
Parameters

CREATE A NEW GAME OR CREATE A NEW LEVEL IN ORANGE RUN

Design and code your own game **OR** level that uses adaptable **procedures**.
You can adapt any ideas from any other game or level you have studied.

Idea Level *My game/level will... My characters will be... The aim of the game/level will be....*

Design Level (Draw your game/level simply and name each procedure and what it will do)

Write **procedure** algorithms that you might need near your design drawings.

Initialisation Jot down how your sprites will always start in the same place

Name

INVESTIGATE1 ANSWERS

ScratchCat Sprite Questions

1, How many procedures are there? *HINT start with define, curved at top*

7 (1 mark)

2, How many blocks start/run a procedure *HINT Name of procedure without define or curved top*

16 (in two main programs) (1 mark)

3, Name all the procedures that **are** adaptable. *HINT You can input more information to change how it runs.*

Gravity, move_left, jump, move_right (1 mark for all four)

4, Name any procedures that are **not** adaptable. *HINT You can't add any information when it is run.*

Endgame, end_level, restart (1 mark for all three)

5, In orangerun how many main programs are there and what do they start with? *HINT Not defined procedures.*

2 and they start with when greenflag clicked (1 mark for both)

6, Name three blocks that are initialisation (designed to set the program back to how it looked and ran when it was first run).

Hide, switch backdrop to instructions, go to x -210 and y 141, reset timer, show (1 mark for any three of these)

7, Which procedures are not inside loops in the main programs?

End_level and endgame (1 mark for both)

8, In level 1 how many procedures are inside a loop until ScratchCat touches the **open_orange** sprite? *HINT Repeat until is a loop.*

4 (1 mark)

9, The restart procedure has a complex condition. Explain in your own words how you think it works.

Any indications that OR means that any of the conditions can send the cat back to the start. (1 mark)

10, Look at the **move_right** adaptable procedure. What will the speed of x be when the right arrow key is pressed in level 1, level 2 and level 3? *HINT Look at the procedure **and** the blocks that run the procedure in the main program.*

2 in level 1, 1.75 in level 2 and 1.5 in level 3 (1 mark for all three numbers)

11, Look at the **gravity** adaptable procedure and the blocks that run it in the main program. In which level does the ScratchCat fall fastest?

Level 1 (gravity 2) (1 mark for level 1)

INVESTIGATE2 ANSWERS

Orange Sprite Questions

1, Why does the main program wait for 5 seconds before starting the forever loop?

To give time for the instructions to be read (1 mark)

2, How long is there between orange clones?

6 seconds (1 mark)

3, Connect Method 1 or Method 2 (Don't connect both at the same time) run the game using each method. Do they do the same thing?

Yes (1 mark)

4, Connect Method 2. In the first block **orange_move 0, -2, 0, 25** what does the 25 parameter do when it is inputted into the orange_move procedure? *HINT Look at the curved **define orange_move** block for the order of parameters and then look as where it has been used in the procedure.*

Repeats 25 times (1 mark) or loops 25 times (1 mark)

5, Connect Method 2. In the second block **orange_move 1, 0, 1, 67** what does the second 1 parameter do when it is inputted into the orange_move procedure?

Turns 1 degree to the right which makes it look like it is rolling (1 mark for turn or look like rolling)

6, In the blocks **orange_move x, y, deg, loop** what does the x parameter do? *HINT x can be 0, 1 or -1*

Moves right or left or if 0 doesn't more right or left (1 mark for right and left)

MODIFY (Run the code and make small changes)

ScratchCat Modify Challenges

1, Can you make the cat **move faster when the right arrow is pressed** in level 1? What did you change? *HINT It is a parameter*

Change `move_right (2)` to a higher number in level 1 (1 mark)

2, Can you make the ScratchCat **fall faster when it is not touching the pink floor, walls and ceiling**? What did you change? *HINT It is a parameter*

Change `gravity (-2)` to a lower negative number such as `-3` (1 mark)

3, Can you make the ScratchCat **jump less than 40**? What did you change? *HINT It is a parameter*

Change `jump (40)` to a lower number such as `jump (30)` (1 mark)

Look at the code inside the `row_one`

Row_one Modify Challenges

4, Can you **reduce the length of time** between one `row_one` clone and the next one appearing? What did you change?

Change the second wait 5 second block (one in forever loop) to less than 5 seconds (1 mark)

5, Can you make the `row_one` clone **drop the same distance at double the speed**? What did you change? *HINT You will need to change two number parameters.*

Change `orange_move (0) (-2) (0) (28)` to `orange_move (0) (-4) (0) (14)` (1 mark)

6, Can you make the `row_one` clone **travel left the same distance at half the speed**? What did you change? *HINT You will need to change two number parameters.*

`orange_move (-3) (0) (-5) (110)` to `orange_move (-1.5) (0) (-5) (220)` (1 mark)

Orange Run CREATE INSIDE HINT SHEET

Walking Cat

ScratchCat has two costumes WalkA and WalkB. **HINT Costumes tab**

Create a new procedure called walk that swaps between costumes when either the right or left arrow keys are pressed. **HINT if right arrow key pressed OR left arrow key pressed**

Create a parameter called stride that allows you to adjust how many seconds between swapping from WalkA to WalkB. **HINT When creating procedure select options then add number input.** Find the best place to trigger this new procedure either in the large main program, in the forever jump main program or in a new main program.

Procedures
With
Parameters



Orange Run CREATE INSIDE HINT SHEET

Another small rolling orange (right click on row_three and select duplicate) Adapt the game so that the new small orange has to drop and roll along the middle floor before disappearing. **HINT X will be different**

HINT orange_move x, y, deg, loops

Repeat loops

Change x by x

Change y by y

Turn right deg degrees

Procedures
With
Parameters



Orange Run CREATE INSIDE HINT SHEET

Random time between large oranges

Adapt the code inside Orange so each new orange appears after a random amount of time no sooner than 3 seconds and no longer than 10 seconds. **HINT Operators pick random block**

Procedures
With
Parameters

