

Name That Tune

Objective: Demonstrate your understanding of the basics of Scratch. You will create a Scratch program that displays each letter of your first name and animates each letter differently than the other letters.

1. Go to the Internet and SAVE to your documents one letter image for each letter of your first name (right click on it and save it to Documents).
2. Go to Word and insert the letters one at a time. Remove the background color (Format, Remove Background). Save again but this time change Save As Type to a **png** file format.
3. Create a Scratch project using the letters of your first name.
 - a. Each letter of your name must have its own Sprite.
 - b. All Sprites must have a unique name. Points will be deducted if the names are not changed from Sprite1, Sprite2, etc.

4. **Each** Sprite must have a script that starts by using the *When green flag clicked*



. The script must contain a *forever* block.



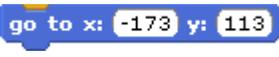
5. All letters must do something **different** using **different** blocks. At a minimum, you must use the following in your entire project:

- a. At least **3 different** change effect blocks (*color, fisheye, whirl, pixelate, mosaic, brightness, ghost*) 

- b. The following blocks:

- i. *move steps* 

- ii. *turn degrees*  or 

- iii. *go to x: y:* 

- iv. *glide secs to x: y:* 

- v. *if on edge bounce* 

- c. **All Sprites must move continuously—use a forever or repeat loop to do this. They may not go to a specific place and then stop moving.**

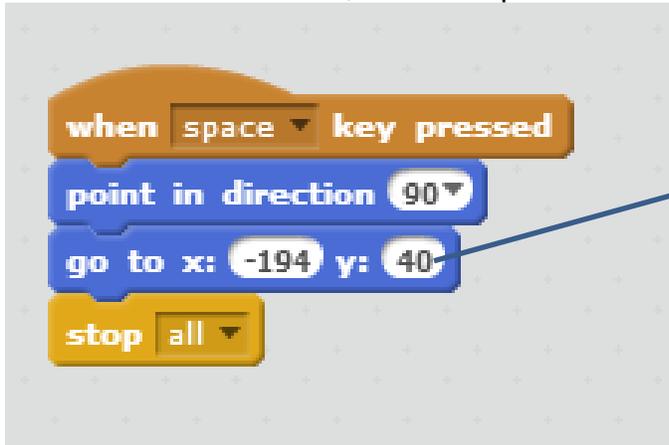
6. The Stage must be a background that isn't white. It can be a color or a picture.

More directions on back



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7. You must use the *When green flag clicked* block for the **Stage** and play music or a sound in a *forever* block.
8. **Each time the green flag is clicked, your name must reinitialize itself so that it can be read.**
 - a. To do this, add a script as follows:



Change the x: and y: coordinates to display where you want your Sprite to stop.