



VOCABULARY

User: The person playing the game, running the program, etc.

Control Blocks: Blocks that determine **when** something should happen.

Event: Something that the user does (click sprite, press button, etc.)

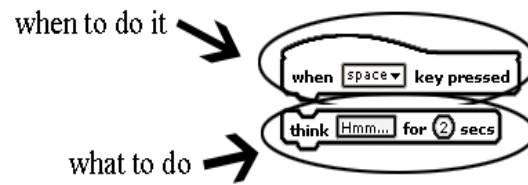
Interactive: A program that responds to things the user does.

ACTIVITY GOAL

In this project, you will **program** sprites to respond to **user events**. To create a fun game, something should happen when the user clicks on things. In this project, you will learn how to do this.

BACKGROUND

Remember that **scripts** have two parts – **control** blocks (*when* to do something) and **action** blocks (*what* to do). Blocks that control when things happen are **orange**. Every script must start with a control block to tell when to do it.



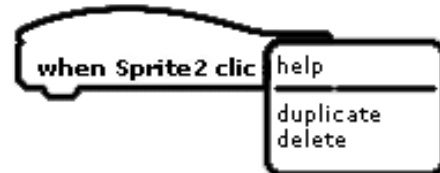
EXPLORE

1. What happens when you click the **sun**? _____

2. What happens when you click the other **planets**? _____

3. Now click on the **Control** category and look at the blocks. Think about which **blocks** you might use and what you think they might do.

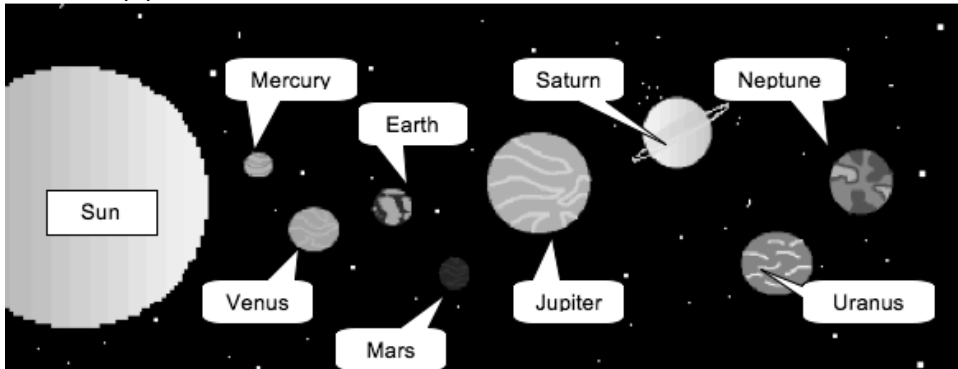
Quick Tip: You can **copy scripts**! Right-click on the **first block** of the script, and choose duplicate.



If you want to use the same script for more than one sprite, just copy the script and drag it over to the other sprite(s).

PROGRAMMING CHALLENGE: EXPLORING THE PLANETS

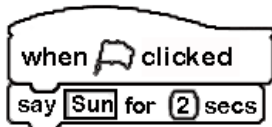
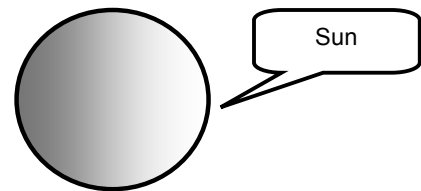
Your goal is to create **scripts** for at least 4 planets so that the planet's name appears when it is clicked.



PLAN

Step 1: Plan how you will make the planets say their names. Use the picture above to help the planets say their names correctly.

1. Pick the best **script** to use. Circle the **script** below that you think was used to make the sun say its name in the picture.



CREATE

Now it is time to create your project! The Sun has already been done.

Double-check: Did you remember everything?

1. Do at least 4 of the planets say their names when you click on them?

Try it out: Click on all of the planets to make sure your **scripts** are working.

IMPROVE

How could you use the **blocks** in the **looks** category to make your project more interesting? Describe what **blocks** you might use and what you think they might do below.
