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? __________ It says “Sun” __________

2. What happens when you click the other planets? __________ Nothing __________

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.

![Image of solar system with planets and sun](image)

**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.

   ![Script options](image)

**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 plants 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.

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**Improve sections are designed to be open-ended.**

**Students may come up with many different responses and there is not only one correct**