

Creative Coding With Scratch

Disappearing Dragon



Getting Started

Select **Castle 3** backdrop.
Choose **Wizard 2** from the sprite library and decrease size.
Choose **Dragon** from the sprite library and increase size. Turn the dragon to face the wizard.

Challenge 1

Can you make the wizard say a magic spell?

Challenge 2

Can you add a sound effect to the wizard as he casts his spell?

Challenge 3

Can you make the dragon disappear as the wizard casts his spell?

Challenge 4

What other animation could you add to the dragon?

I can:

- select a backdrop and a sprite;
- program two separate sprites;
- add sound effect;
- make sprites talk;
- make a sprite disappear and reappear.

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Each Creative Coding Challenge is an open-ended task, which can be approached in many different ways. Pupils should be encouraged to have a go and tackle these tasks independently. The following hints are not intended to provide complete solutions but may serve as useful cues for supporting less-confident coders.

To add a sound effect or to make a sprite talk:

```
when spce key pressed  
say Abracadabra! for 2 secs  
paly sound fairydust
```

To make a sprite disappear and reappear:

```
when space key pressed  
hide  
wait 3 secs  
show
```