Google Doodle Instructions

## Solutions

### Change Color

1. Select a sprite to program.
2. Add "change effect" and "When key pressed" blocks.

For any sprite:

```
when [o] key pressed
change [color] effect by 25
```

### Say Something

1. Select a sprite to begin talking.
2. Add a "say for 2 seconds" and "When Flag clicked" block.
3. Select a second sprite to talk, and add a "When flag clicked," "Wait," and "Say for 2 seconds" block.
4. Continue to add "say" and "wait" blocks to make the sprites talk to each other and continue the story.

For any sprite:

```
when [flag] clicked
say [Do you have any plans this weekend?] for 2 seconds
wait 2 seconds
say [Cool. Wanna go to the game?] for 2 seconds
```

For a different sprite:

```
when [flag] clicked
wait 2 seconds
say [No] for 2 seconds
```
**Switch Costume**

1. Select a sprite to program.
3. Add an event, like "when this sprite clicked."
4. Copy this code to other sprites.

For any sprite:

- **when this sprite clicked**
- **repeat** block
- **next costume**
- **wait** block

**Add Backdrop**

1. Select a backdrop from the library, or add an image from the internet.

**Edit, Draw, or Add Letters**

1. Experiment with ways to edit, draw, and add sprites to the logo.

**Jumble Letters**

1. Select a sprite.
2. Add "go to" and "when flag clicked" blocks to set an ending position.
3. Add "go to random position" and "wait" blocks to move the sprite.
4. Add a "repeat" block to repeat this action.
5. Copy this code to the other sprites, and replace the "go to" blocks.

For any sprite:

- **when this sprite clicked**
- **repeat** block
- **go to random position**
- **wait** block
- **go to x:** block
Chase

1. Select a sprite.
2. Inside a forever loop, add a "point towards" and "move" block.
3. Inside another forever loop, add an "if," "touching color," and "play sound until done" block.
4. Add a "when flag clicked" block to both block stacks.

Spin

1. Select a sprite to program.
2. Add a "turn" and "repeat" block.
3. Add a "point in direction" block.
4. Add an event, like "when this sprite clicked."
5. Copy this code to other sprites.

Change Scene

1. Add backdrops to the project.
2. Add a new sprite.
3. Add a "when sprite clicked" and "change backdrop to" block.
4. Change the value to "next backdrop."
Dance Whirl

1. Select a sprite to program.
2. Select a sound from the "sounds" tab.
3. Add a "play sound" block.
4. Add two "repeat 10" blocks and two "change effect" blocks.
5. Change the values to "whirl." Make one whirl a positive value, and one a negative value.
6. Copy this code to other sprites.

For any sprite:

```
when this sprite clicked
start sound pop
repeat 10
change whirl effect by 25
repeat 10
change whirl effect by -25
```

Bouncing Sprites

1. Select a sprite to program.
2. Add "change y by 10," "wait," and "change y by negative 10" blocks.
3. Add a "repeat" block around this stack.
4. Add an event, like "when this sprite clicked."
5. Copy this code to other sprites.

For any sprite:

```
when this sprite clicked
repeat 15
change y by 25
wait 0.1 seconds
change y by -25
wait 0.1 seconds
```
Disappearing Sprites

1. Select a sprite.
2. Add a "repeat" and "Change effect by" block. Change the value in the "change effect by" block to "ghost."
3. Add a "clear graphic effects" block.
4. Select a sound from the sounds tab, and add a "play sound" block to the top of the block stack.
5. Add an event, like "when key pressed."
6. Copy this code to other sprites.

Create an Account to Save and Share Your Project

1. Click "remix" and "join Scratch."
2. To share a project, click "share" after verifying the account.

No code for this add-on.