

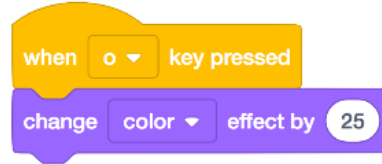
Google Doodle Instructions

Solutions

Change Color

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

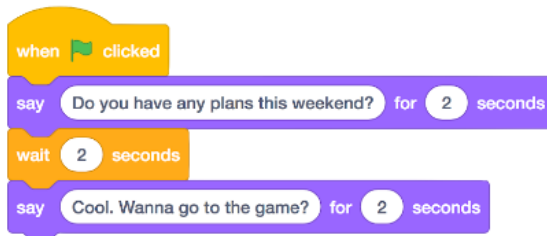
For any sprite:



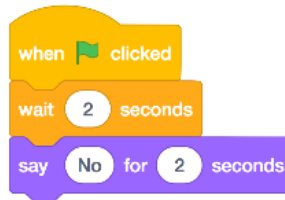
Say Something

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:



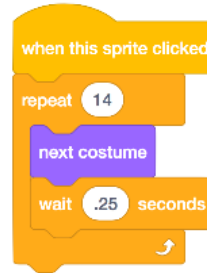
For a different sprite:



Switch Costume

1. Select a sprite to program.
2. Add "next costume," "repeat," and "wait" blocks.
3. Add an event, like "when this sprite clicked."
4. Copy this code to other sprites..

For any sprite:



Add Backdrop

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

No code for this add-on.

Edit, Draw, or Add Letters

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

No code for this add-on.

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:



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.

For any sprite:



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.

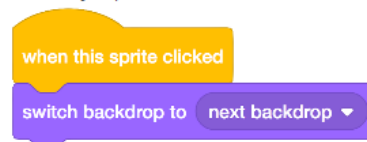
For any sprite:



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."

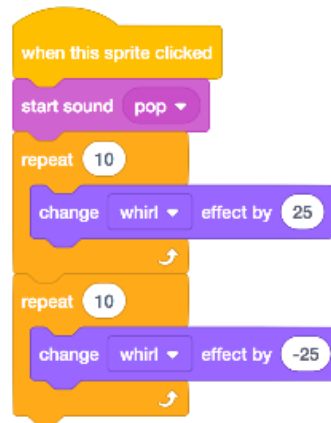
For any sprite:



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.

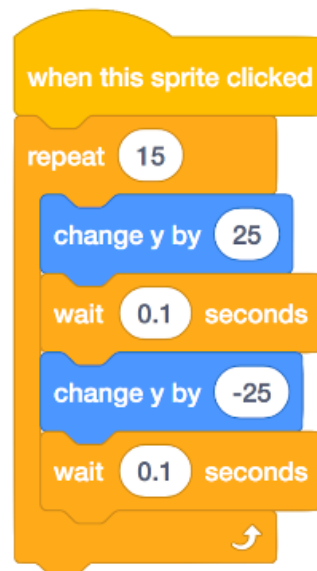
For any sprite:



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.

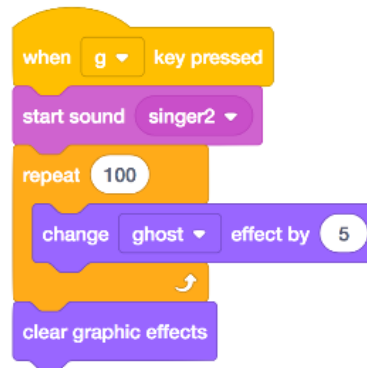
For any sprite:



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.

For any sprite:



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.