

# **HALLOWEEN**

# **SCRATCH**

# **LESSON**



STEP 1: DROP ONE CANDY

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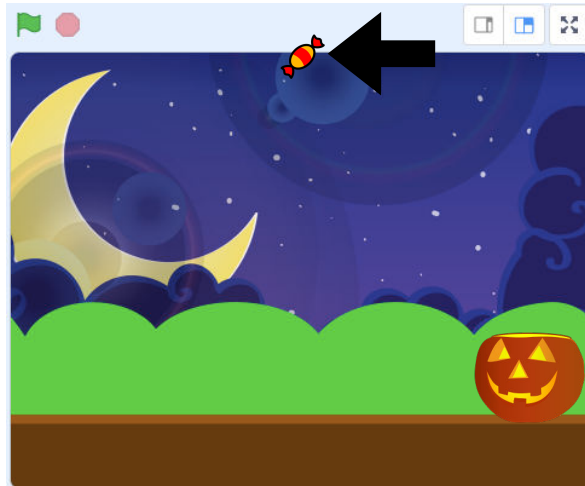
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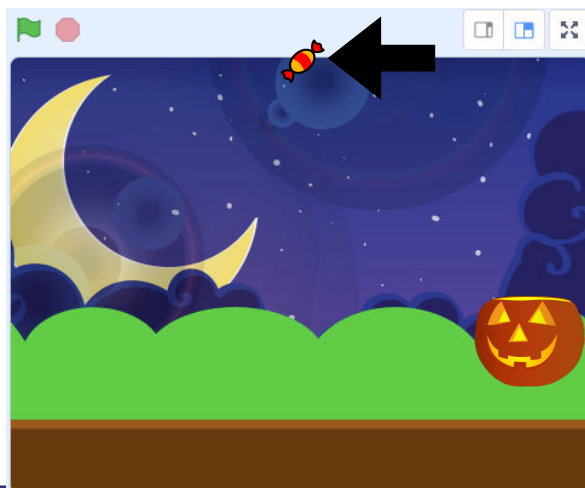
**The first thing we're going to do is grab our candy sprite, and place it at the top of the stage...**



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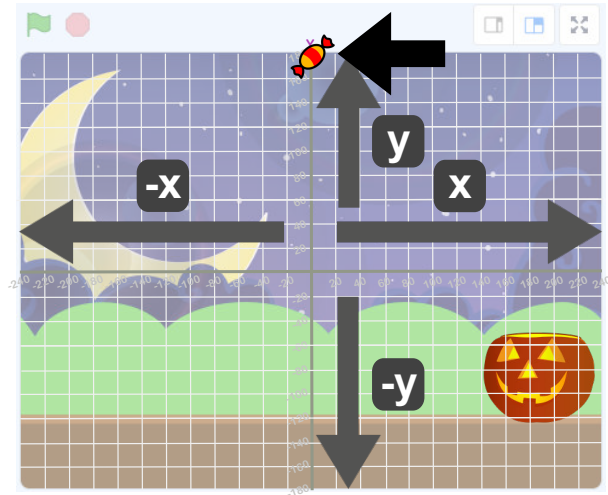
**Now, we want to be able to tell the computer to place the candy sprite at this location when the game is first started. So, let's start by figuring out what this location is...**



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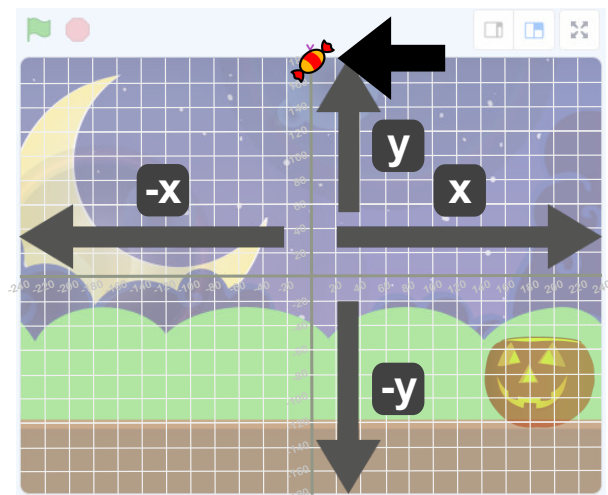
**Remember, at the very top of the stage, y is 180**



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**And since we placed the candy in the very middle for now, we know that x is 0 at this location!**



**y is 180  
x is 0**

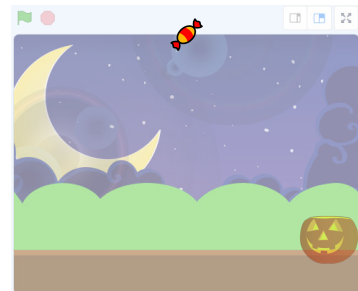
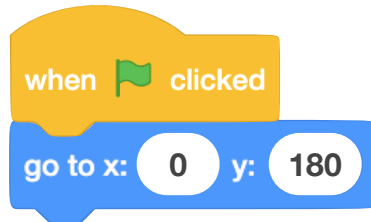


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So behind the candy sprite, get the 'When flag clicked' block (from 'Events'), and the 'go to x y' block (from 'Motion'), and set x to 0 and y to 180...

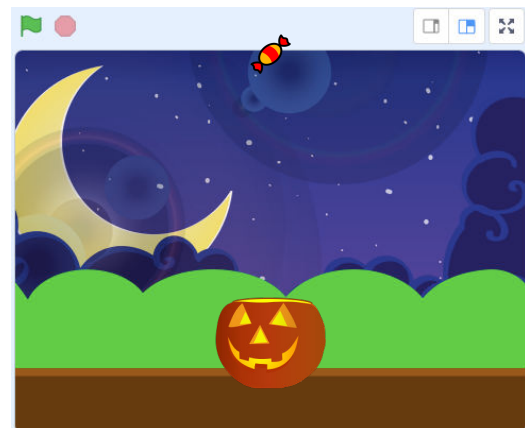
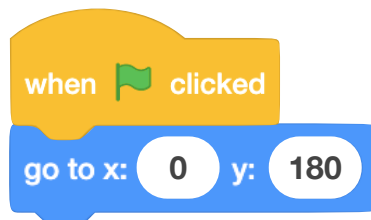
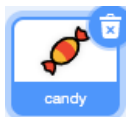
y is 180  
x is 0



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The candy is going to have to drop until it either reaches the pumpkin or the ground...

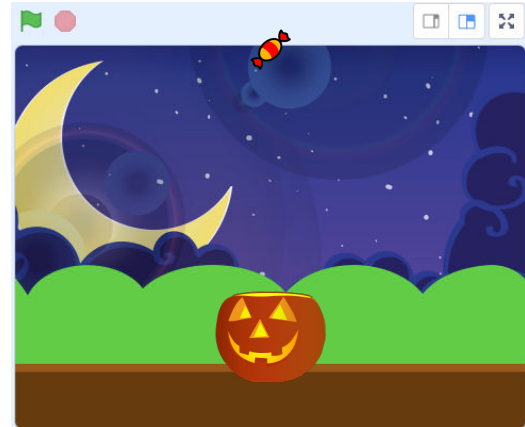
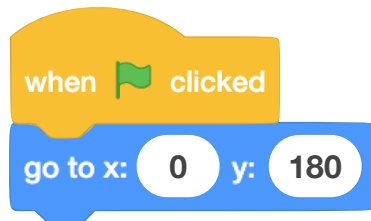


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Let's start with the pumpkin scenario...

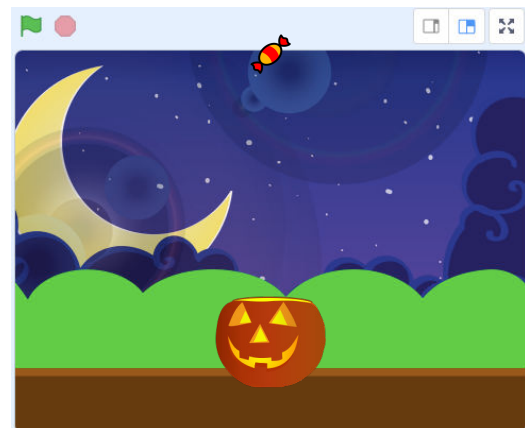
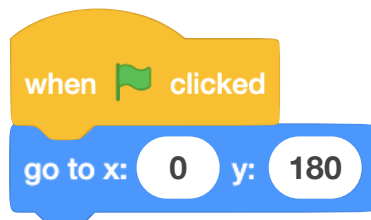
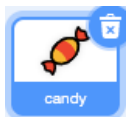
We know the candy was caught by the pumpkin if and when it touches the pumpkin!



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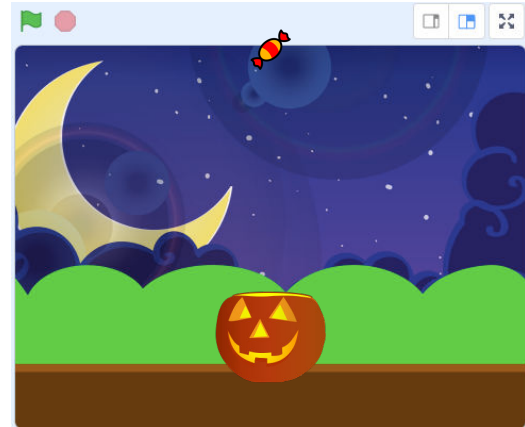
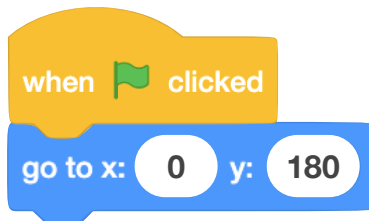
So, let's get the 'touching' block from 'Sensing', and set its value to 'jack-o-lantern', which is the name of our pumpkin sprite...



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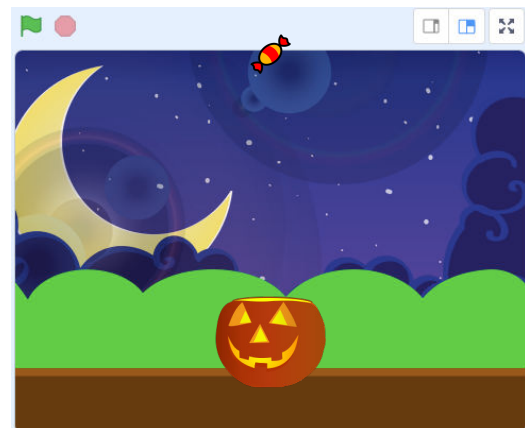
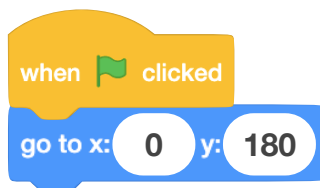
Ok, like we said before, we want the candy to keep on dropping until it touches the pumpkin...



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So, let's get a 'repeat until' block from 'Control', and drag the 'touching' block inside it.



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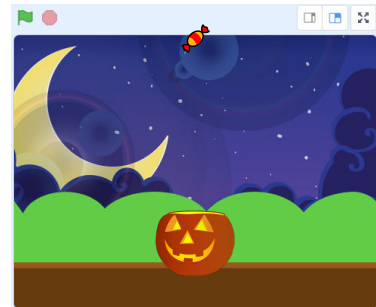




when clicked

go to x: 0 y: 180

repeat until touching jack-o-lantern ?



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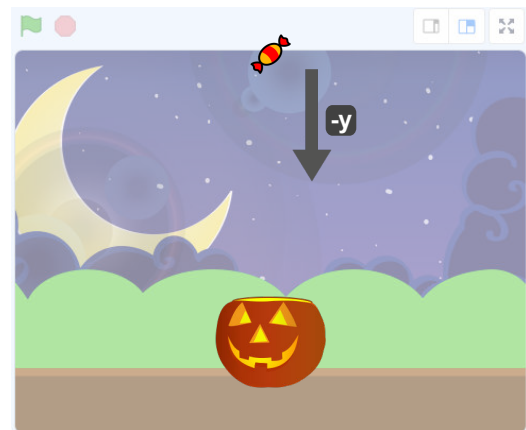
**Now, in order for the candy to keep on dropping,  
we're going to have to keep on reducing its 'y' value...**



when clicked

go to x: 0 y: 180

repeat until touching jack-o-lantern ?

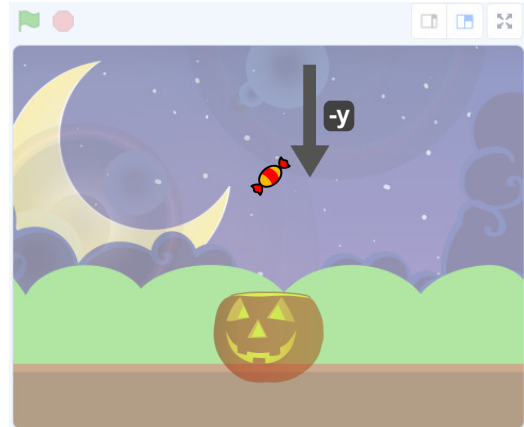
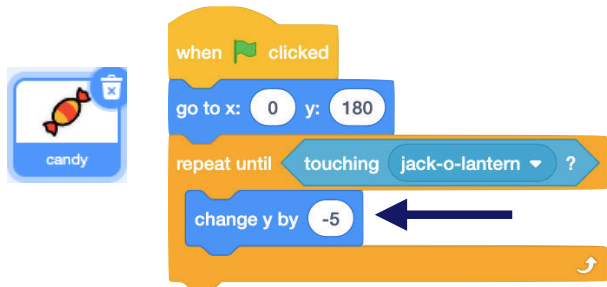


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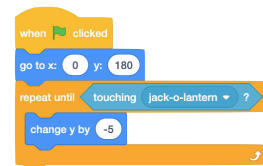
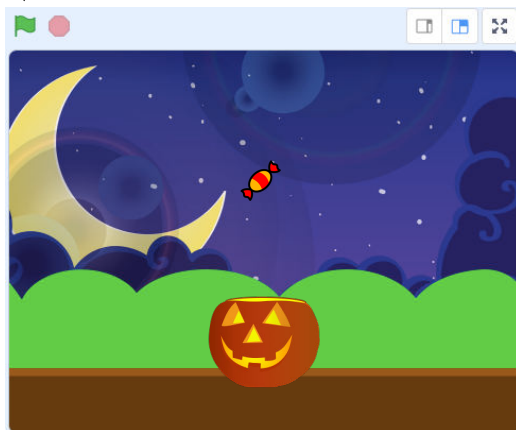
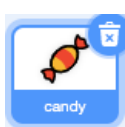
So, let's get a 'change y by' block from 'Motion', and set its value to '-5'...



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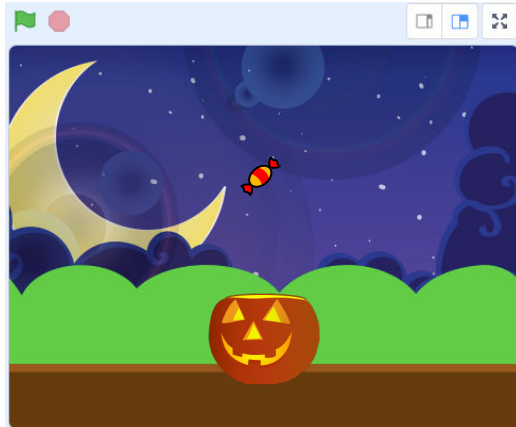
Drag your pumpkin to the center of the stage, and click on the green flag to test



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**You should see the candy dropping and then stopping, as soon as it reaches the top of the pumpkin!**



```
when clicked
go to x: 0 y: 180
repeat until touching jack-o-lantern ?
change y by -5
```

