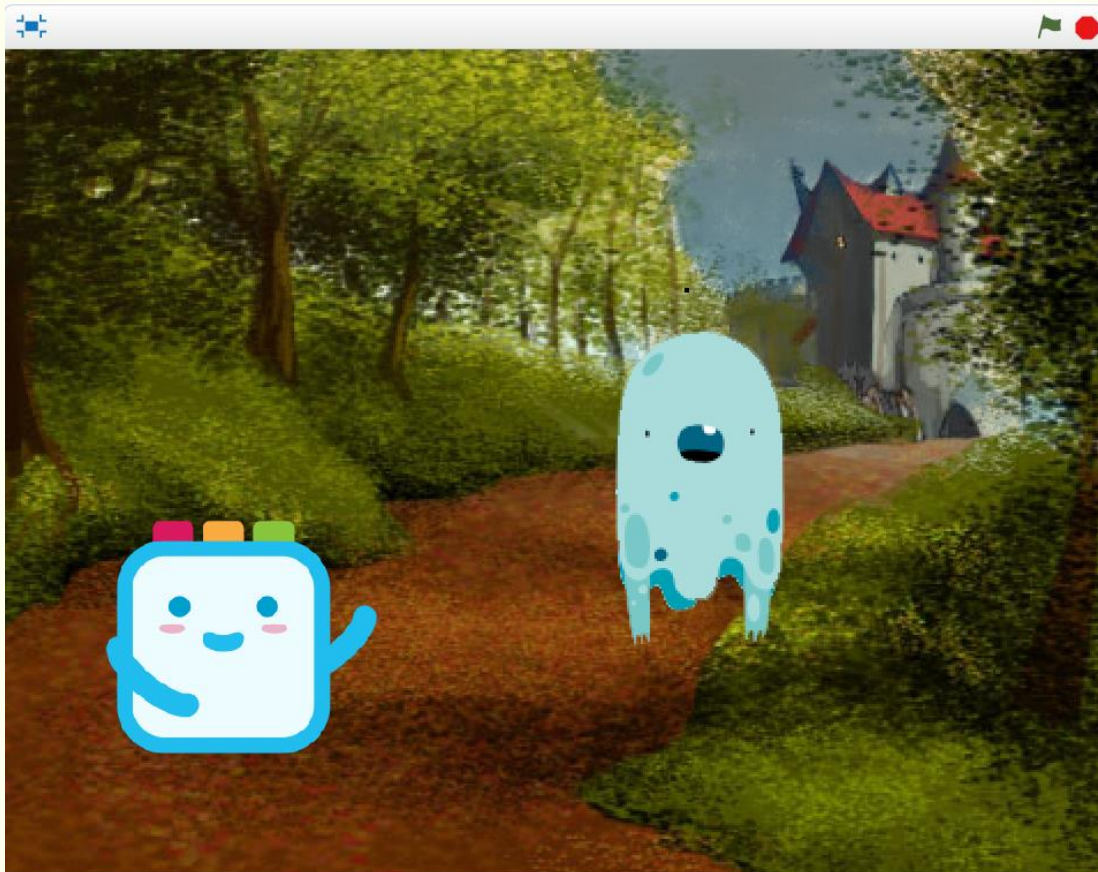


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Ghost Showed Up for the Halloween

● Scratch Project

- Let us create a spooky ghost that moves at dark nights.



● Coding Blocks To Use

- Let us make the ghost using the coding blocks (DC motor & light sensor).



LIGHT & TOUCH SENSOR




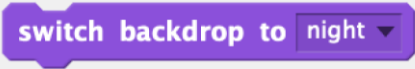



DC MOTOR

Scratch Coding Mission

- Let us code the ghost to move if the value of the light sensor block is less than 600 and to stop when it is not.

Frequently used blocks

Major blocks	Block explanation
	<ul style="list-style-type: none"> This block creates conditional sentence. In the "[]. (hexagon)" the condition of the sentence is entered. Area below the condition is the list of actions. <ol style="list-style-type: none"> Start if the condition is True. Area below the "Else:" is started if the condition is False.
	<ul style="list-style-type: none"> This calculation block compares the great and small. The result is shown as True or False. You can compare the value of the Cubroid light sensor to the certain value.
	<ul style="list-style-type: none"> Blocks within the endless loop keeps on running without stopping.
	<ul style="list-style-type: none"> The stage can have many background themes. Using this block can set the background theme as the one you want.
	<ul style="list-style-type: none"> This block shows the value of the Cubroid light sensor. Value of the light sensor is shown in numbers.

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Ghost Showed Up for the Halloween

● Coding Mission To Do!

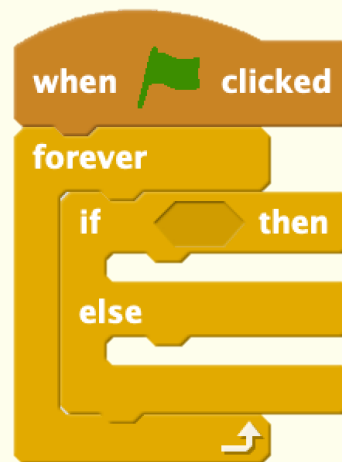
Let us create a spooky ghost that moves at dark places.

- Let us code the ghost to move if the value of the light sensor block is less than 600 and to stop when it is not.

Step 1

Let us code to start the following when you click the flag:

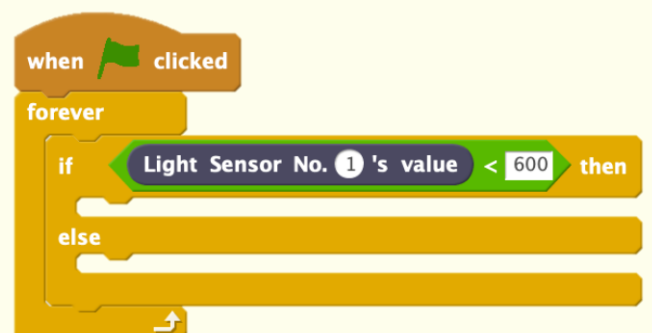
- 1) The action is started respectively for True and False.
- 2) The conditional statement is not started only for once, and the repetition is continued without stopping.



Step 2

Let us make out the condition for the conditional statement.

Condition: we must know if the value of the light sensor is less than 600 or not.



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Ghost Showed Up for the Halloween

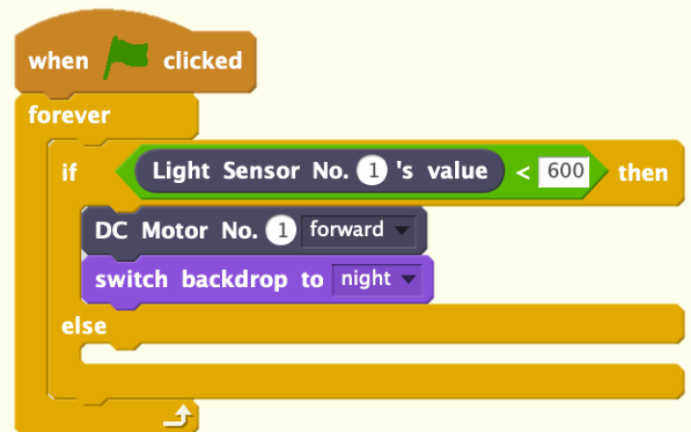
● Coding Mission To Do!

Let us create a spooky ghost that moves at dark places.

- Let us code the ghost to move if the value of the light sensor block is less than 600 and to stop when it is not.

Step 3

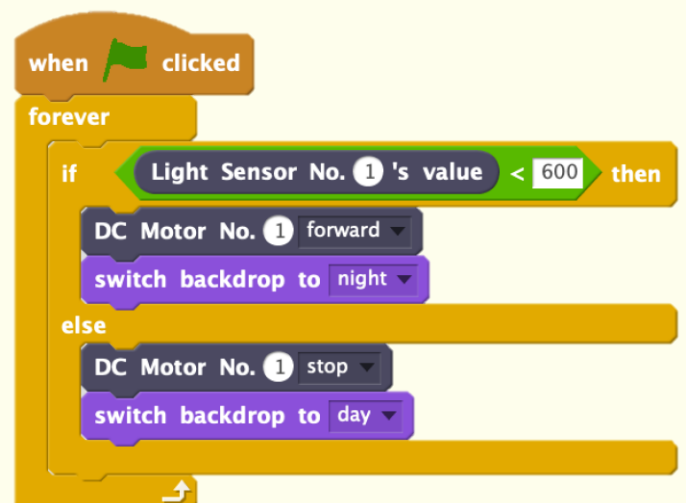
The DC motor starts to move if the condition is True, and the background theme of the stage becomes night time.



```
when clicked
  forever
    if Light Sensor No. 1's value < 600 then
      DC Motor No. 1 forward
      switch backdrop to night
    else
      
```

Step 4

The DC motor stops moving if the condition is False, and the background of the stage becomes day time.



```
when clicked
  forever
    if Light Sensor No. 1's value < 600 then
      DC Motor No. 1 forward
      switch backdrop to night
    else
      DC Motor No. 1 stop
      switch backdrop to day
  
```