

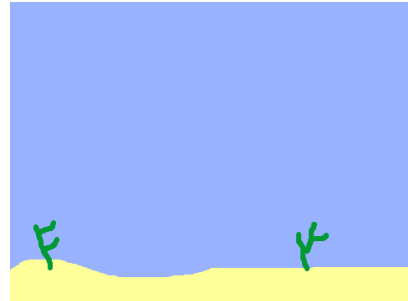


SHARK ATTACK!

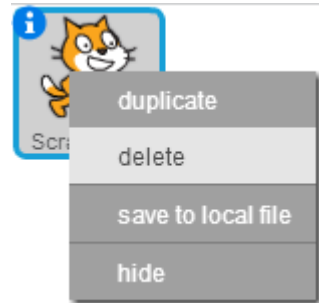
① Open *Scratch*:  → scratch.mit.edu → 

Google Chrome

② Paint an underwater picture as the backdrop:

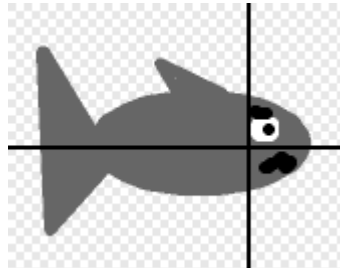


③ Right-click on the cat to delete it.

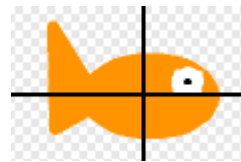


④ Paint a shark and a small fish:

New sprite: 



shark



fish

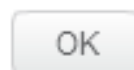
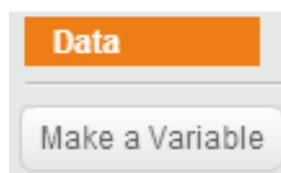


Set their costume centres.



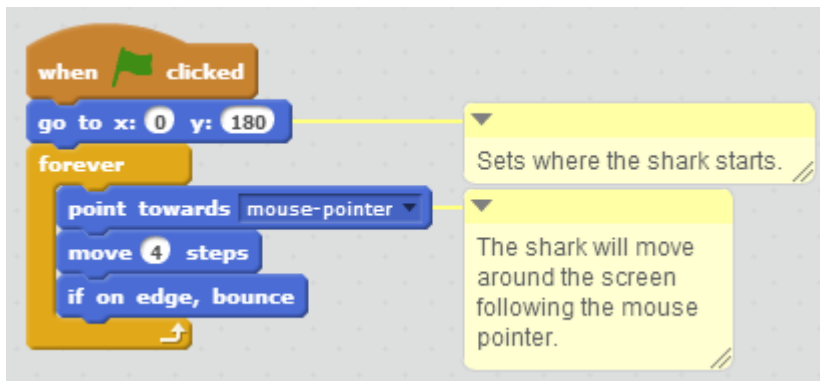
Click this button at the top of the screen to shrink them if needed.

⑤ Make a variable to count the number of fish the shark eats:

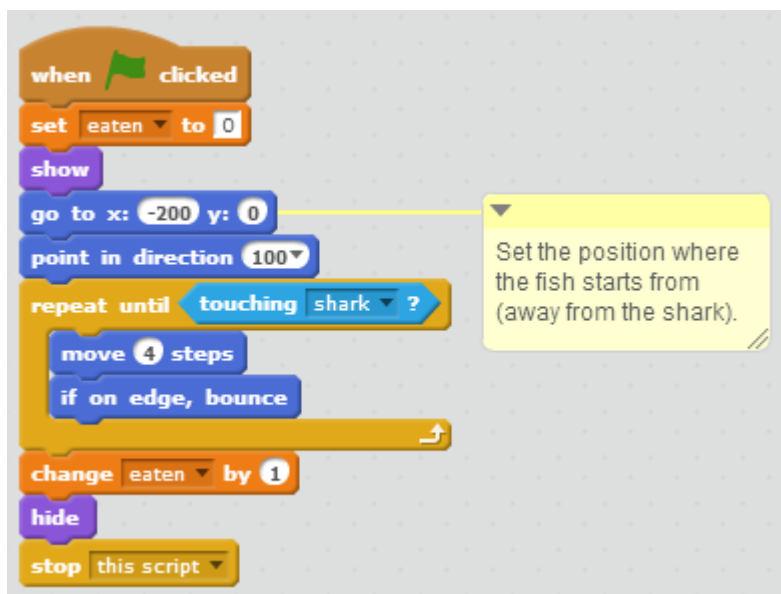


- 6 Click on the scripts tab and then copy these commands:

➔ Click on the shark first! **'Shark' Sprite**

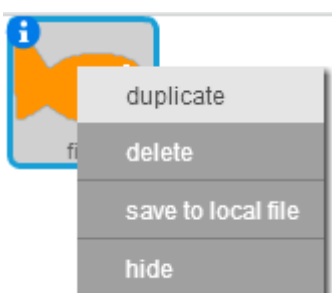


➔ Click on the fish first! **'Fish' Sprite**



Test your game regularly to check it works and so you can debug any mistakes!

- 7 Right-click on the fish to duplicate it so the shark has a few to eat.



Change the x and y start position of each fish!

- 8 Edit and improve your game:

Can you make the game easier or harder to play? (e.g. make fish smaller, make fish swim faster, change the scoring system etc.)

Can you paint more interesting fish or add details to the backdrop?

Can you add any sound effects?