

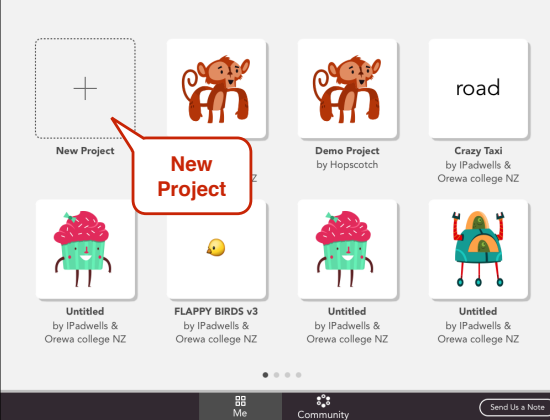


HOPSCOTCH

Download app

No iPad? - Google "Scratch"

by @iPadWells
more at iPad4Schools.org



New Project

Demo Project by Hopsotch

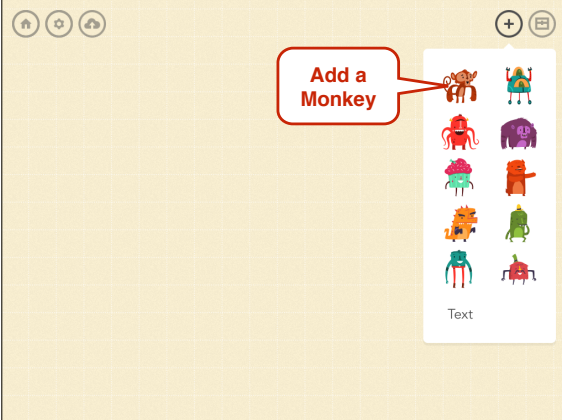
Crazy Taxi by iPadwells & Orewa college NZ

Untitled by iPadwells & Orewa college NZ

FLAPPY BIRDS v3 by iPadwells & Orewa college NZ

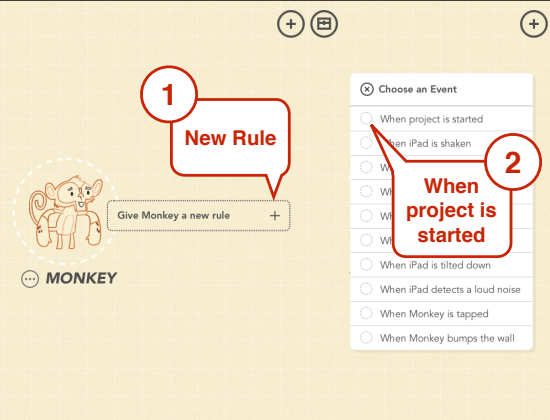
Untitled by iPadwells & Orewa college NZ

Untitled by iPadwells & Orewa college NZ



Add a Monkey

Text

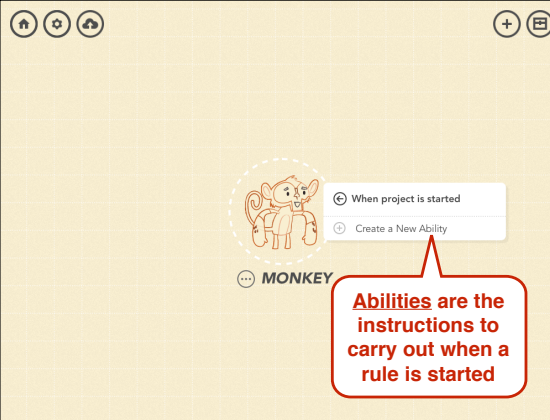


1 New Rule

2 When project is started

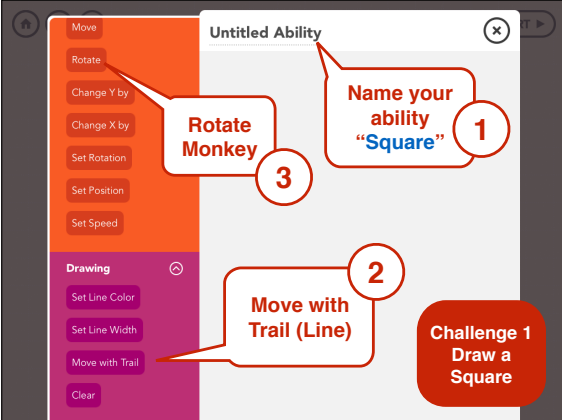
Give Monkey a new rule +

- When project is started
- When iPad is shaken
- When iPad is tilted up
- When iPad is tilted down
- When iPad detects a loud noise
- When Monkey is tapped
- When Monkey bumps the wall



Abilities are the instructions to carry out when a rule is started

- When project is started
- Create a New Ability



Untitled Ability

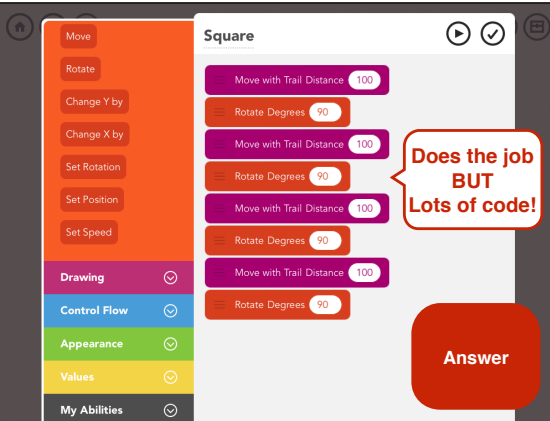
1 Name your ability "Square"

3 Rotate Monkey

2 Move with Trail (Line)

Challenge 1 Draw a Square

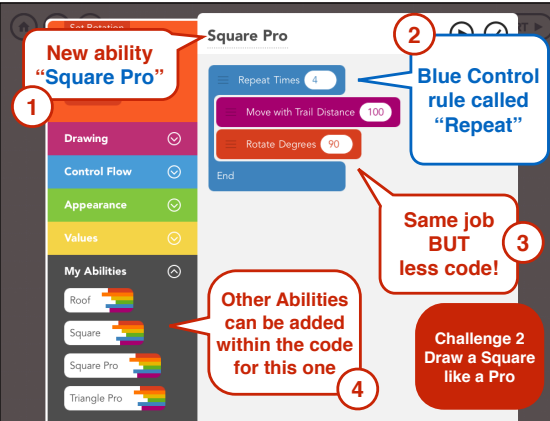
- Move
- Rotate
- Change Y by
- Change X by
- Set Rotation
- Set Position
- Set Speed
- Drawing
 - Set Line Color
 - Set Line Width
 - Move with Trail
 - Clear



Does the job BUT Lots of code!

Answer

- Move with Trail Distance 100
- Rotate Degrees 90
- Move with Trail Distance 100
- Rotate Degrees 90
- Move with Trail Distance 100
- Rotate Degrees 90
- Move with Trail Distance 100
- Rotate Degrees 90
- Move with Trail Distance 100
- Rotate Degrees 90



1 New ability "Square Pro"

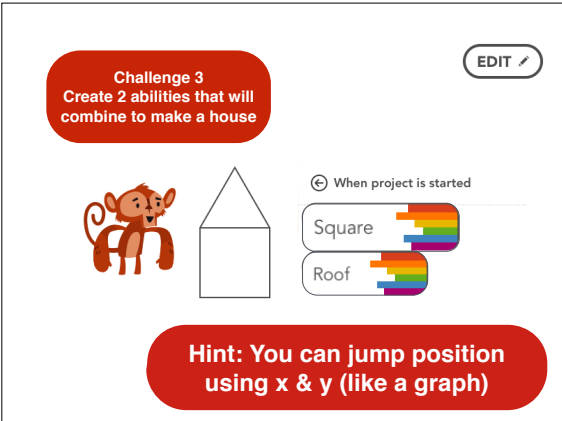
2 Blue Control rule called "Repeat"

3 Same job BUT less code!

4 Other Abilities can be added within the code for this one

Challenge 2 Draw a Square like a Pro

- Repeat Times 4
- Move with Trail Distance 100
- Rotate Degrees 90
- End



Challenge 3 Create 2 abilities that will combine to make a house

When project is started

Square

Roof

Hint: You can jump position using x & y (like a graph)