Yellow Belt Requirements

Scratch Test
Coder Dojo NOVA

Motion	Events
Looks	Control
Sound	Sensing
Pen	Operators
Data	More Blocks

Choose a sprite.

1. Make your sprite move in a square pattern.

2. Make another sprite that looks like a set of stairs. Make your original sprite appear to walk up the stairs.

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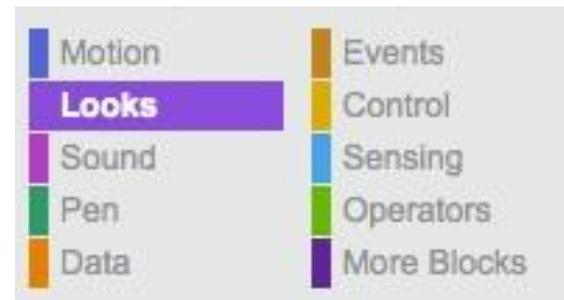
Choose or create a sprite. Choose or create a background

1. Have your sprite change using a graphical effect whenever you press the 'C' key.

2. Have your sprite say something about feeling like a ghost. Then use a graphic effect to make it look ghost-like, float up a bit, then float across the screen, then float down. Say it is feeling better now and return to the normal sprite appearance.

Motion	Events	Motion	Events
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Sound	Sensing	Sound	Sensing
Pen	Operators	**Pen**	Operators
Data	More Blocks	Data	More Blocks

1. Have your favorite sound play when you click on your sprite.

2. Make a short 'song' using multiple sprites who each play a different instrument. Have them play notes or a drum etc. The song should start playing when you press the green flag.

Select a color for your pen by clicking the color square and then hovering over a color you like.

1. Draw a square.

2. Draw a square and have the color of the line change in a rainbow pattern.

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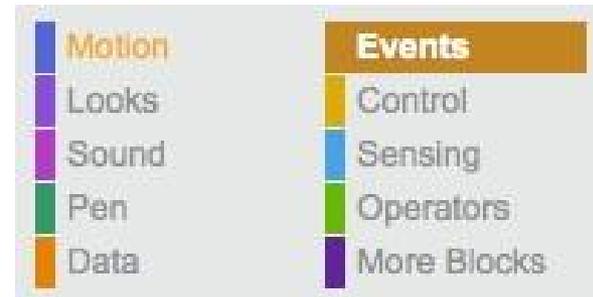
1. Create a variable. Figure out how to display your variable in its four possible configurations (Hidden, Name & Value, Just Value, Name Value and Slider {if it is a number})

2. Play a sound when your variable gets larger then 10 then reset the variable.

Motion		**Events**	
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Choose a sprite.

1. Add a second backdrop. Switch to it 2 seconds after the green flag is pressed. Have your sprite say it likes the new look after the switch. No timers allowed to trigger your sprite talking.

2. Choose two sprites. Have the first one appear with the green flag, say 'Can you find me?' then disappear. When you click the second sprite have it say 'Where can he be?' and then have it pass a message to the first sprite and wait for a response. When the first sprite gets the message have it reappear and say 'Here I am!'. Have the second sprite respond by saying something.

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Choose a sprite.

1. Create a variable. Add one to it when you hit the spacebar. Have one type of sound play when you hit the spacebar while the variable is less than 5 and a different sound play when it is greater than 5.

2. Ask user a yes/no question. If they answer correctly say 'You got it!'. If they answer incorrectly say 'Wrong!!!' (hint: use the 'ask and wait' block in the Cyan colored Sensing blocks and use the 'answer' block as the answer.
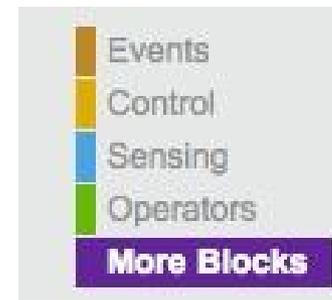
Choose a sprite.

1. Add a second sprite lined up even with the first sprite. Have the second sprite move back and forth across the screen. Whenever the second sprite touches the first sprite change its costume and have it say 'Stop touching me!' Change the costume back when not touching.

2. Start your app by pressing the green flag. Your sprite must start out not moving. Make your sprite move across the screen without using any timers and without touching your laptop after you click the green flag (laptop needs to have a camera or a microphone).

Choose a sprite.

1. Have your sprite do the "L" "E" "T" "S" "G" "O" "Let's Go" cheer only using two say blocks.

2. Add a second sprite. Have the first sprite save a random variable between 1 and 10 and the sum of 3 + this random variable. Have the sprite say '3 + x = <sum>' where sum is the value calculated. Broadcast to the second sprite and wait for it to finish. Have the second sprite ask 'What is x?' If the user answers correctly say 'You got it!' otherwise say 'Sorry the correct answer is <x>' where x is the random number. Repeat forever.

Choose a sprite.

1. Explain why you would make a new block.