

Scratch Homework – Lesson 5

Fun with Effects!

Last week we worked more with effects and broadcasting. Scratch comes with some fun effects which can be applied to sprites. Here are things you need to know about using effects.

1. Effects are found in the purple LOOKS blocks.
2. There are two main effects blocks: SET (effect) to, and CHANGE (effect).



3. **ALWAYS SET ALL YOUR EFFECTS TO 0 RIGHT AFTER THE GREEN FLAG BLOCK (yellow control block) FOR EACH SPRITE THAT USES THEM!** In other words, if your sprite is going to use the color, whirl and ghost effects, you will need to have separate SET blocks after the flag for each of them, setting them to 0 when the project starts.



4. When you want an effect to take place, use the **CHANGE** effect block. Using it in a repeat loop with a wait delay will let the change happen a little at a time. You can make the change go up using positive numbers, and then go back to normal by changing the effect value by a negative (minus -) number (**see at right.**) Be creative! Test different ways to use these blocks with and without repeat blocks. Try repeating different numbers for repeating and for the value of the effect (the minimum is 0 – no effect, the maximum is 100 – full effect.) Remember to **DEBUG your program!**



If you have email and want to ask me anything, you can email me at alfiawallace@yahoo.com
See you next week! Keep on Scratching! ☺ ~
Mrs. Wallace

