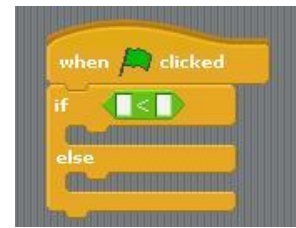


Project 7: Cat (Light sensor)

1. Start Scratch or begin a new session. Make sure that your Picoboard is connected.

2. Drag and drop a start command from the *Control* scripts.

3. Using an *If/Else* statement, drag and drop the *Operators* button that reads $\square < \square$ and drop it into the diamond space next to the word “if”

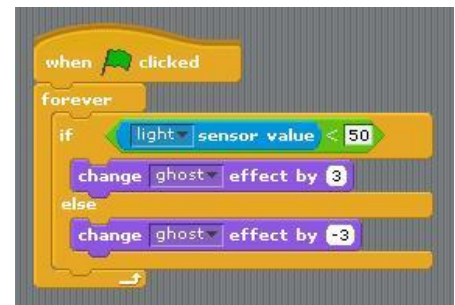


4. In the first blank drag and drop a *Sensing* script that reads ... *sensor value*. Click on the drop down box and select “Light”. In the second blank enter the value 50.

5. Under the *If* section add the *Looks* block that reads *change ... effect by ...*. Click the drop down box and select “ghost” then change the value to “3”.

6. Under the *Else* section add *change ... effect ...* block. Click the drop down box and select “ghost” then change the value to “-3”.

7. Now add a forever loop around the script.



8. Start the script and find the light sensor on your picoboard. Cover the sensor with your finger and watch your sprite disappear. Uncover it and see your sprite reappear.

