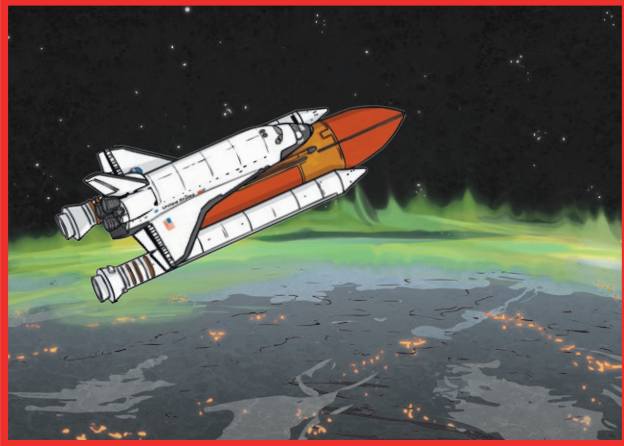# Creative Coding With Scratch

Space Journey

Getting Started
Select **Space** backdrop.
Choose **Spaceship** from the sprite library and decrease size.
Create new planet sprites and position all sprites decreasing size as required.

Challenge 1
Can you create new planet sprites and resize them onto the backdrop?

Challenge 2
Can you use coordinates to make the rocket travel to each planet and return to landing position?

Challenge 3
Can you add sound effects to the rocket as it takes off and as it arrives at each new planet?

Challenge 4
Can you make the rocket point in the direction of travel? Add animations to make the space journey as exciting as possible (aliens, colour changes, exploding planets).

I can:
- select a backdrop and a sprite; ☐
- create sprites; ☐
- add sound effects; ☐
- make sprites point and move in a particular direction; ☐
- add animations to improve level of interest. ☐

Helpful Hints

Space Journey

Each Creative Coding Challenge is an open-ended task, which can be approached in many different ways. Pupils should be encouraged to have a go and tackle these tasks independently. The following hints are not intended to provide complete solutions but may serve as useful cues for supporting less-confident coders.

To make a sprite travel using coordinates:

when space key pressed
go to x:83   y:127
wait 2 secs
go to x-137 y:134
wait 2 secs
go to x:-23 y:44
wait 2 secs
go to x: 111 y:-106

To point sprite in a particular direction:

when space key pressed
point towards Sprite2
go to x:83   y:127
wait 2 secs

To add a sound effect to a sprite:

when space key pressed
play sound space ripple
point towards Sprite2
go to x:83   y:127
wait 2 secs

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