

# Scratch 'Catch the Bus' for Scratch 1.4

Based on [RPF 'Catch the Bus'](#) for Scratch 3

- Suitable backdrop
  - Click stage
  - Click backgrounds
  - Click import
  - Click Outdoors
  - Night-city-with- is a good one, pick what you'd like
- New sprite
  - Click new sprite from file
  - Click on transportation
  - Bus is a good one, but pick a bus or car
  - Name your sprite
- Move bus
  - Click and drag the bus to the left hand side of the screen
  - Click on bus sprite in the sprite panel
  - Add 'when green flag clicked'
  - Add a 'go to x y block'
  - Should already have the x and y values for your sprite location, but check
  - Test by dragging the bus somewhere else then clicking green flag
  - Add 'go back 1 layers' block
  - Can add a 'set color effect to' block, with numbers up between -100 and 100
- Cat is too big
  - Click 'shrink sprite' button above the stage
  - Click on the cat until he's smaller than the bus
  - Click somewhere else on the screen, not the cat or bus to turn shrink off
- Cat catches the bus
  - Cat in correct place
    - Click on the cat in sprite pane
    - Drag to right hand side of stage
  - Cat's facing the wrong way to see the bus!

- Add when green flag clicked block
- Add point in direction -90 block
- 'Oh no, cat is upside down!'
- Click costumes
- Click costume 1
- Click edit
- Click flip vertically
- Click ok
- Click costume 2
- Click edit
- Click flip vertically
- Click ok
- Cat walks to the bus
  - Click scripts
  - Add go to x y block
    - Should have current coords but can drag to check
  - 'Pretend' to need to keep adding move 5 step blocks
  - Could add 100 steps, but that's too fast, not a very good game
  - 'Need a way to repeat the 5 steps lots of times!'
  - *Explain loops*
  - Test the loop
  - 'Hmmm, legs don't move'
  - 'Remember there were 2 sprites we changed, need to tell programme to switch to the next costume'
  - Add 'next costume' block
  - Test again
  - Now looks like the cat is walking
  - Add enough repeats to get to the bus door
- Hide / Show
  - When the cat gets to the bus he gets inside
  - Make it look like he's got inside with a hide block
  - 'Oh no, when you run it again, cat is hidden!'

- Need to add a show block

- Sprite script should look like:



- Bus drives off

- Select bus sprite
- Need the bus to wait until the cat and other sprite get to it
- Add a 'wait 1 secs' block, change to 4
- Drag the bus to the place it will drive to
- Add 'glide 1 seconds to x y block' change to 3 seconds
- Add a hide block to make it look like it's driven off stage
- 'Oh no, when i repeat the bus doesn't appear!'
- Needs a show block
- Bus script should look a little like



- Young people do it themselves

- Click new sprite from file
- Anything they want to ride on their bus
- Click ok
- Remember what we did with the cat
- Made it smaller first
- Made it turn to face the bus

- Flipped it vertically
- Look at your cats code blocks to make a repeat loop to help your new sprite get to the bus
- Might need to use point towards *bus* block instead of point in direction 90
- **Other things they can do**
  - **What happens if a sprite misses the bus?**
  - **Keep adding sprites**
  - **Put a name on the bus**
  - **Try with different scenes or vehicles**
  - **Sound effects**