

# Teddywaddy Code Club

## Activity 1c

### Code with Scratch



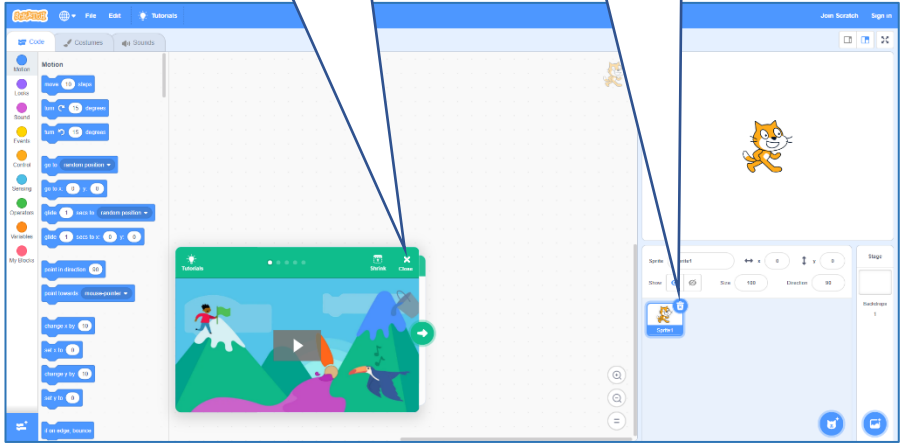
<https://scratch.mit.edu/projects/editor/?tutorial=getStarted>

# First Coding

<https://scratch.mit.edu/projects/editor/?tutorial=getStarted>

First close the tutorial if you have already watched it.

Delete the Cat sprite by pressing on the garbage can.





Sprite: Ben    x: -61    y: -3

Show:      Size: 100    Direction: 90

Stage

Backdrops: 2

Ben    Soccer Ball

+

+

Add two sprites

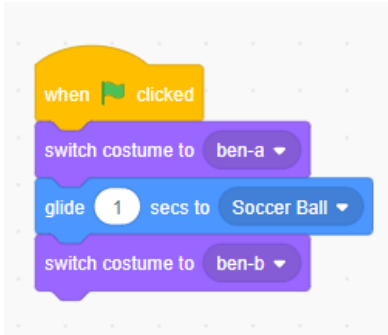
Ben

Soccer ball

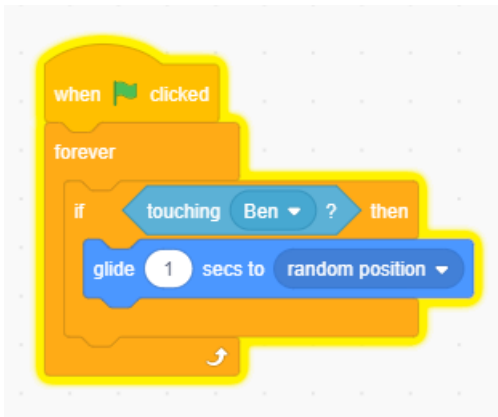
Add a backdrop

Playing Field

With Ben selected add the following code.



With the Soccer Ball selected add the following code.



Press the green flag.

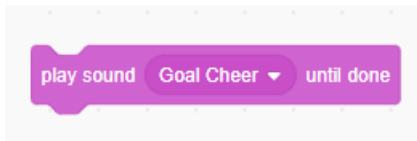


Add the referee whistle sound to start the game.



Add to Ben's code

Play the cheering sound after Ben has kicked the ball (Hint: at the end of Ben's code).



Change how fast the soccer ball moves (Hint: change the time for the glide to a smaller number).

Can you find how many costumes Ben has? (Hint: With Ben selected, click on the Costumes Tab).