Teddywaddy Code Club

Activity 1g

Water skier

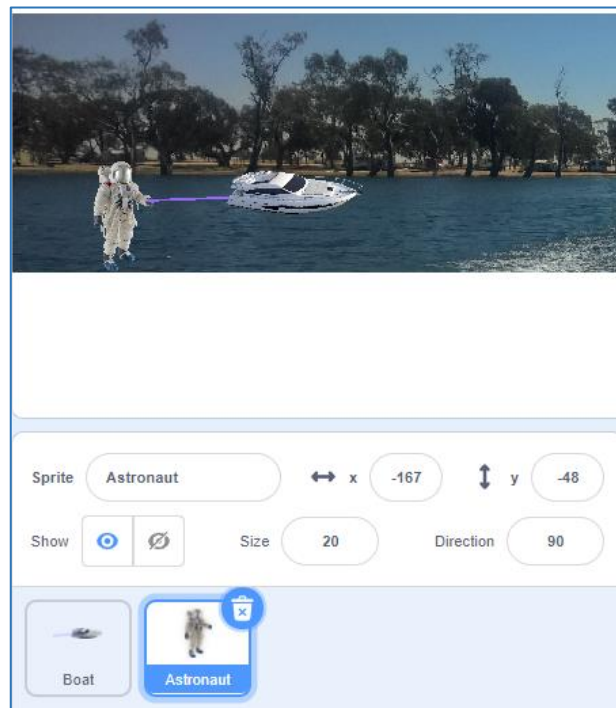https://scratch.mit.edu/projects/623881042

Water skier

When you open the scratch project it already has the background and the sprites loaded (Lake Wooroonook, the boat and the astronaut).

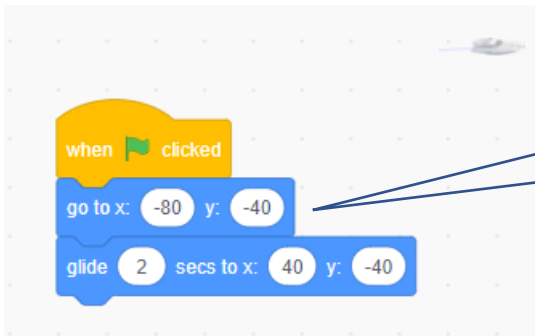First the sprites need to be made smaller and moved to their starting positions.

Astronaut at   x (-150) y (-40)   & Size (20)

Boat at   x (-80) y (-40)   & Size (30)

Make the boat move with code

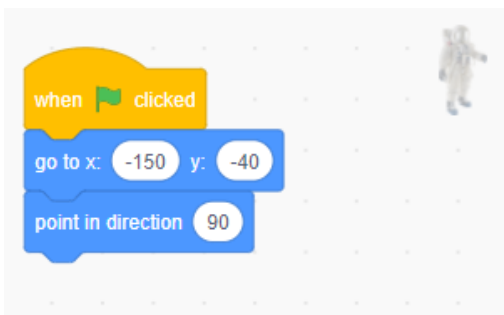Add the following code to the boat.

This line just makes sure the boat starts in the same spot every time.

Click the green flag to see how it works.

Now start the astronaut coding.

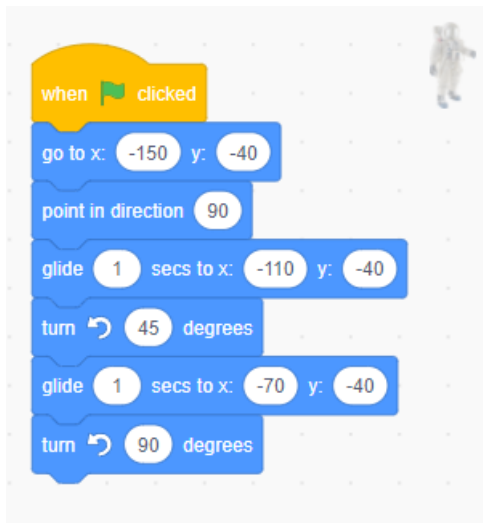First, make sure the astronaut is also starting correctly.

Now make the astronaut start to move.

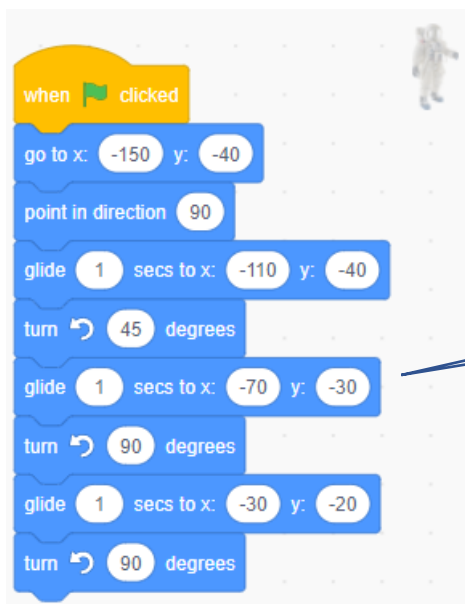Click the green flag to make sure everything is working so far.

Repeat the last two code blocks to make the astronaut move further.

Keep clicking the green flag to check to coding is doing what you want.

Now add another set of code blocks to make the astronaut move even further.

Notice the changes to the Y values to make the astronaut fly up a bit too.

Also adjust how far the boat moves to match the astronaut.
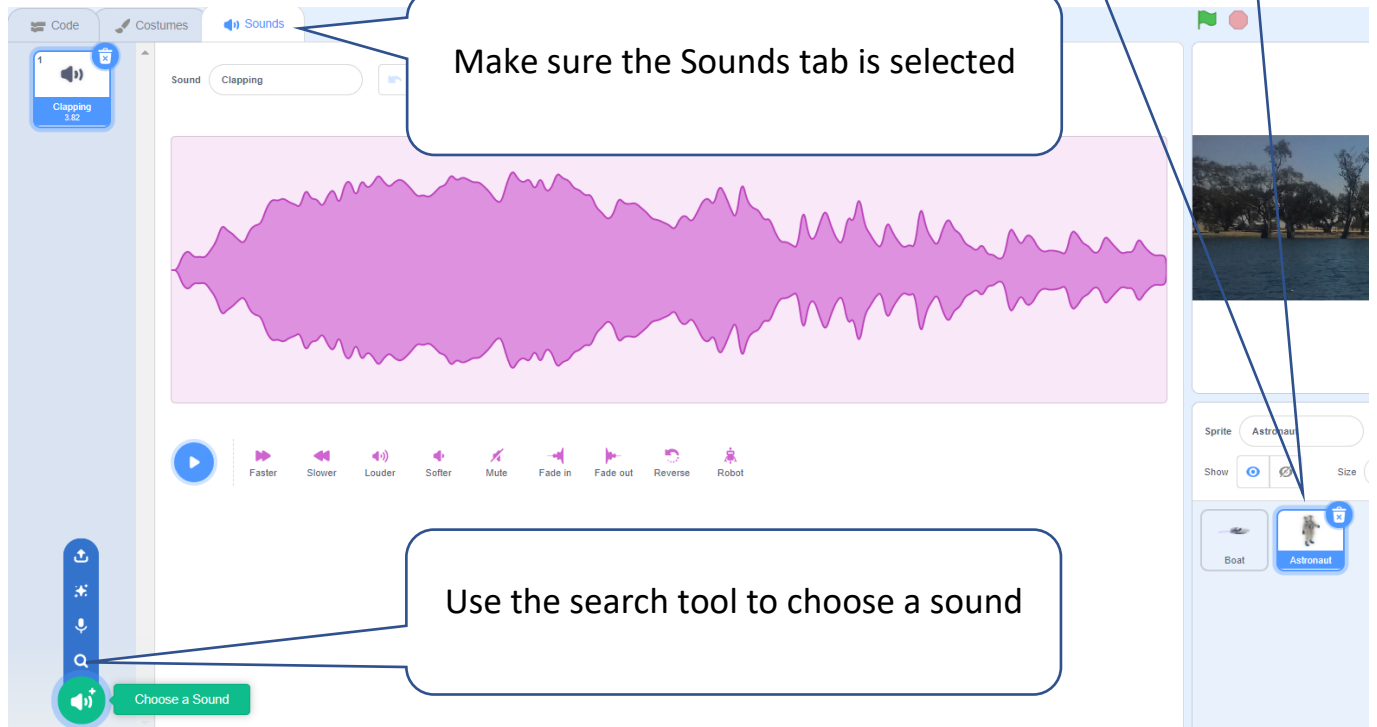

Adjust the glide time and the x: value.

Finally, add a sound at the end of the astronaut code.

Load a sound by using the Sound tab.

Make sure the Astronaut is selected

Make sure the Sounds tab is selected

Use the search tool to choose a sound

Then add the code block to play the sound.