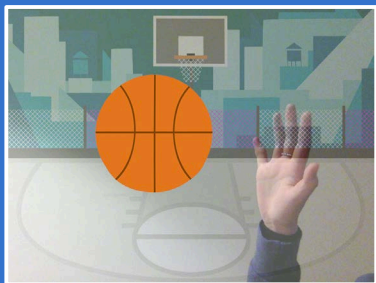
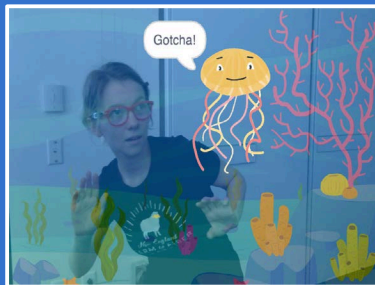


Video Sensing Cards



Interact with projects using video sensing.

Video Sensing Cards

Try these cards in any order:

- **Pet the Cat**
- **Animate**
- **Pop a Balloon**
- **Play the Drums**
- **Keep Away Game**
- **Play Ball**
- **Start an Adventure**

Pet the Cat



Make the cat meow when you touch it.



Pet the Cat

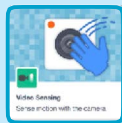
scratch.mit.edu



GET READY

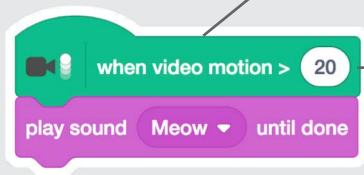


Click the **Extensions** button
(at the bottom left of the screen).



Choose **Video Sensing**
to add the video blocks.

ADD THIS CODE



This will start when it
senses video motion on a
sprite.

Type a number between
1 and 100 to change the
sensitivity.

(1 will start with very little
movement, 100 requires a
lot of movement.)

TRY IT

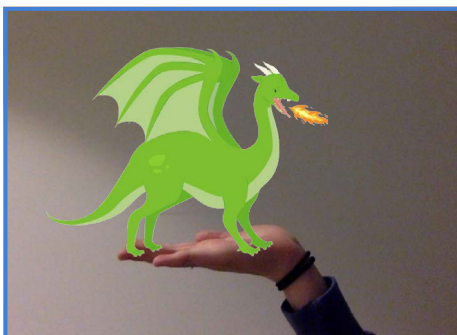
Move your hand to pet the cat.



Animate



Move around to bring a sprite to life.



Animate

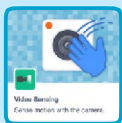
scratch.mit.edu



GET READY



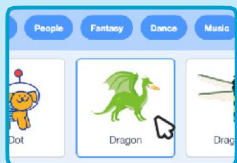
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite to animate.

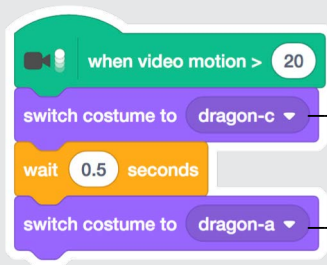


Pick a sprite with more than one costume.



Scroll over sprites in the Sprite Library to see their different costumes.

ADD THIS CODE



Choose one costume.

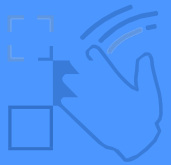
Choose a different costume.

TRY IT

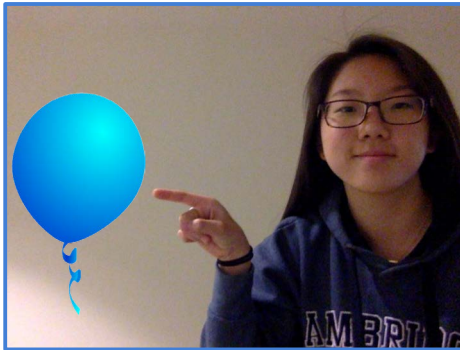
Move around to animate your sprite.



Pop a Balloon



Use your finger to pop a balloon.



Pop a Balloon

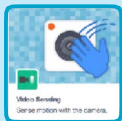
scratch.mit.edu



GET READY



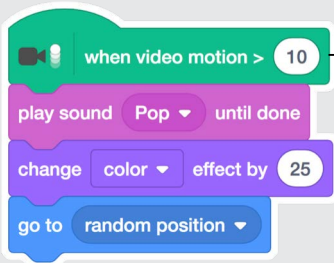
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like **Balloon1**.



ADD THIS CODE



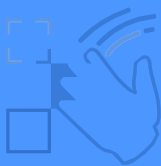
Type a larger number to make it harder to pop.

TRY IT

Use your finger to pop the balloon.



Play the Drums



Interact with sprites that play sounds.



Play the Drums

scratch.mit.edu



GET READY

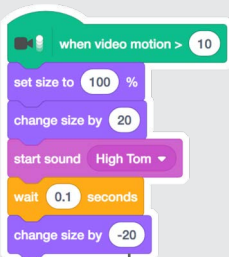


Click the **Extensions** button, then choose **Video Sensing**.

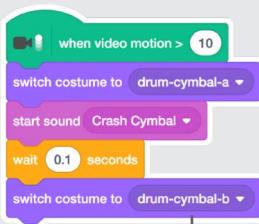
Choose two sprites, like **Drum** and **Drum-cymbal**.

ADD THIS CODE

Click on a drum to select it, then add its code.



Type a minus sign to get smaller.



Choose a different costume.

TRY IT

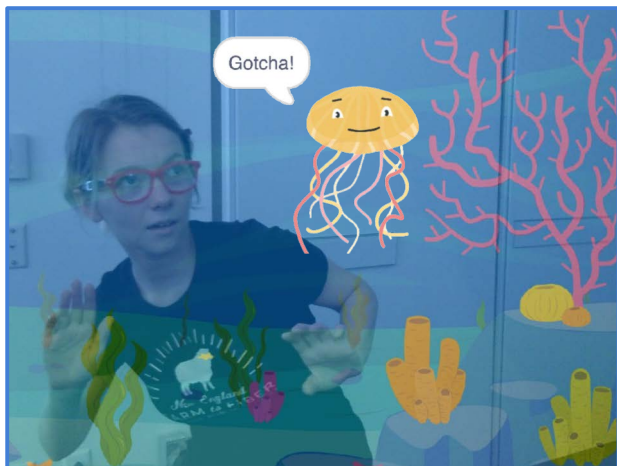
Use your hands to play the drums!



Keep Away Game



Move around to avoid a sprite.

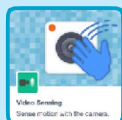


Keep Away Game

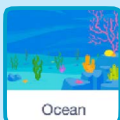
scratch.mit.edu



GET READY



Click the **Extensions** button, then choose **Video Sensing**.

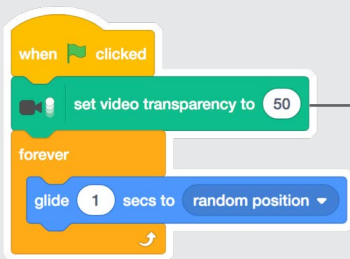


Choose a backdrop, like **Ocean**.

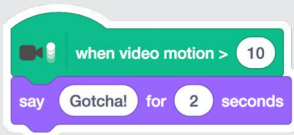


Choose a sprite, like **Jellyfish**.

ADD THIS CODE



Type a number between 0 and 100.
(0 to show the video, 100 to make the video transparent.)

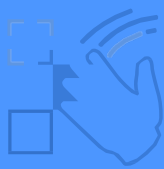


TRY IT

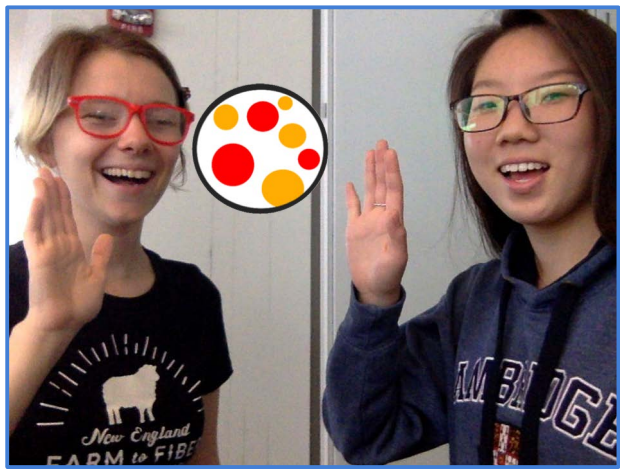
Move around to avoid the jellyfish.



Play Ball



Use your body to move a sprite across the screen.

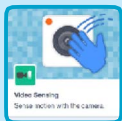


Play Ball

scratch.mit.edu



GET READY

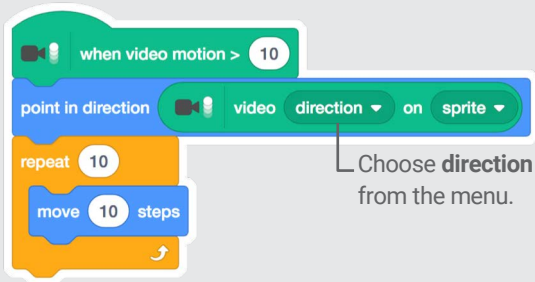
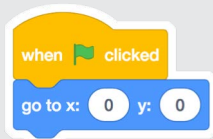


Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like **Beachball**.

ADD THIS CODE



Choose **direction** from the menu.

TRY IT

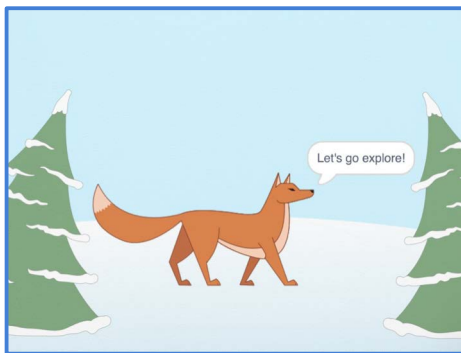
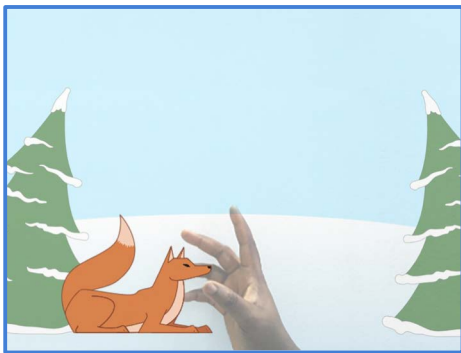


Use your hands to push the beach ball around the screen. Try it with a friend!

Start an Adventure!



Interact with a story by
moving your hands.



Start an Adventure!

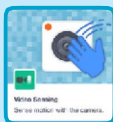
scratch.mit.edu



GET READY



Click the **Extensions** button.



Choose **Video Sensing**.



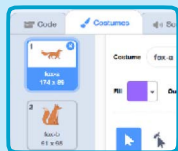
Choose a backdrop.



Choose a sprite.



Click the **Costumes** tab to see your sprite's other costumes.



ADD THIS CODE



Click the **Code** tab.

Insert the **video motion on sprite** block into the **greater than** block from the Operators category.

The code consists of the following blocks:

- when clicked
- go to x: -160 y: -100 (Set a starting point.)
- switch costume to fox-c (Choose a costume.)
- wait until video motion on sprite > 20
- switch costume to fox-a (Choose another costume.)
- glide 1 secs to x: 0 y: -50 (Set the position your sprite will glide to.)
- say Let's go explore! for 2 seconds

TRY IT

Click the green flag.



Then wave to wake up the fox.

