

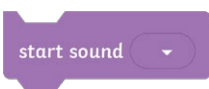

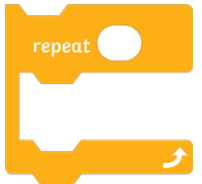


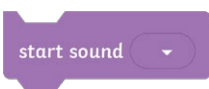

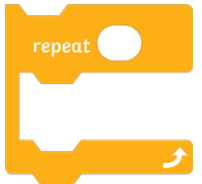


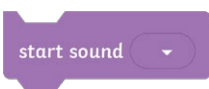

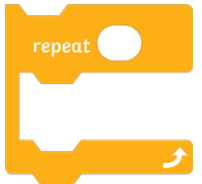





Scratch Blocks											
<p>There are nine categories of blocks in Scratch. Blocks are shaped like puzzles as they fit and connect together vertically to create an algorithm.</p>											
<p>Block Categories</p> <p>Each block category has its own set of coloured blocks, which each have their own function.</p> <ul style="list-style-type: none"> ● Motion ● Sensing ● Looks ● Operators ● Sound ● Variables ● Events ● My Blocks ● Control 	<p>Key blocks used in your Haunted Castle Animated Story:</p> <table border="1"> <tbody> <tr> <td></td> <td>Moves the sprite forward.</td> </tr> <tr> <td></td> <td>A speech bubble appears over the sprite for a specified time.</td> </tr> <tr> <td></td> <td>Plays a chosen sound without pausing the algorithm.</td> </tr> <tr> <td></td> <td>When a broadcast message is received, the algorithm activates.</td> </tr> <tr> <td></td> <td>Used to repeat an algorithm for a specified amount of time. Each repeat of the algorithm contained within this block is one iteration.</td> </tr> </tbody> </table>		Moves the sprite forward.		A speech bubble appears over the sprite for a specified time.		Plays a chosen sound without pausing the algorithm .		When a broadcast message is received , the algorithm activates.		Used to repeat an algorithm for a specified amount of time. Each repeat of the algorithm contained within this block is one iteration .
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Block Shapes
<p>There are six different types of block shapes: Hat, Stack, Boolean, Reporter, C and Cap.</p>
<p>The main shapes that you will be using for your project are:</p>
<p>Hat blocks Used at the start of every script.</p> 
<p>Stack blocks Used to perform the main commands.</p> 
<p>C blocks Used for looping blocks within the C block</p> 
Awesome Animation
<p>There are many ways to develop your animations in Scratch. You could:</p> <ul style="list-style-type: none"> Add Sounds. Add Motion blocks to sprites. Change Backdrops. Change Costumes.