**Scratch Warm-up Tasks**

*Write Scratch programmes to do the following tasks. Each task is separate.*

**Easy**

1. Move a sprite to the following co-ordinates and in each place leave an imprint (stamp): (50, 0), (100,100), (0, -150)
2. Use a sprite to draw a letter T shape, by moving to specific co-ordinates.

3a) Give a sprite 5 completely different costumes. Use a loop to make the sprite change through the costumes forever.

3b) Modify your program so that the sprite only changes into the next costume if you choose it to (e.g. mouse click, or pressing a button)

4a) Make a sprite move forwards and backwards across the screen bouncing off the edges forever.

4b) Modify your program so that each time the sprite bounces off the edge it changes costume (randomly).

**Medium**

1. Make a sprite draw a perfect rectangle around the inside of the perimeter of the stage.
2. Create a variable called “clicks”. Make a program that increases this variable by one each time you click the mouse.
3. Open the “face sprite”. Use or create separate sprites for the individual features of the face (mouth, left eye, right ear etc.). For each feature create a second costume (left eye wink, sad mouth etc.). Create program code that shows the whole face and animates the features by changing costumes.

**Hard: Make a clock**

Import the Clock-Hand sprite from the Things folder. Run it and figure out how it works. Find and import a clock face to sit the clock hand on to. Create two new clock hands, one for minutes and one for hours; programme them to keep perfect time; position them on the clock face too. Make the programme allow you to set the time to the correct time.