

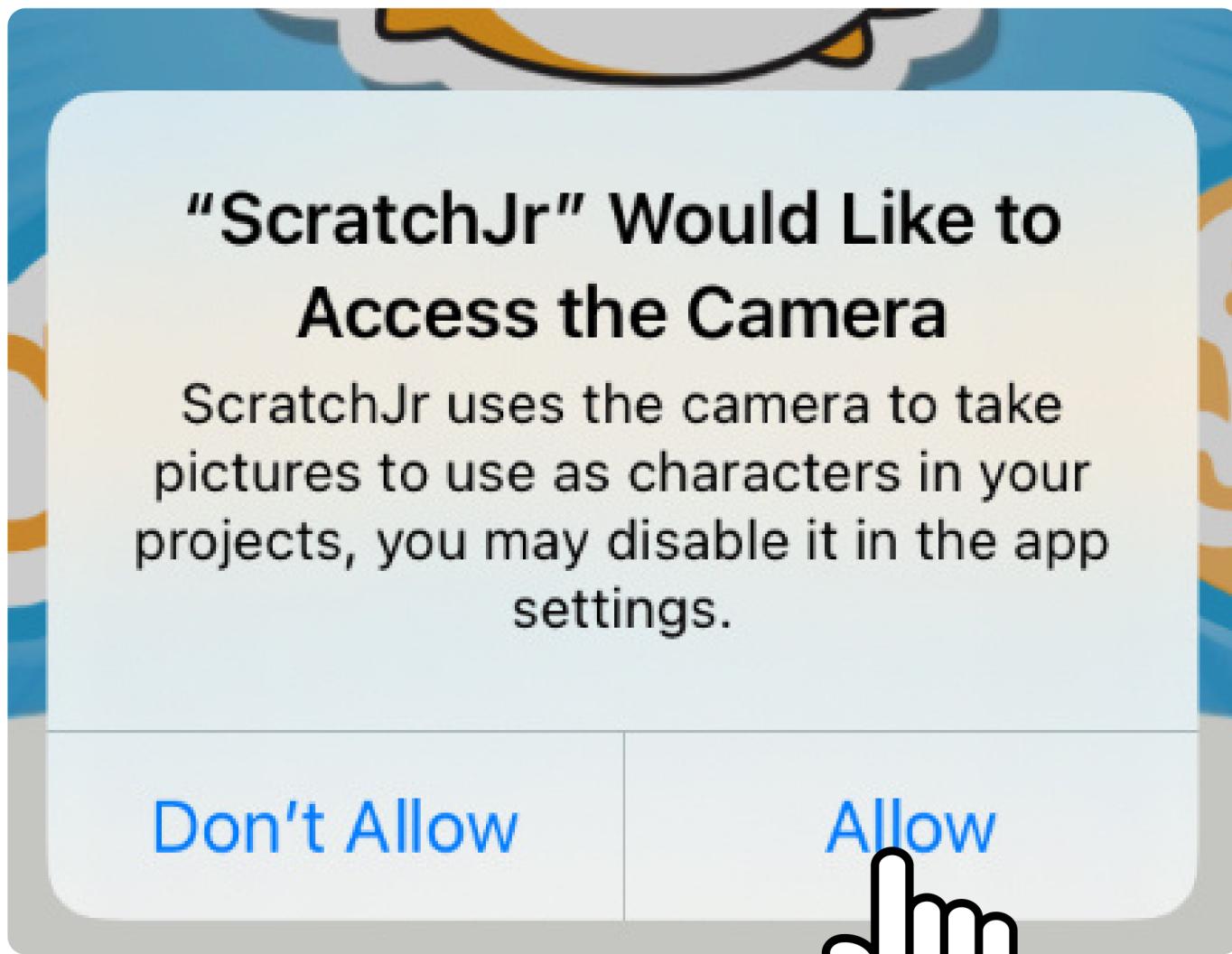
Green Pants Encounter

Download Scratch jr from Google Play or Apple App store
and become a Game Creator!

Designed for ages 6-8 yrs.



1



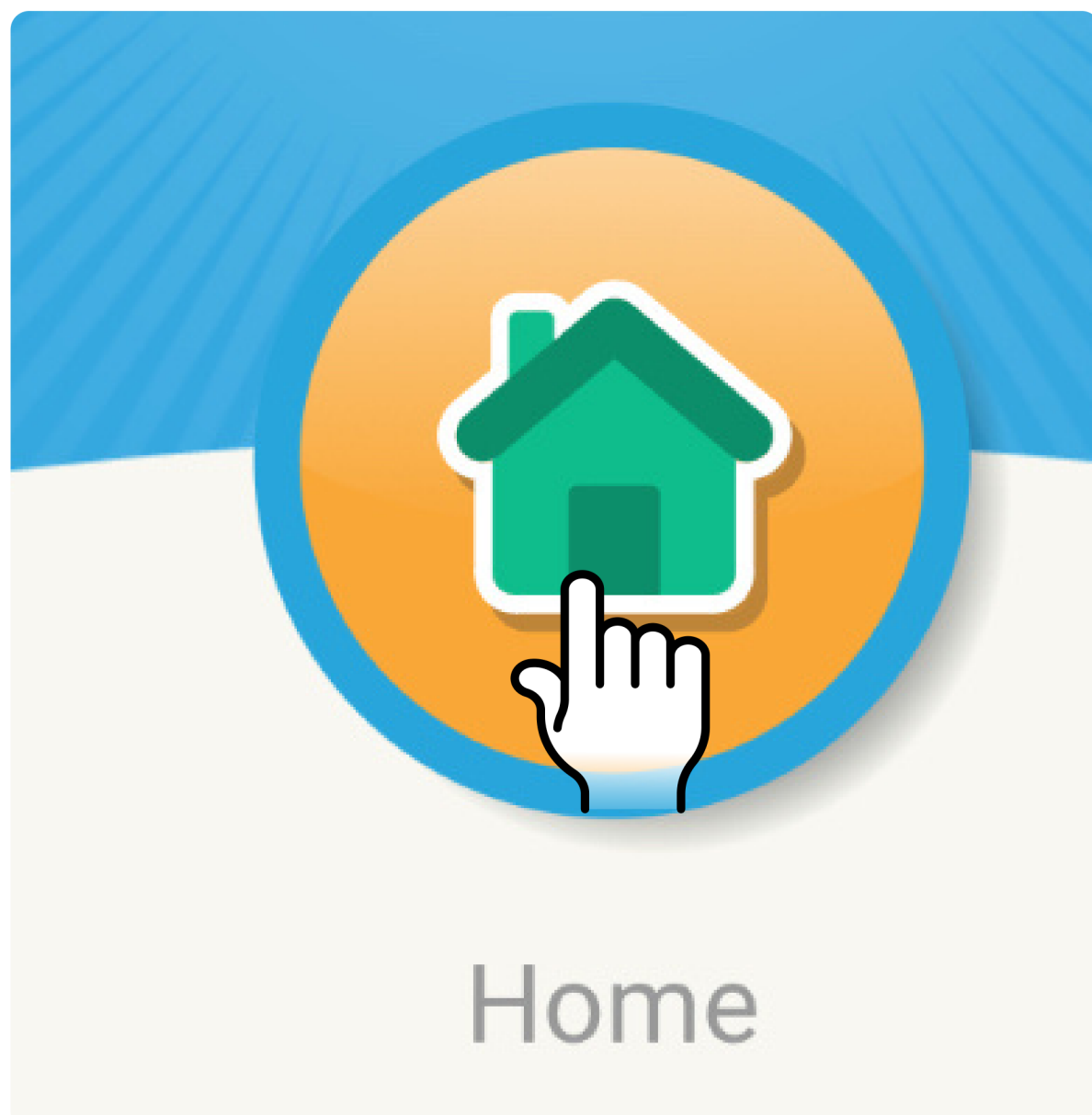
Tap **Allow**.

2



Tap **Allow**.

3



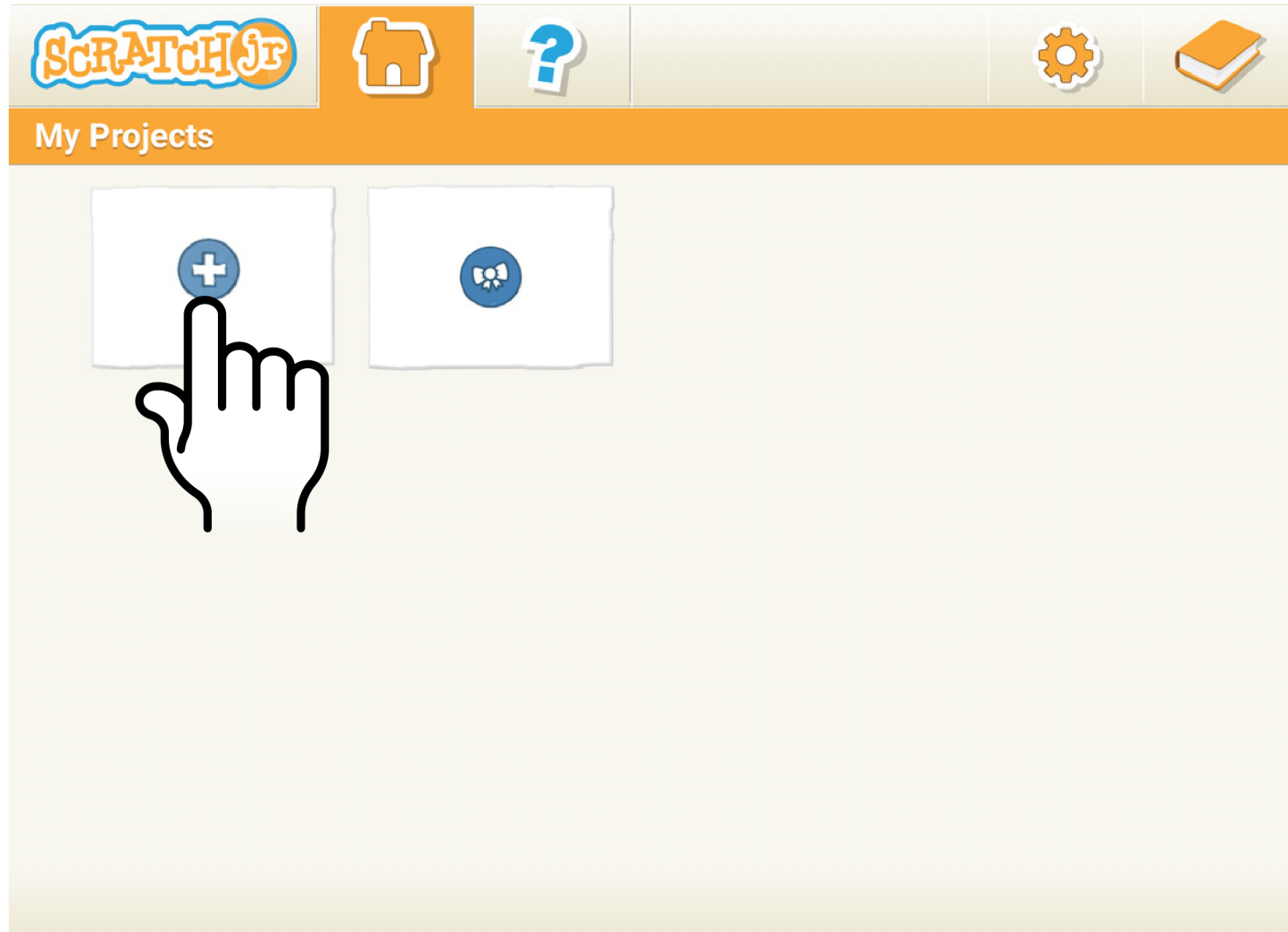
Tap the **green** house.

4



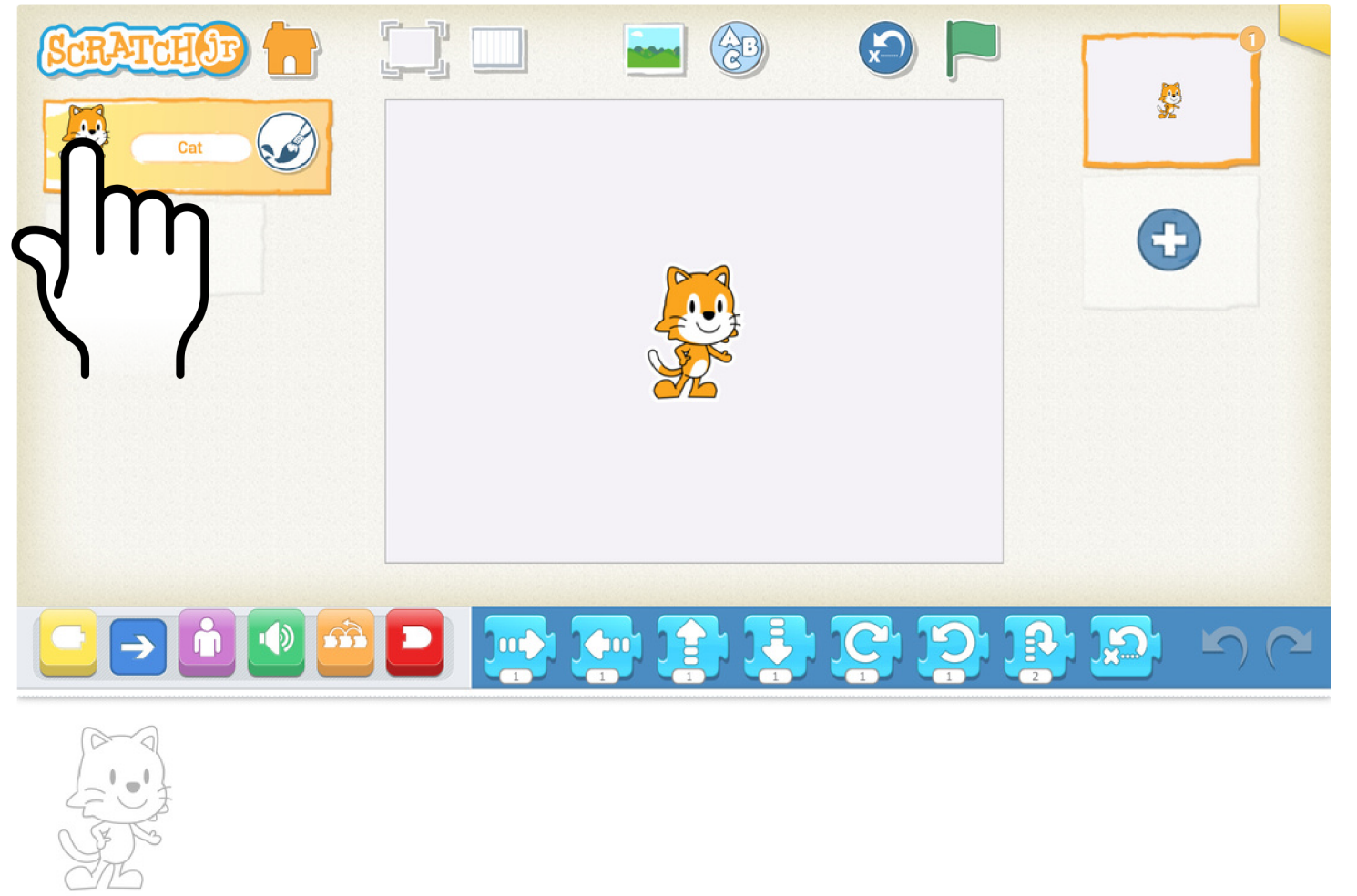
Tap the **orange** house.

1



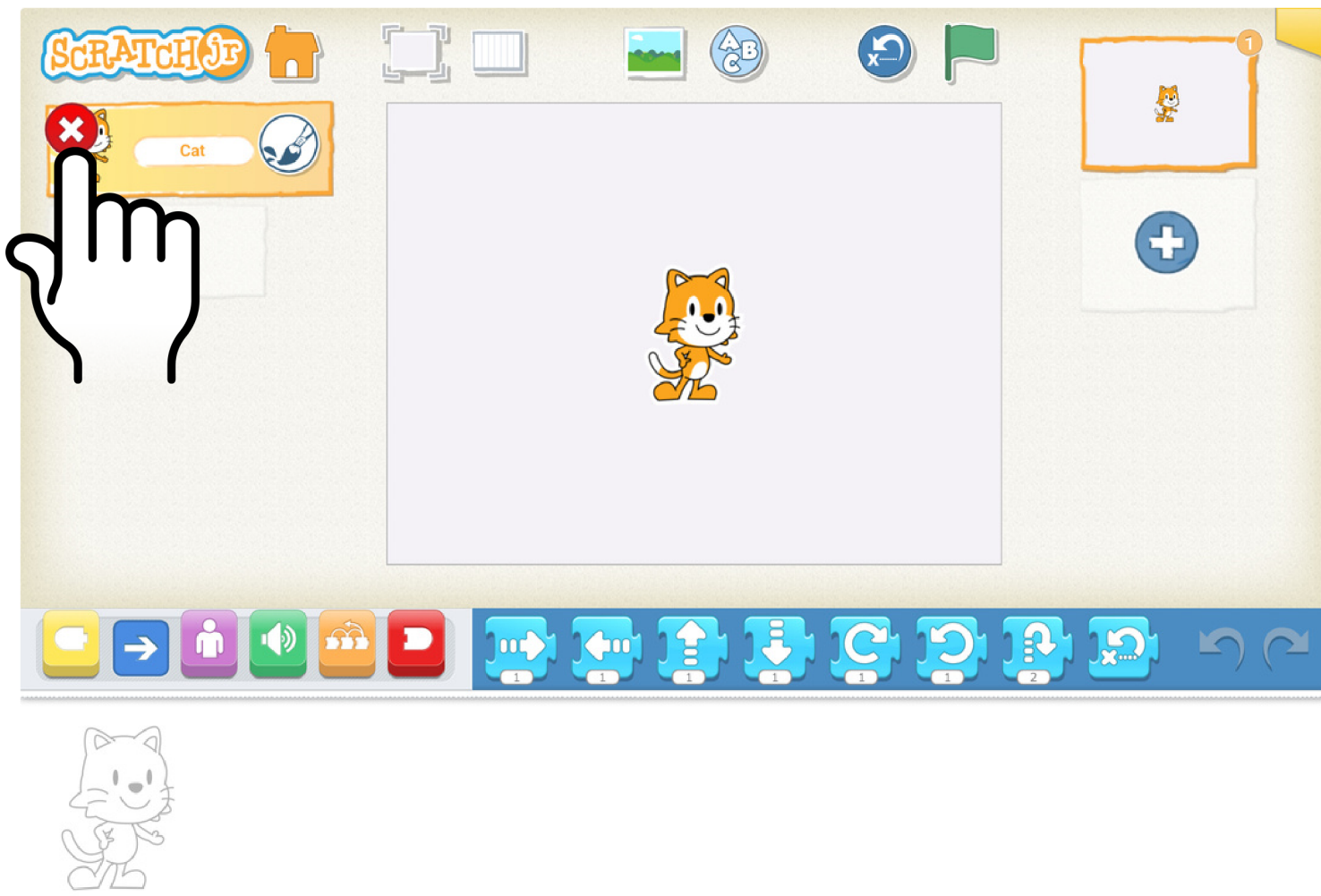
Tap the **plus**.

2



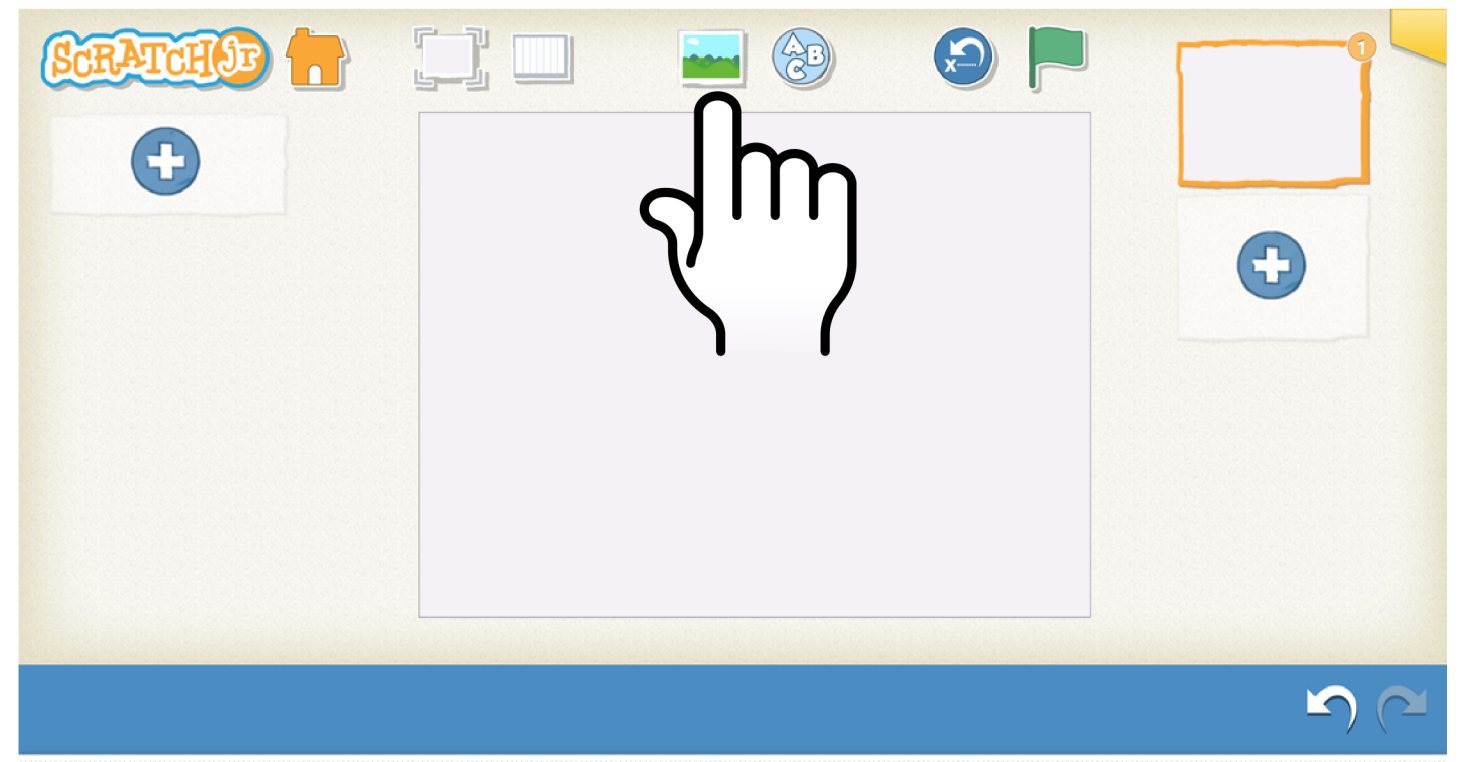
Tap and hold the **cat**.

3



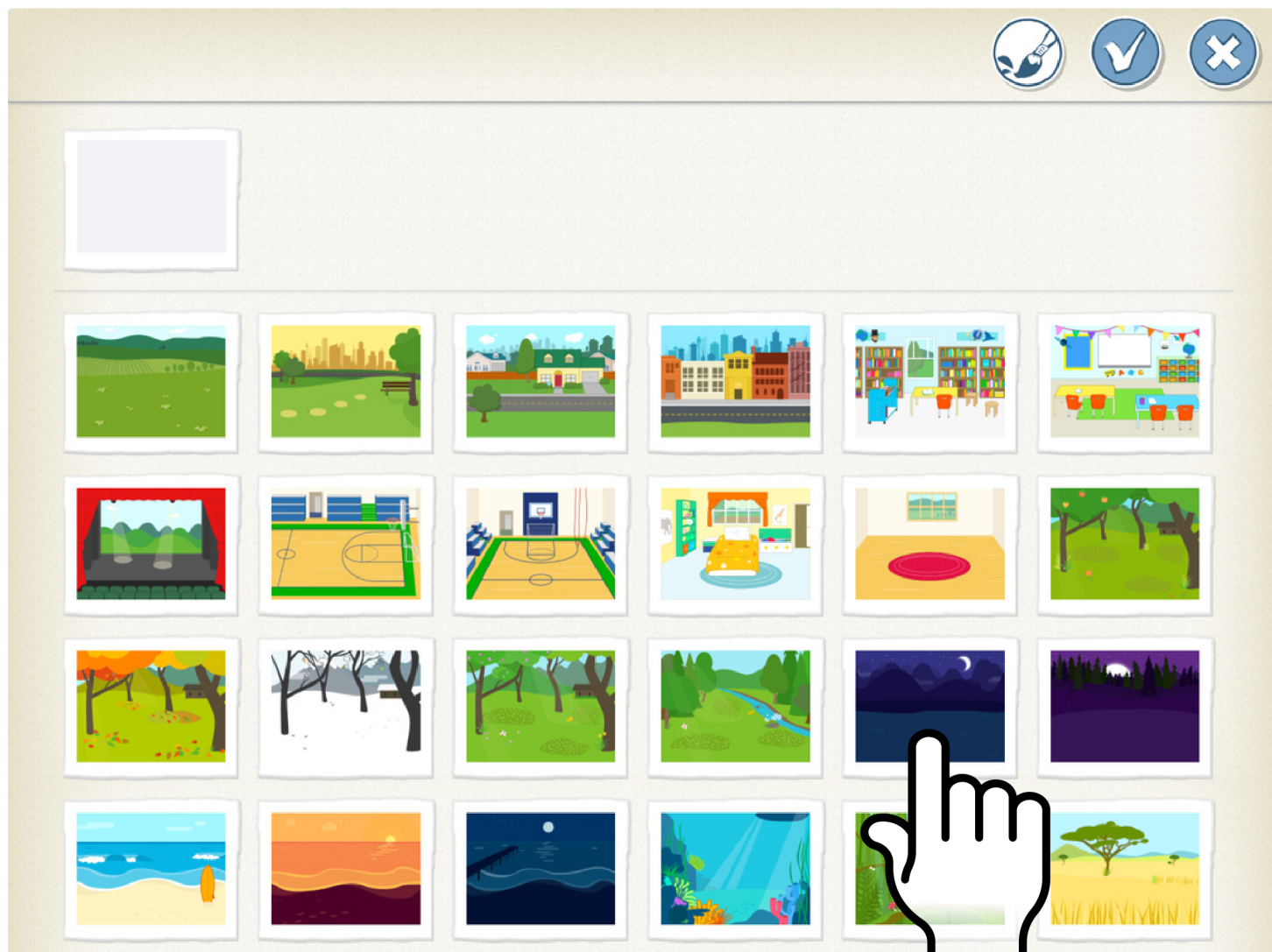
Tap the **X**.

4



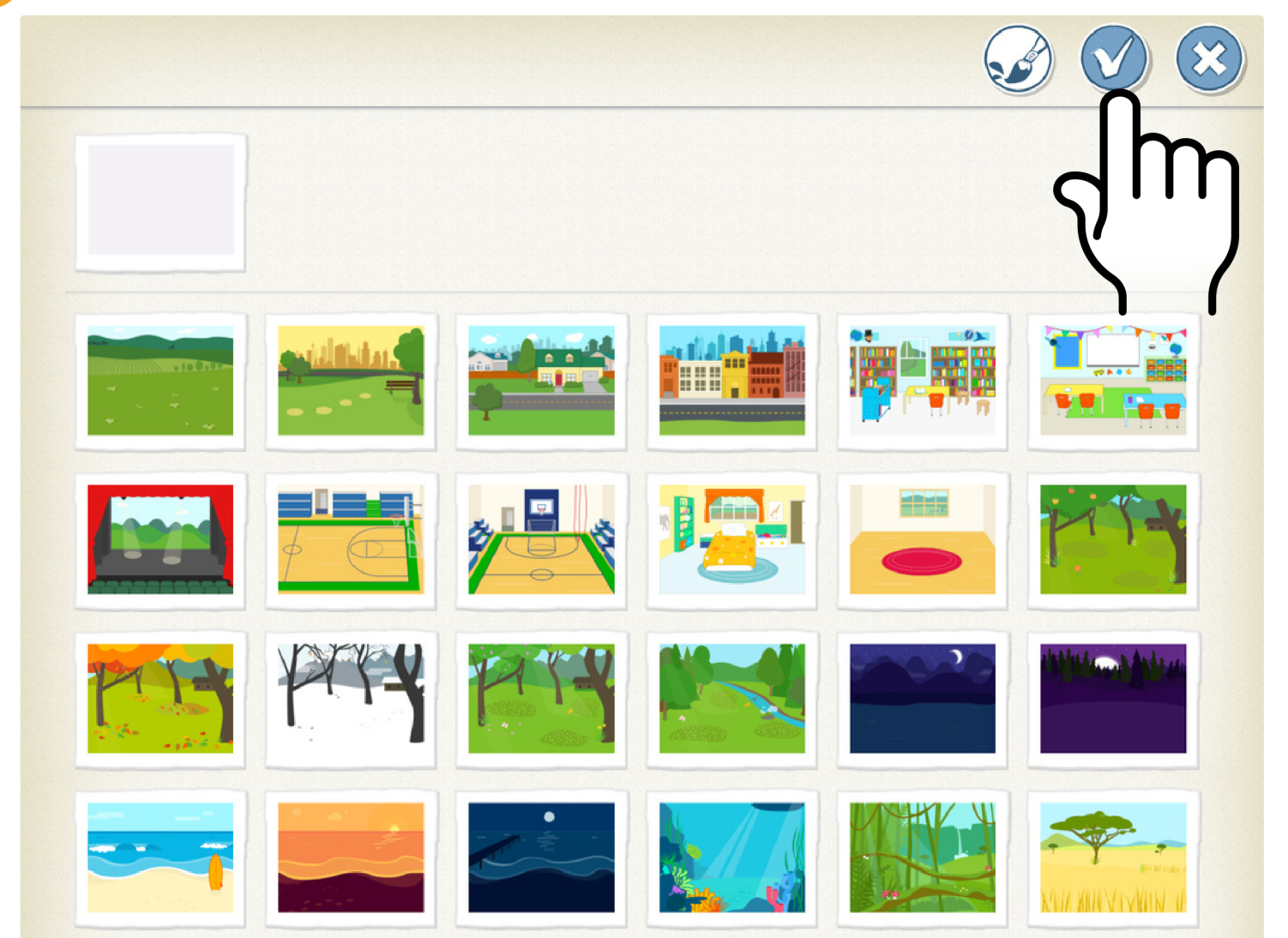
Tap the **grass**.

5



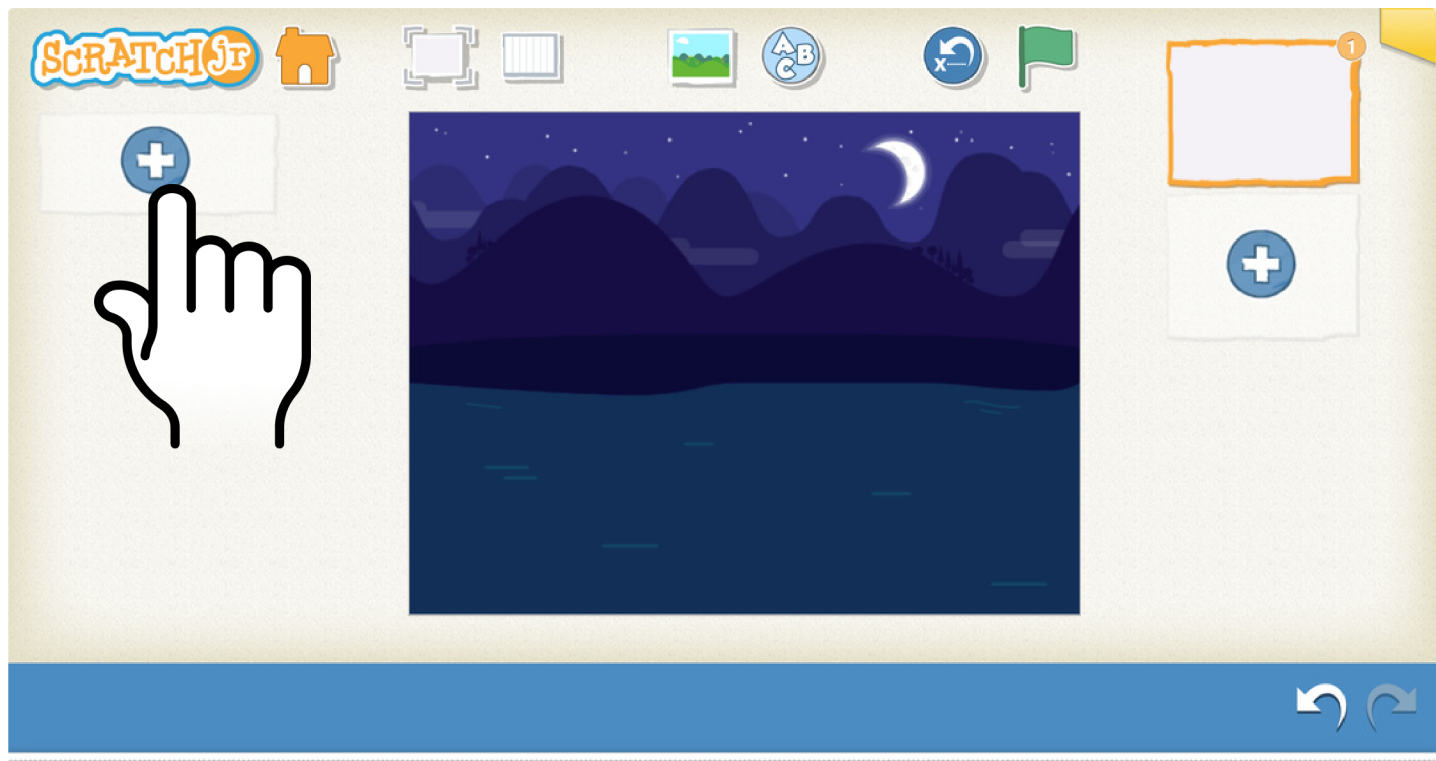
Tap the **LAKE** scene.

6



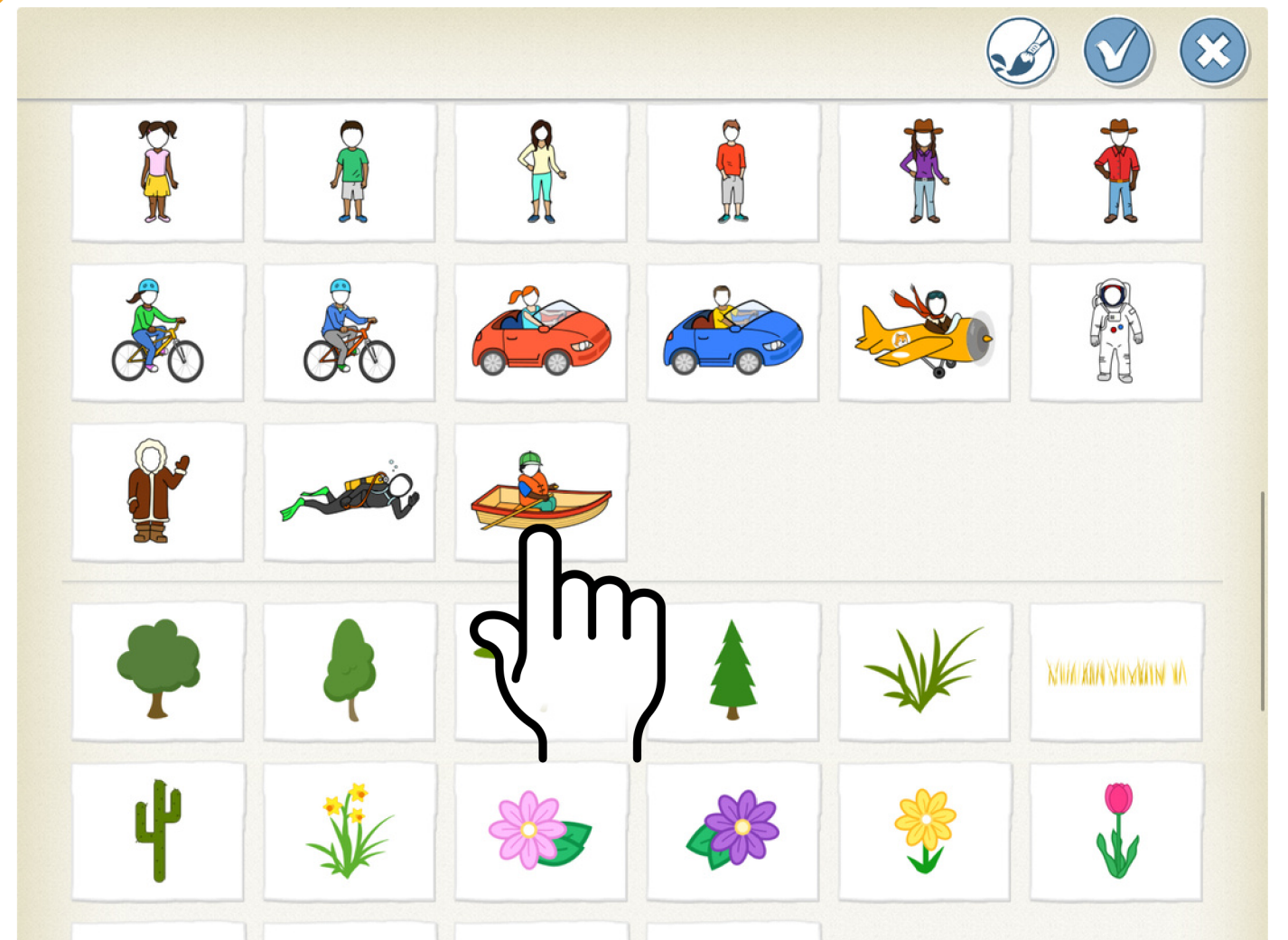
Tap the **checkmark**.

1



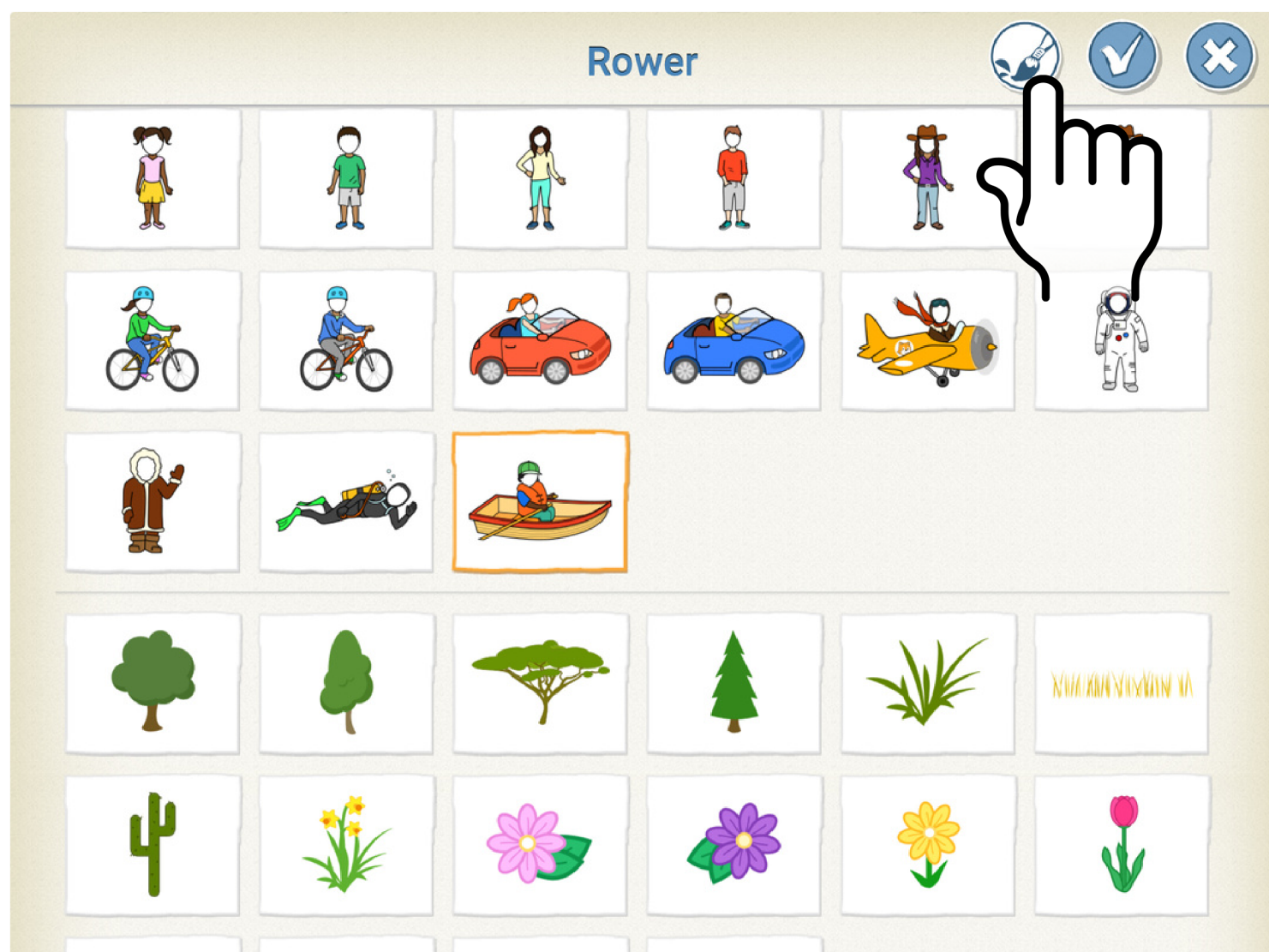
Tap the **plus**.

2



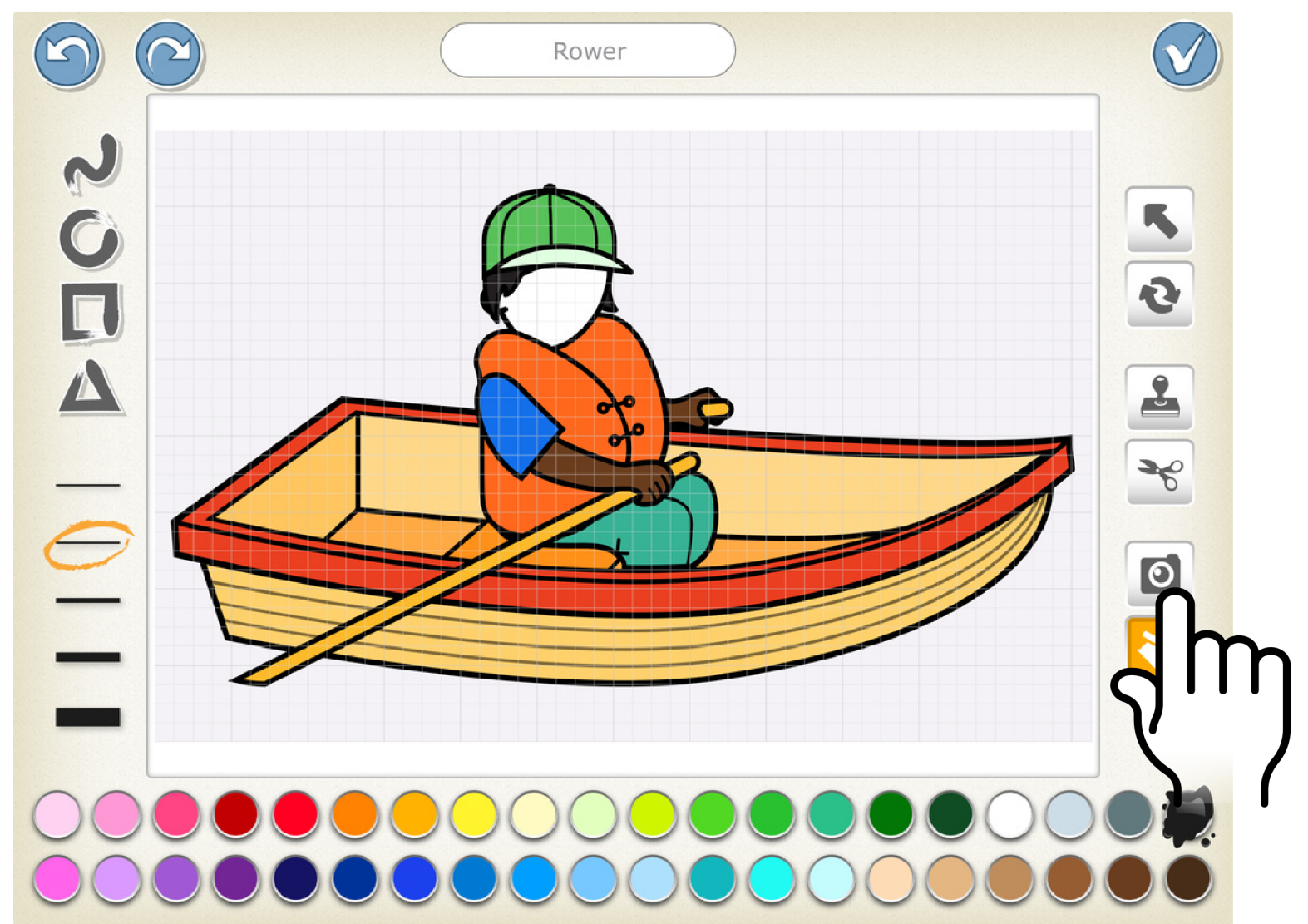
Find and tap the **ROWER** character.

3



Tap the **paintbrush**.

4



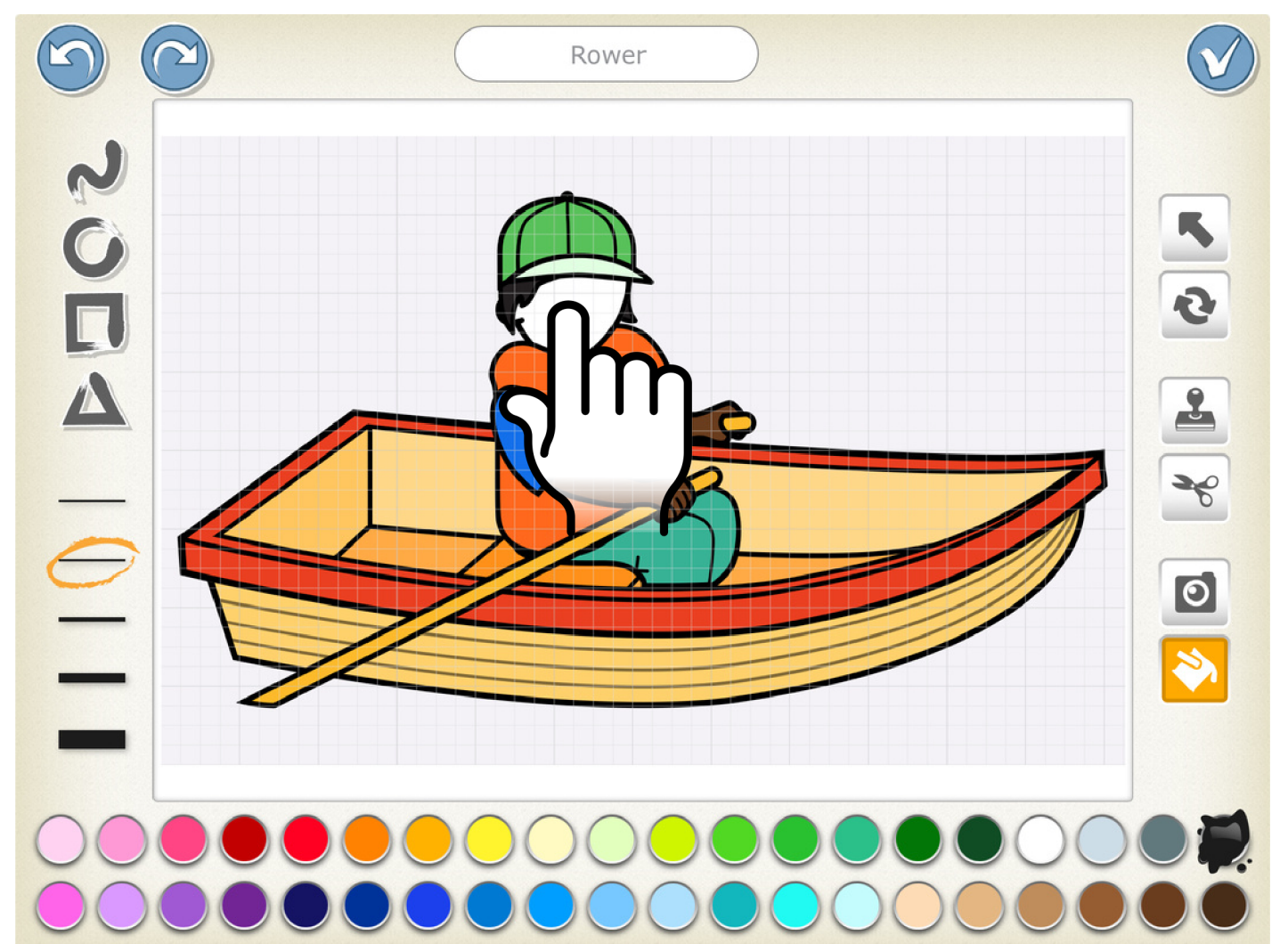
Tap the **CAMERA** icon.

5

If you DO NOT see a camera icon follow these steps:

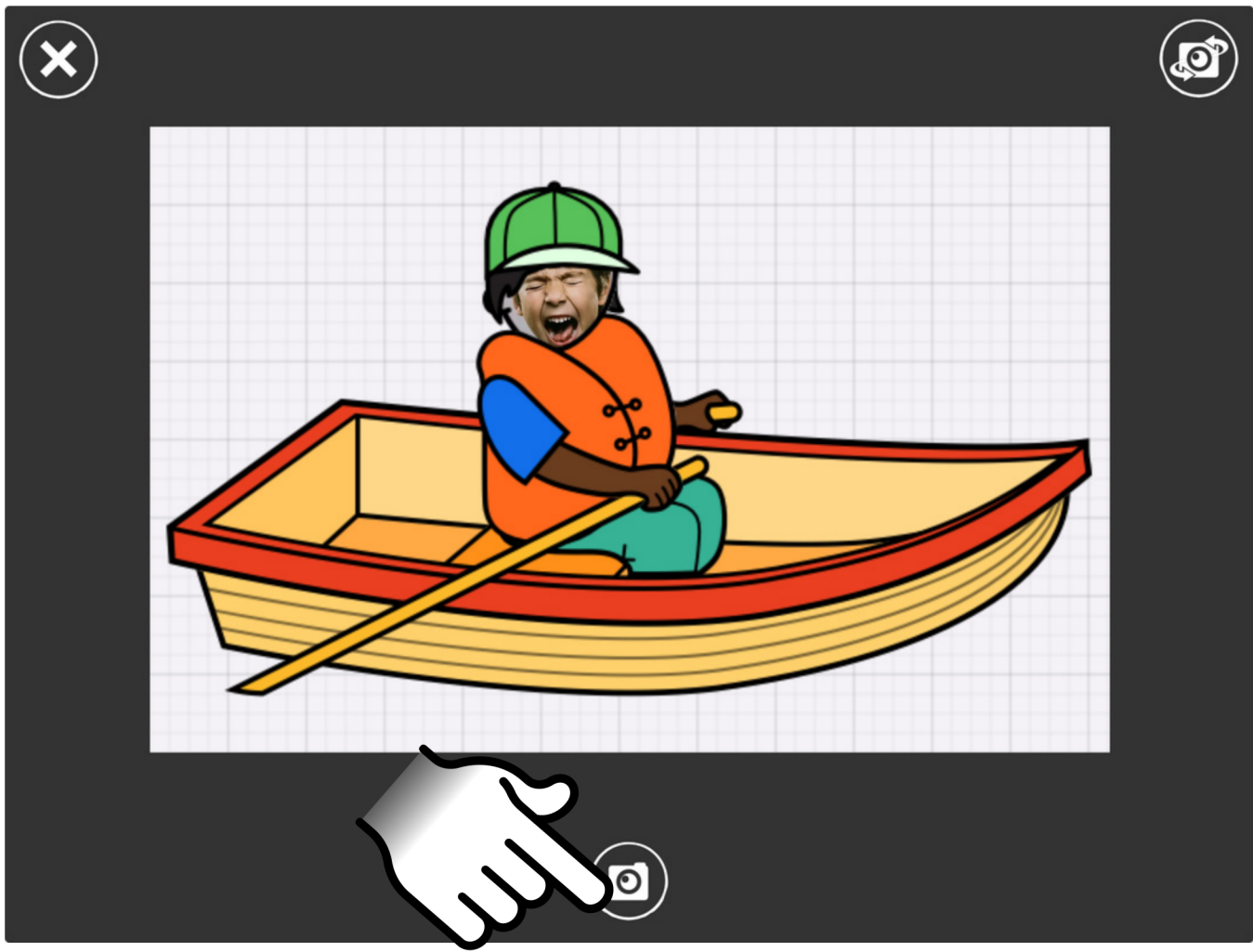
1. Go into the iPad settings.
2. Scroll down the left side.
3. Find and tap on Scratch jr.
4. Toggle the camera access to **ON** in the right column.

6



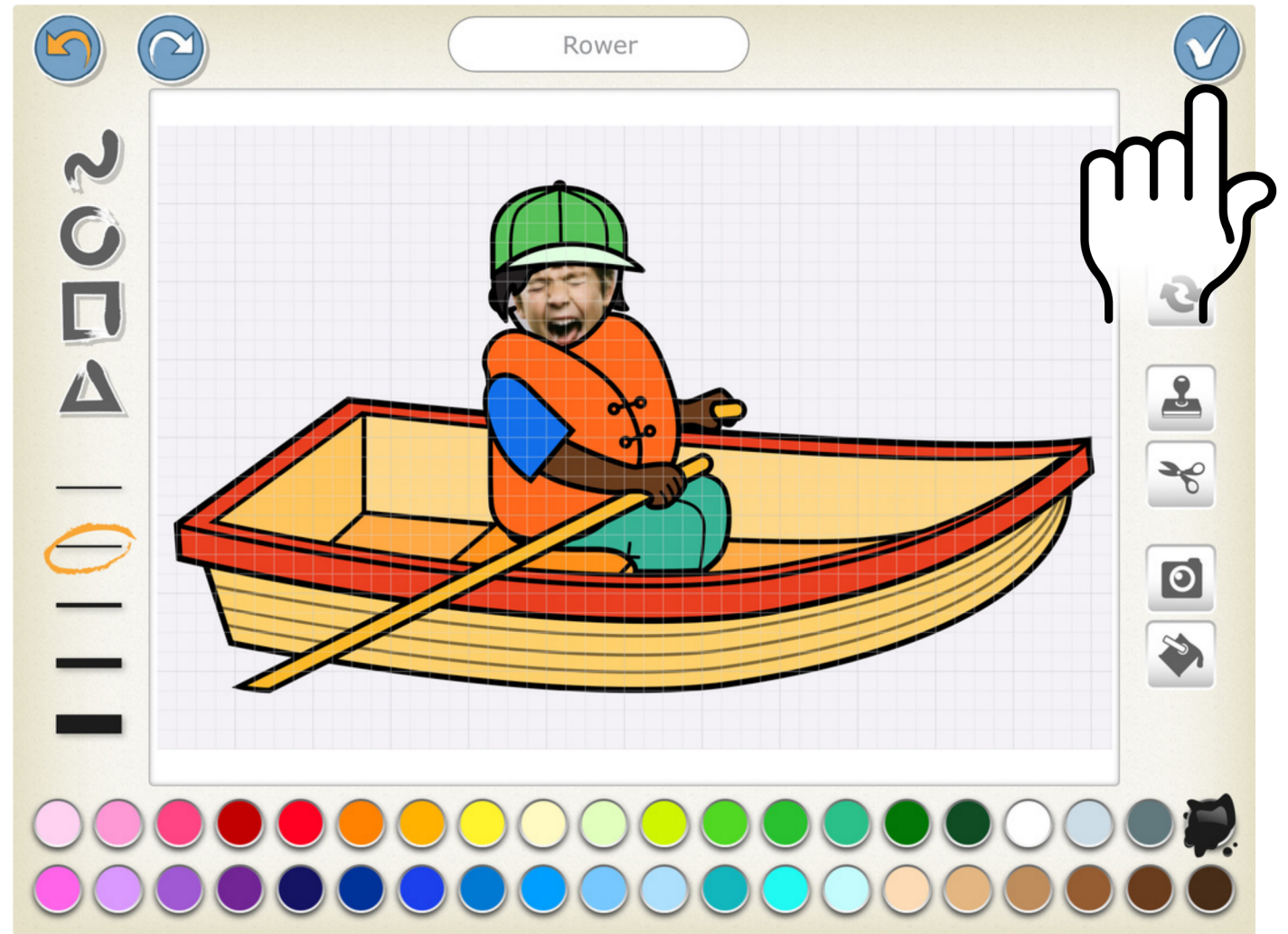
Tap the character's face.

1



Take a photo of your face looking scared.

2



Tap the **checkmark**.

3



Move the **ROWER** to the **star**.

4



Tap the **plus** under the **ROWER** character.

5



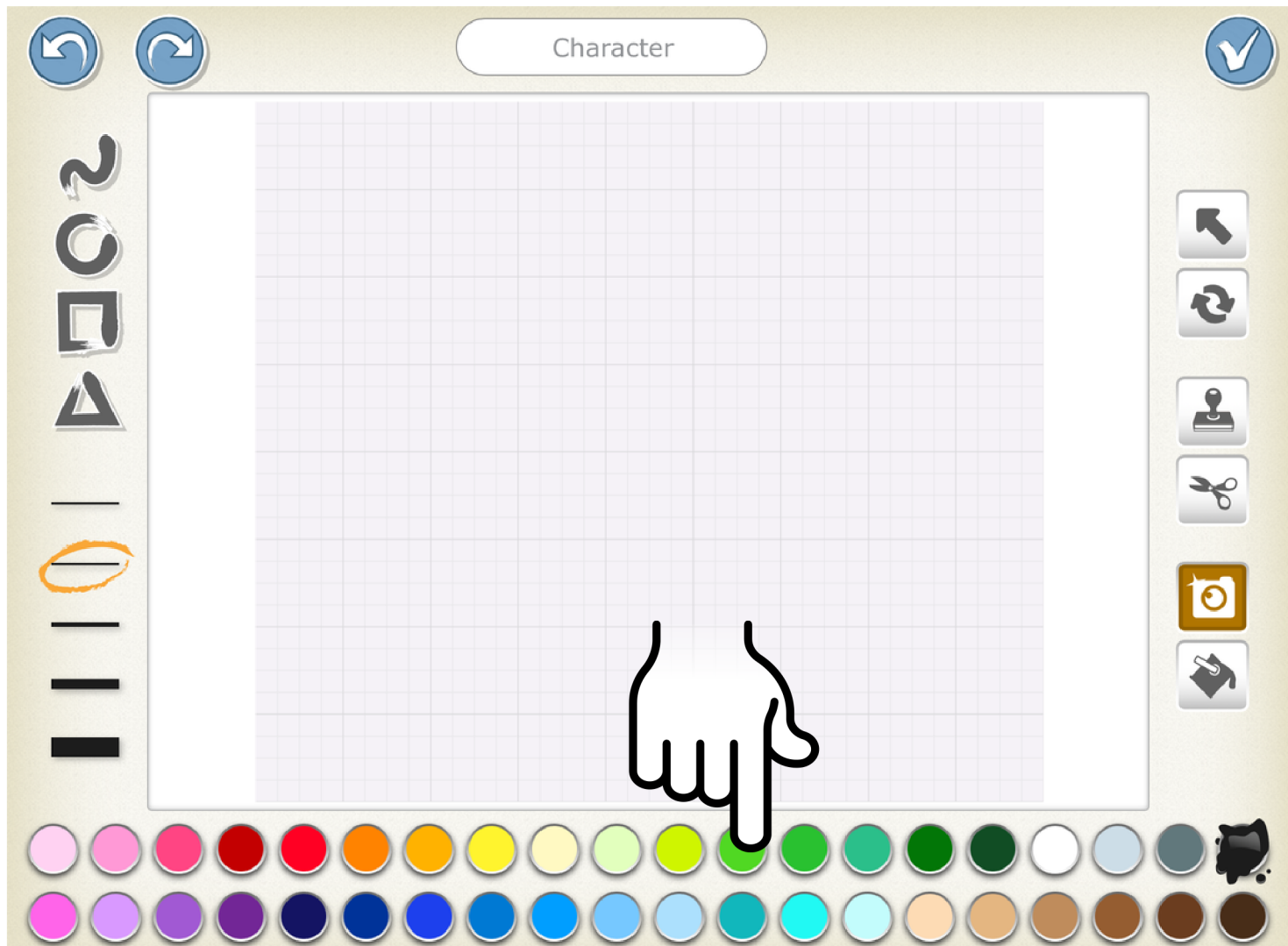
Tap the **blank paper**.

6



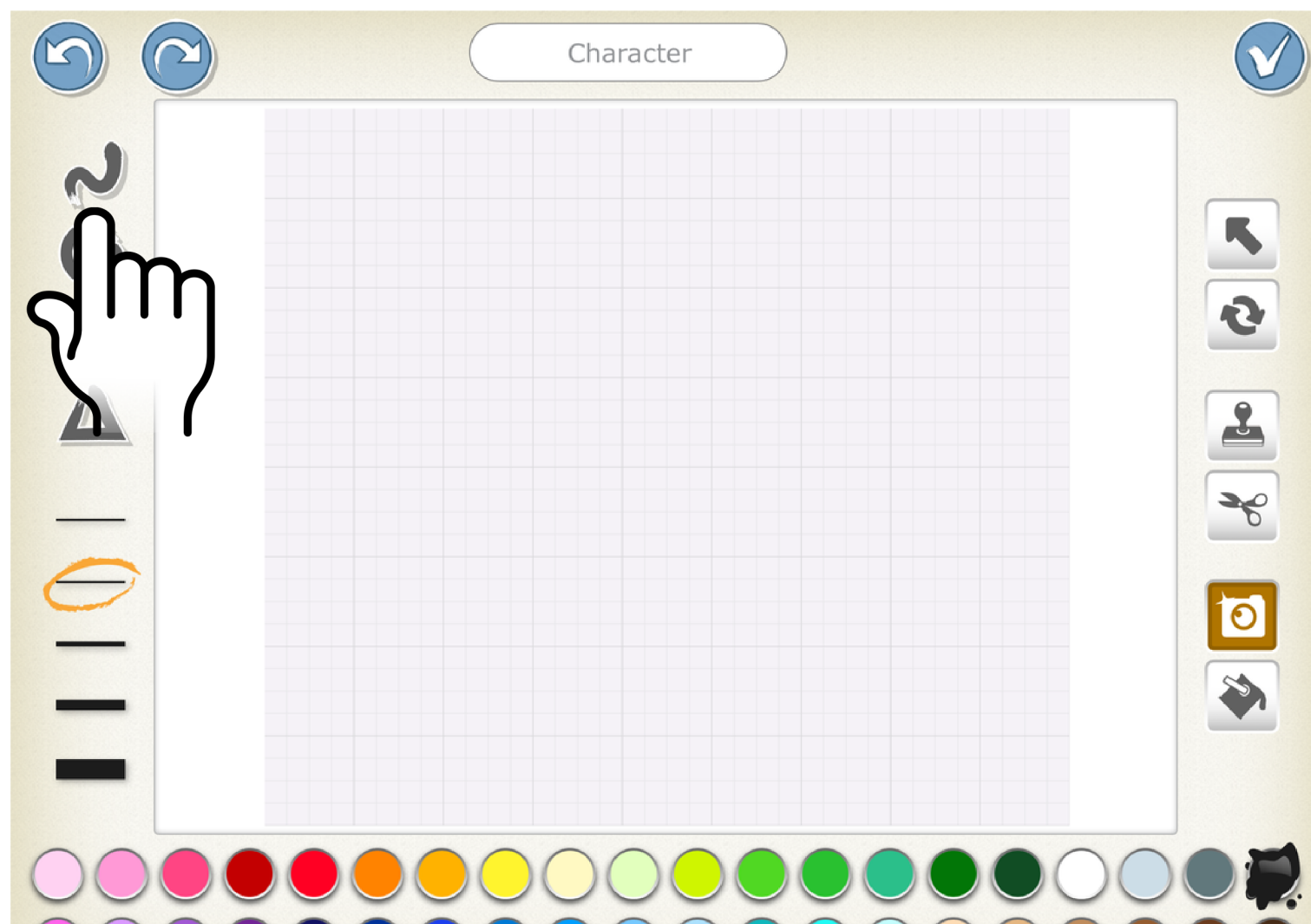
Tap the **paintbrush**.

1



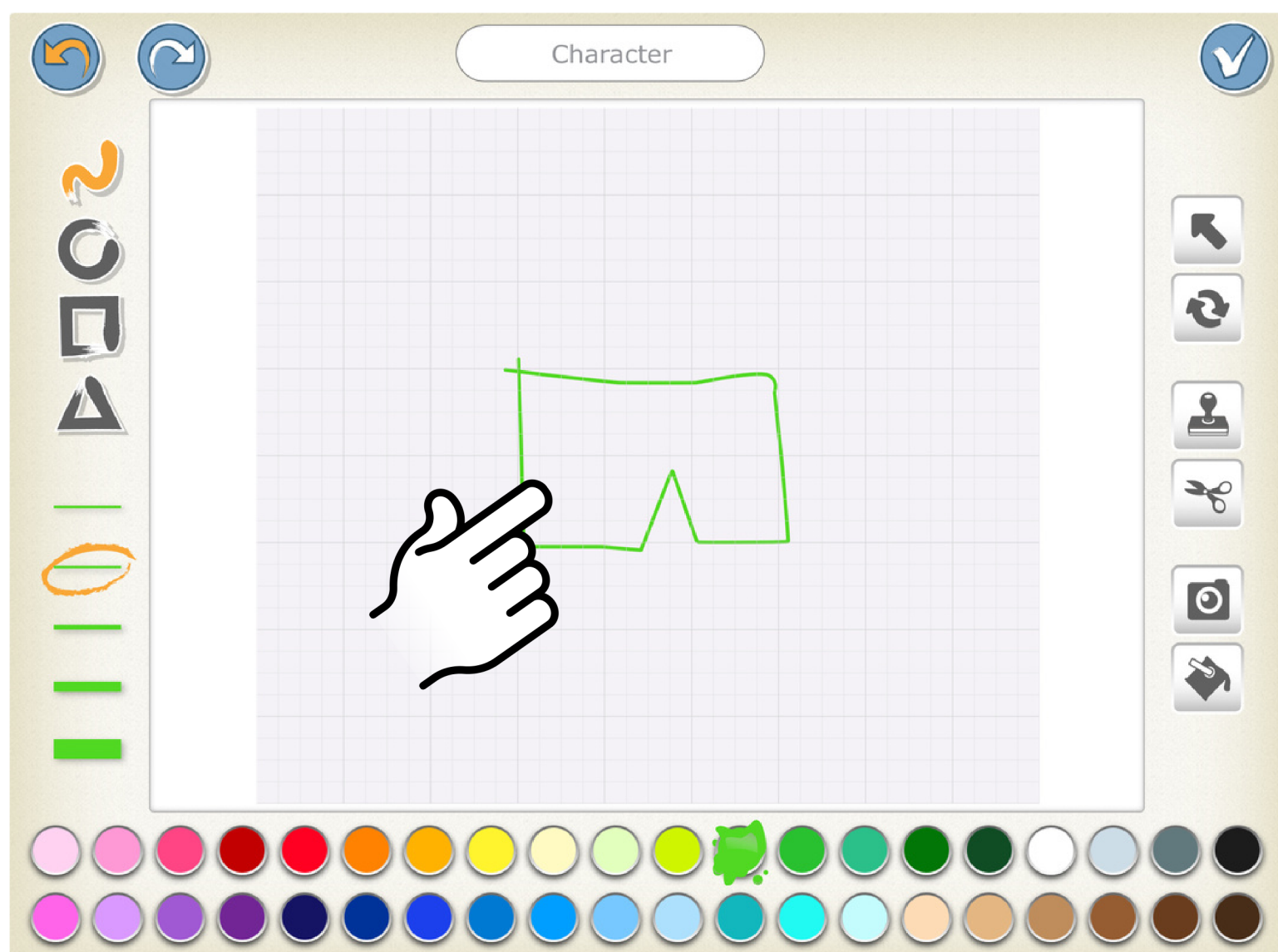
Tap **bright green**.

2



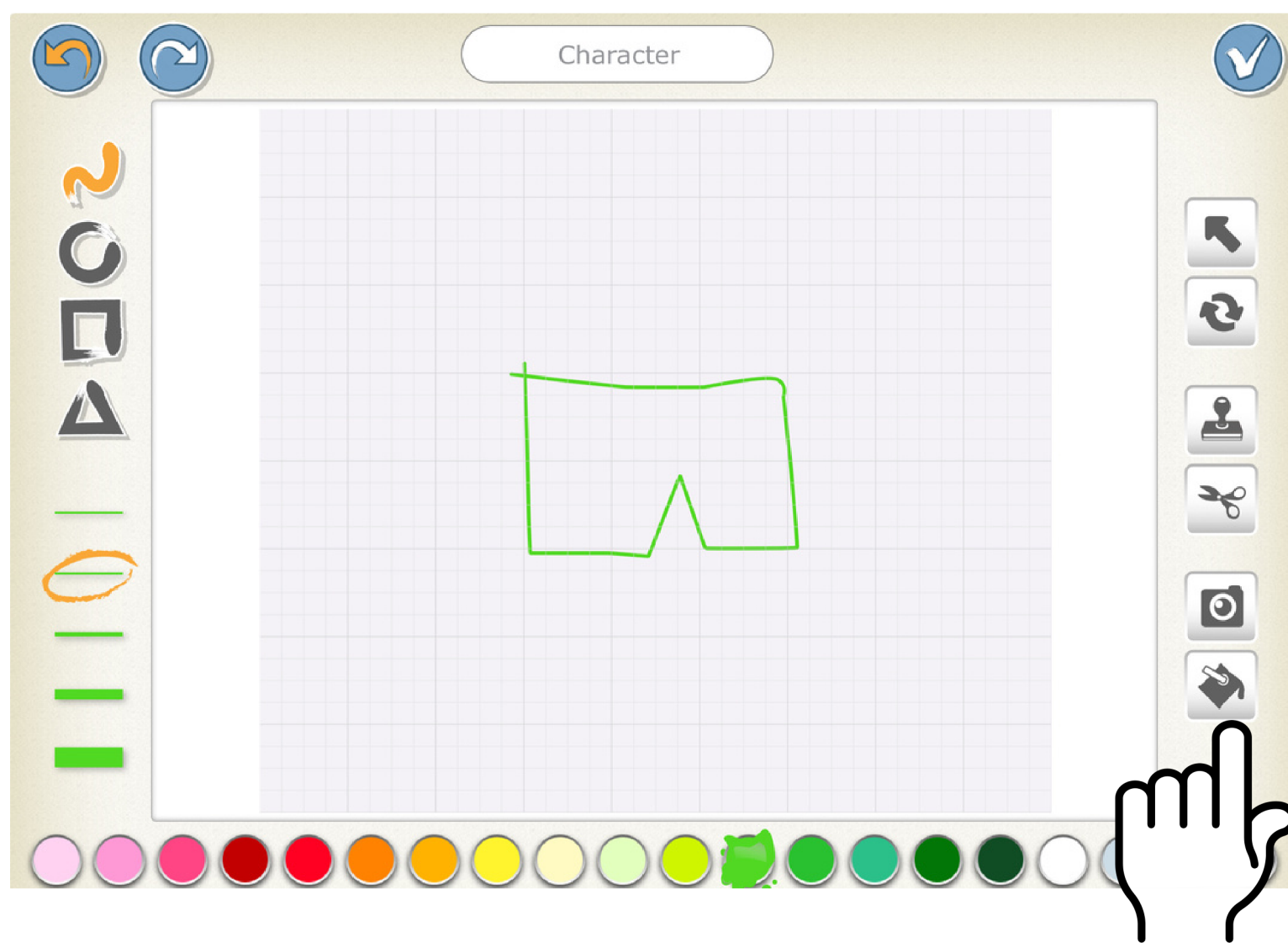
Tap the free draw squiggle.

3



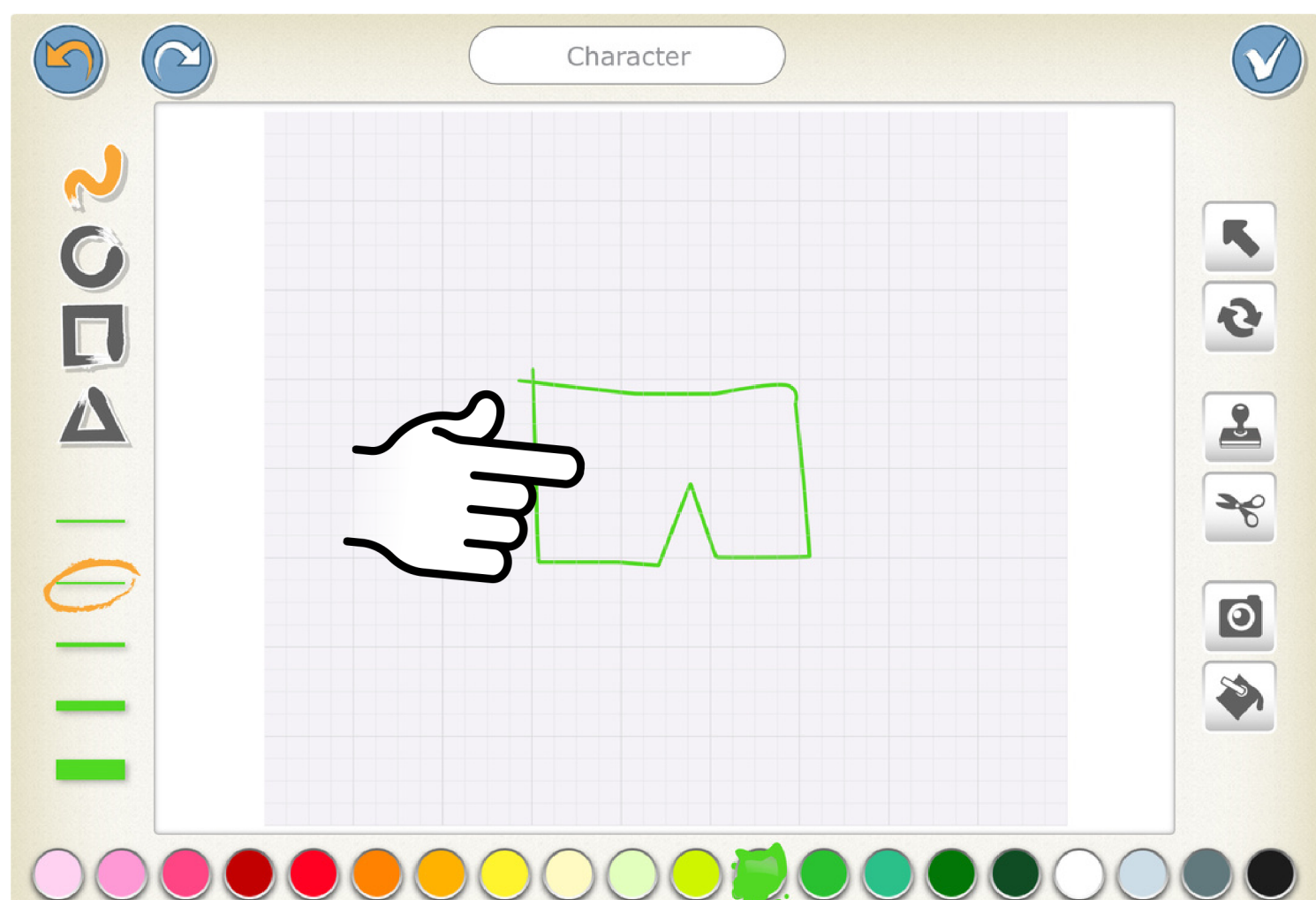
Draw a pair of pants.

4



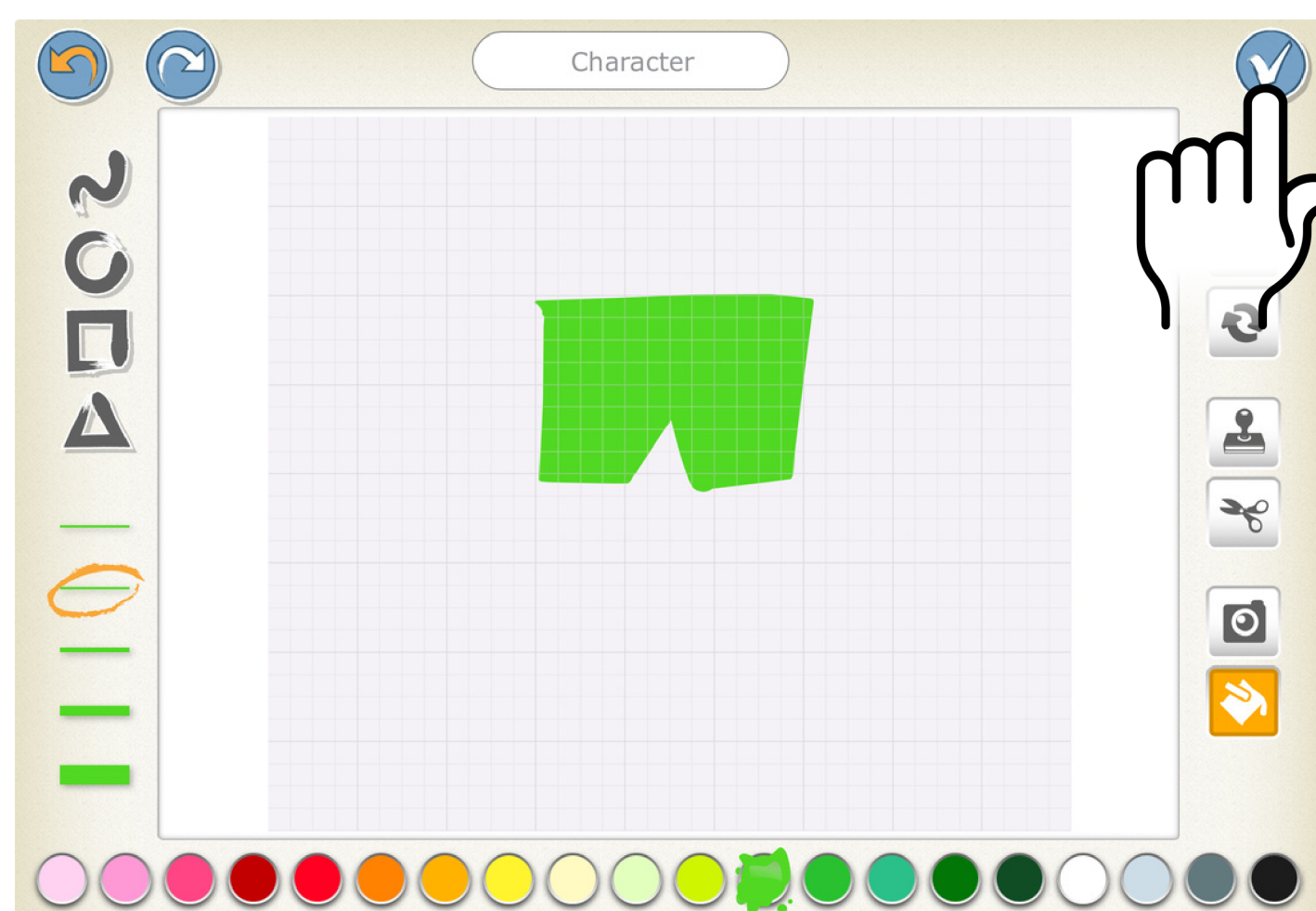
Tap the **PAINT CAN**.

5



Tap the inside of the pants.

6



Tap the **checkmark**.

1



Move the pants to the **star**.

2



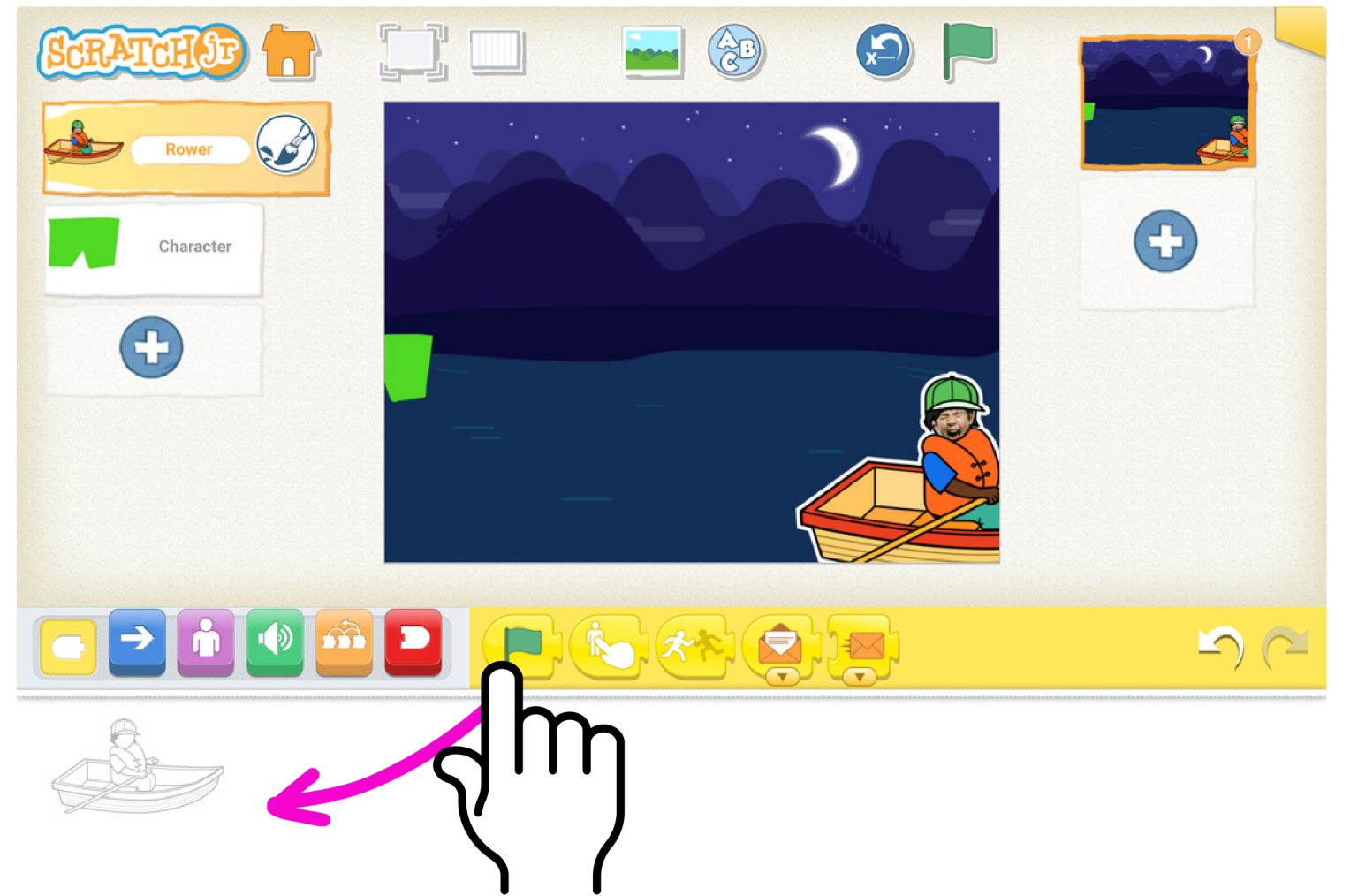
Tap the **ROWER** character.

3



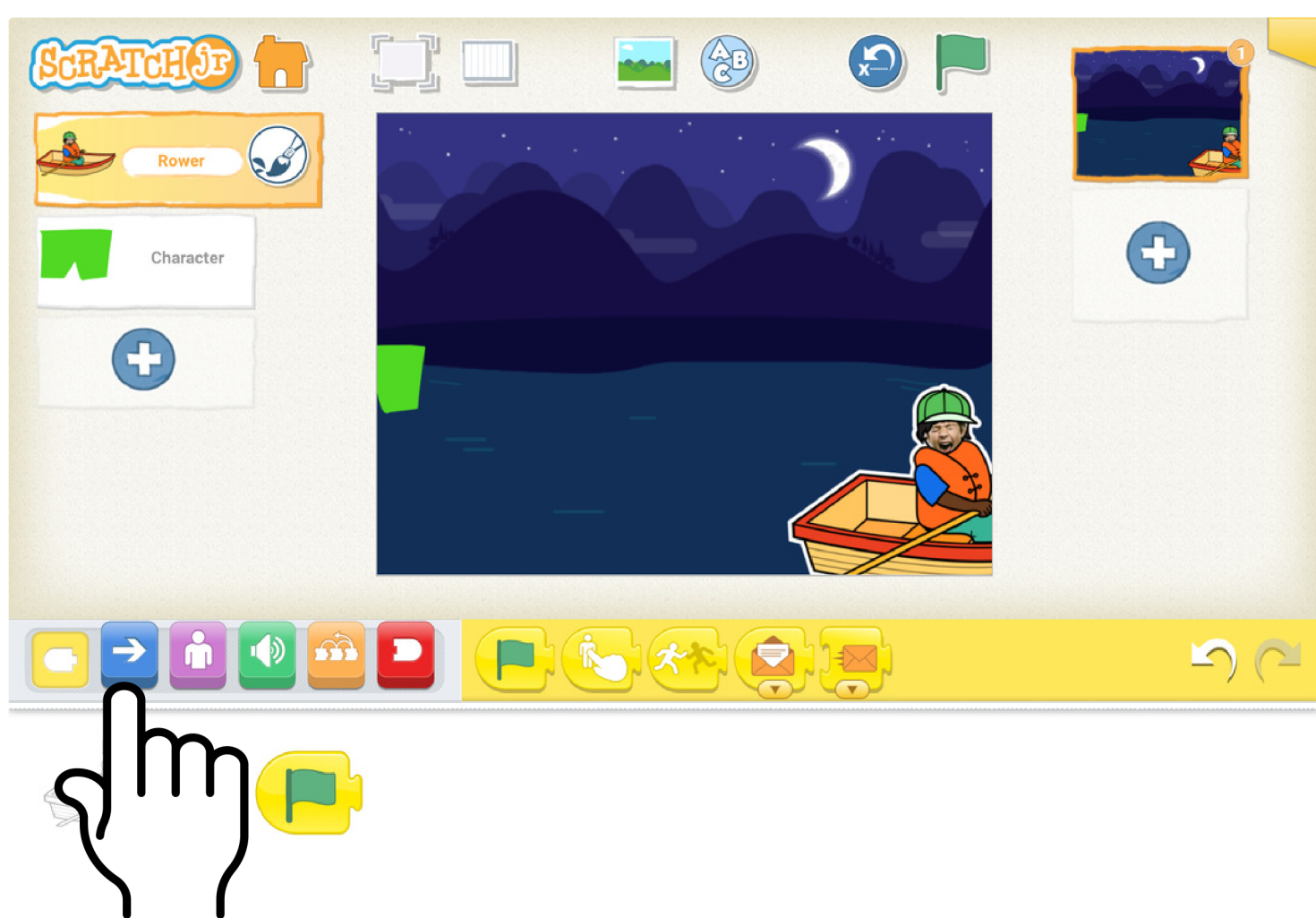
Tap **yellow** coding block.

4



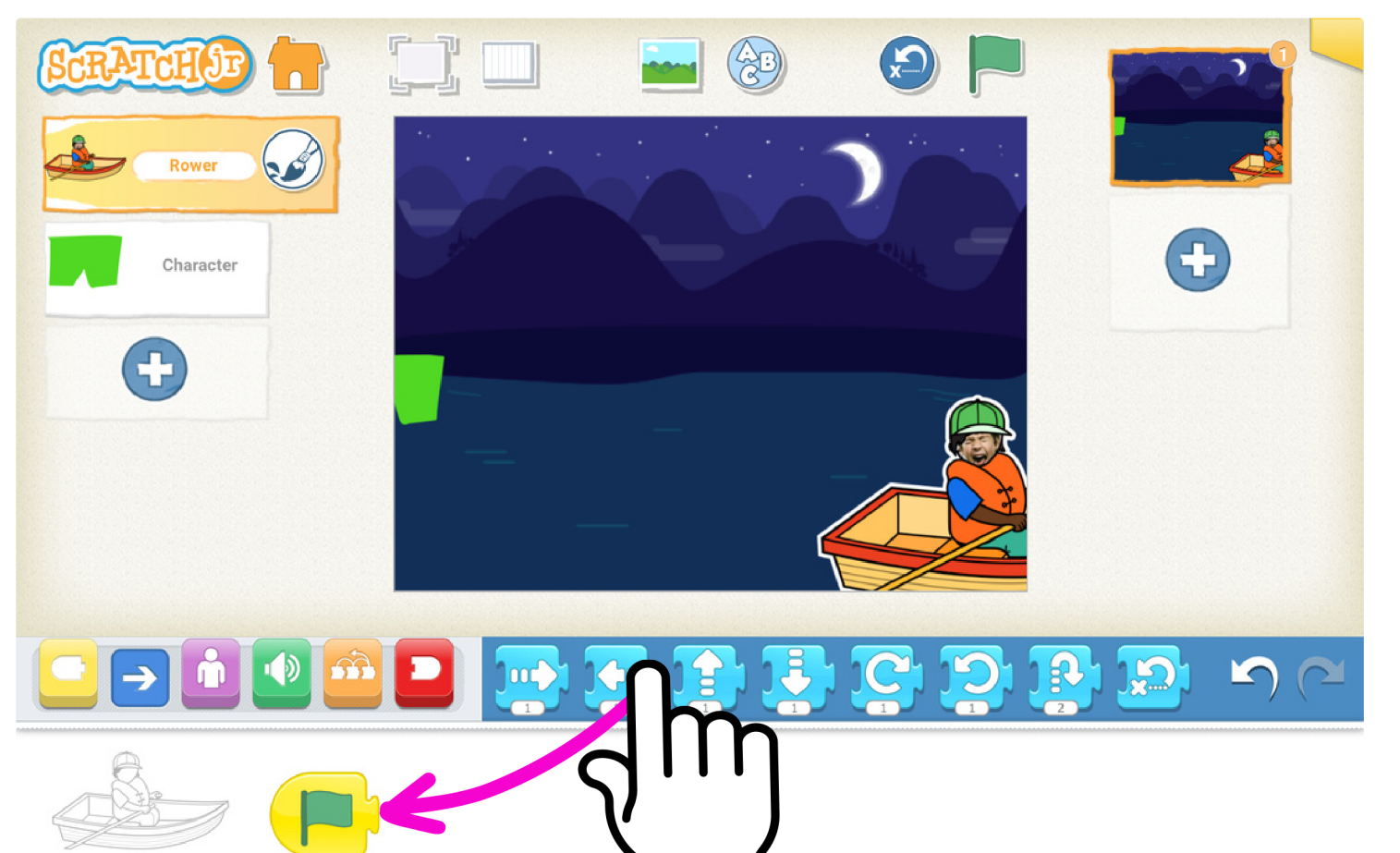
Drag the **Green Flag** piece into the coding area.

5



Tap the **blue** coding block.

6



Drag and connect the **MOVE LEFT** arrow piece to the **green flag** piece.

1



Tap the number 1 under the **MOVE LEFT** piece.

2



Change the number 1 to a number 10.

3



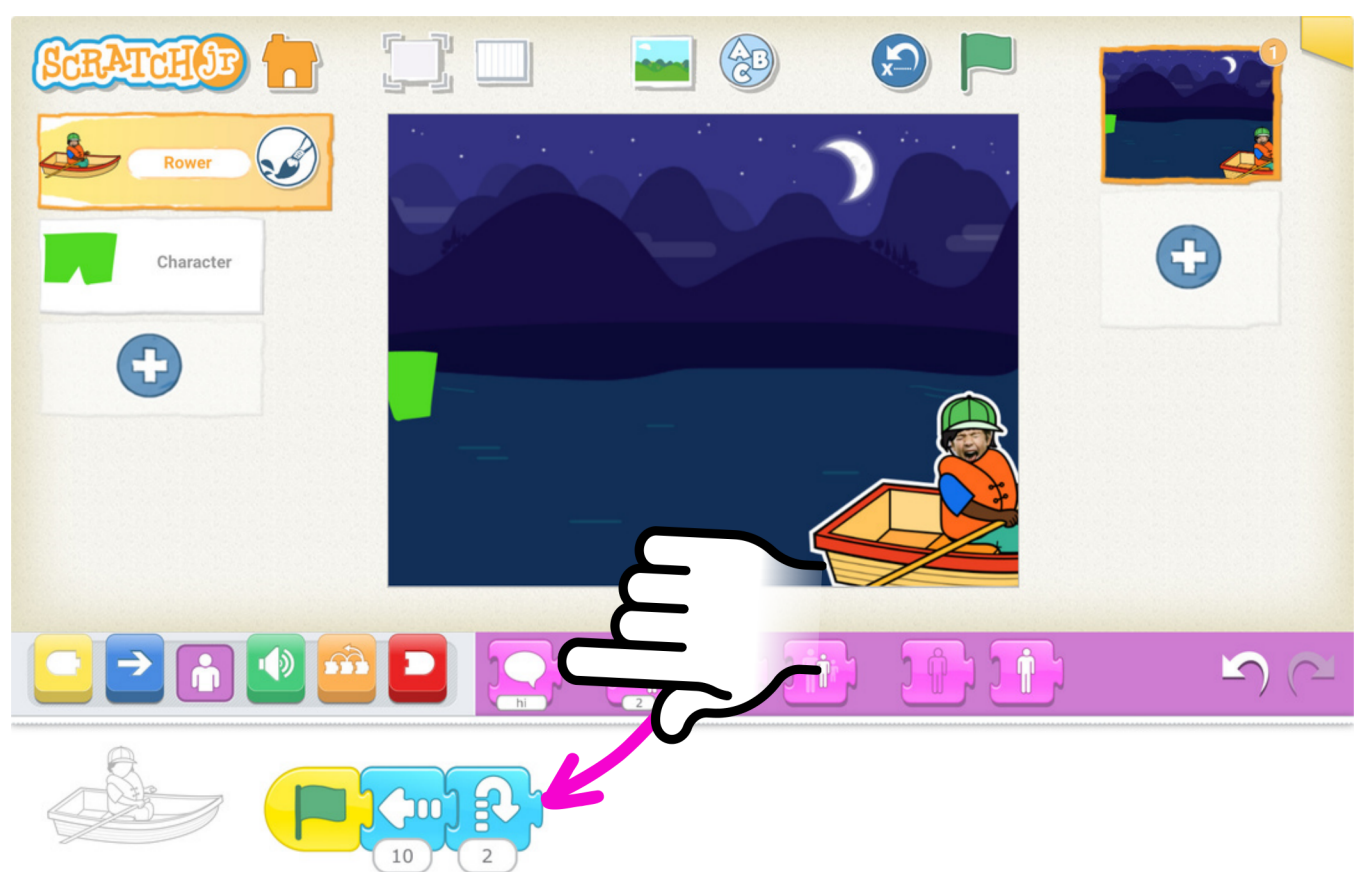
Drag and connect the **HOP** piece to the **MOVE LEFT** piece.
(Tap each coding piece to see its name.)

4



Tap the **purple** coding block.

5



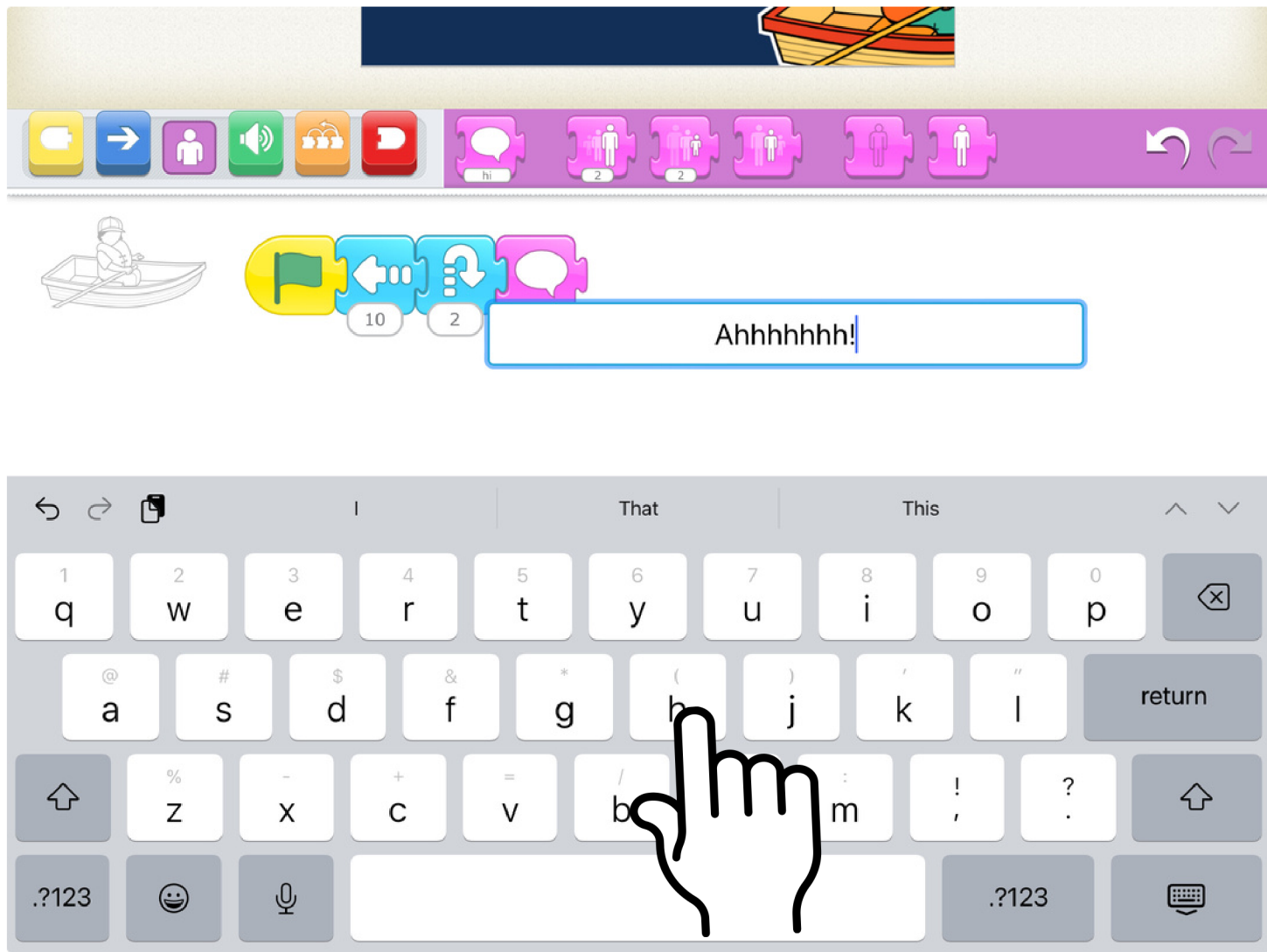
Drag and connect the **SAY** piece to the **HOP** piece.

6



Tap the word hi under the **SAY** piece and delete it.

1



Type the word Ahhhhhh!

2



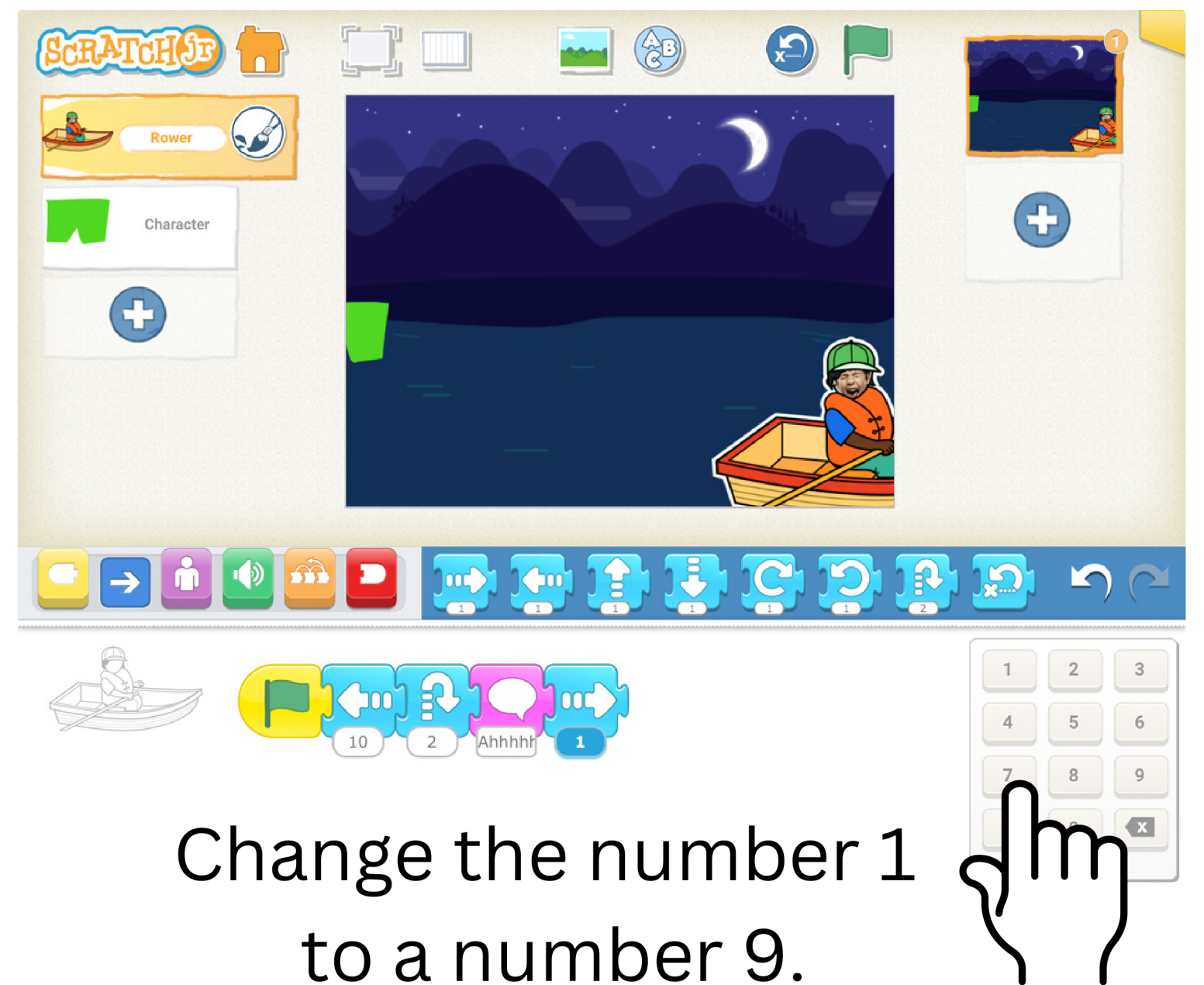
Tap the **blue** coding block.

3



Drag and connect the **MOVE RIGHT** arrow piece to the **SAY** piece.

4



Change the number 1 to a number 9.

5



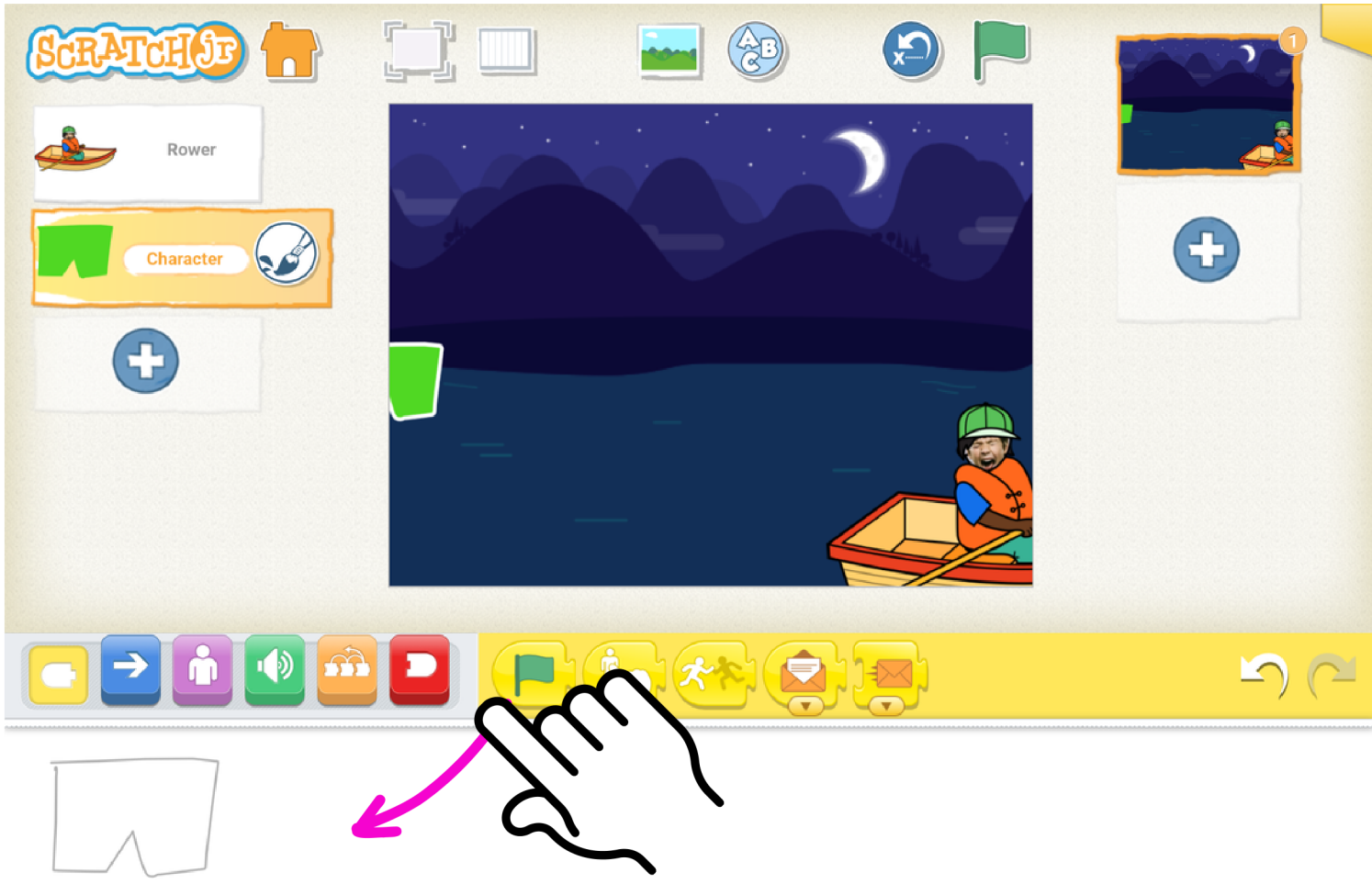
Tap the PANTS character under the ROWER character.

6



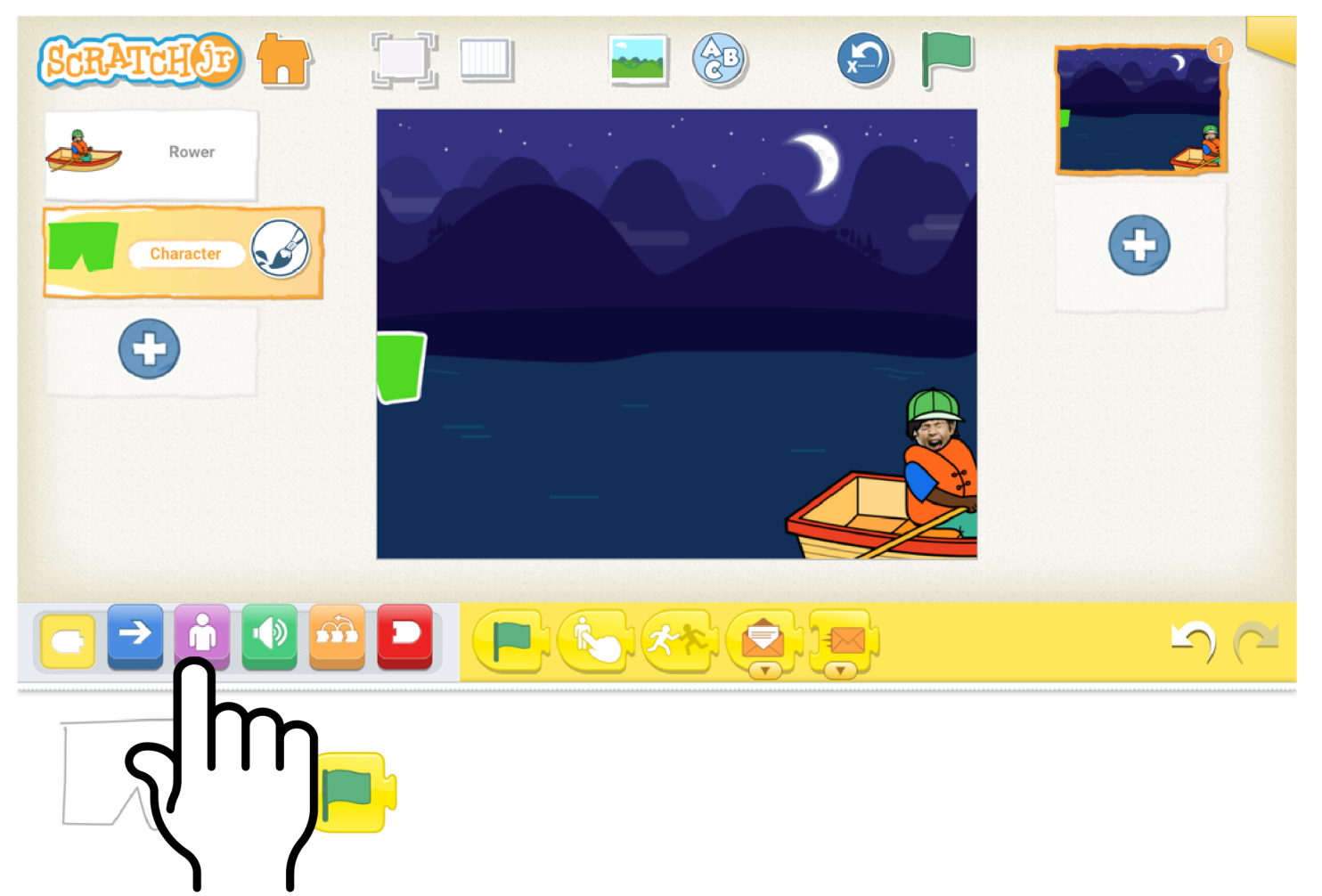
Tap the **yellow** coding block.

1



Drag the **GREEN FLAG** piece into the coding box.

2



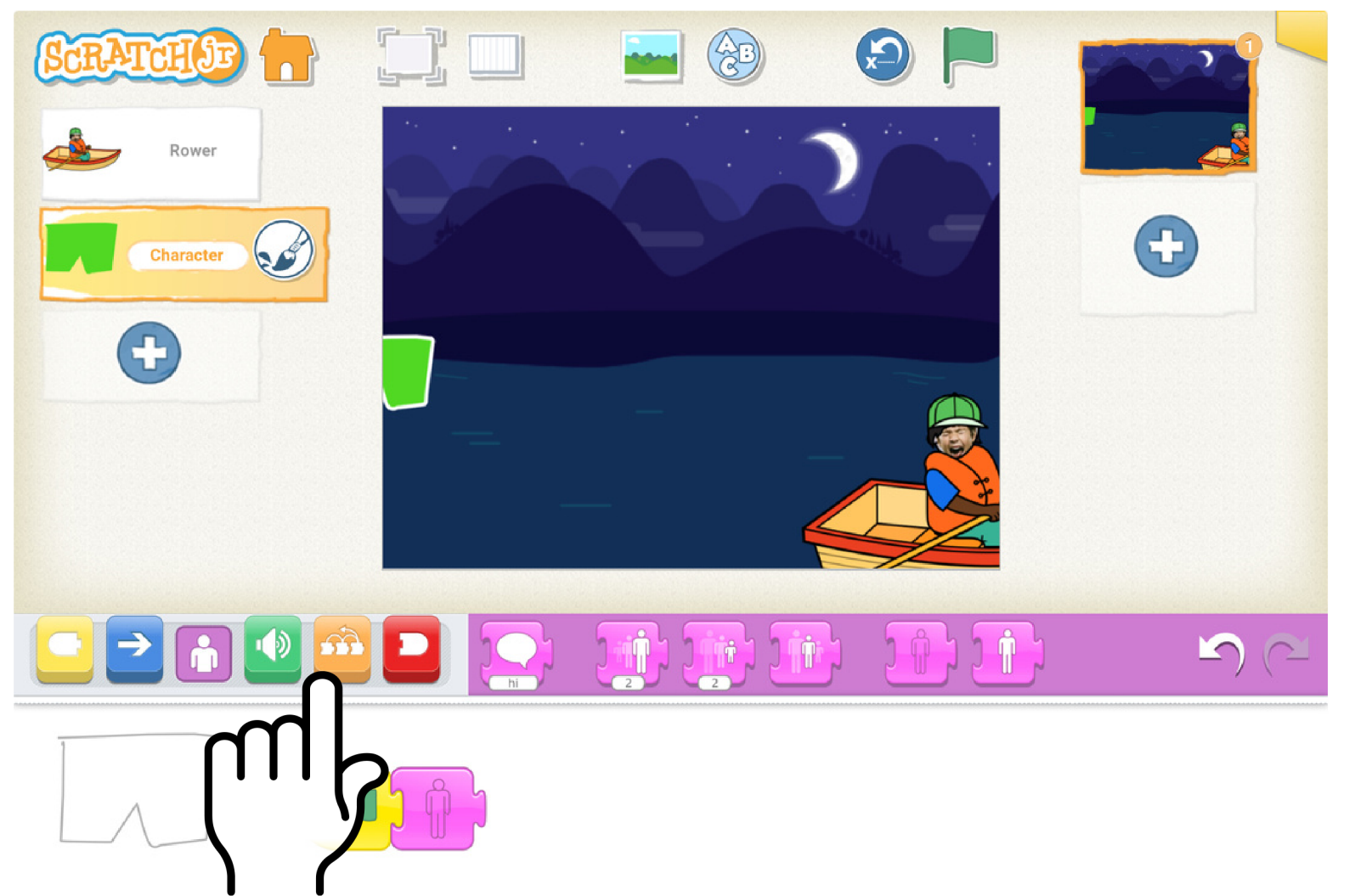
Tap the **purple** coding block.

3



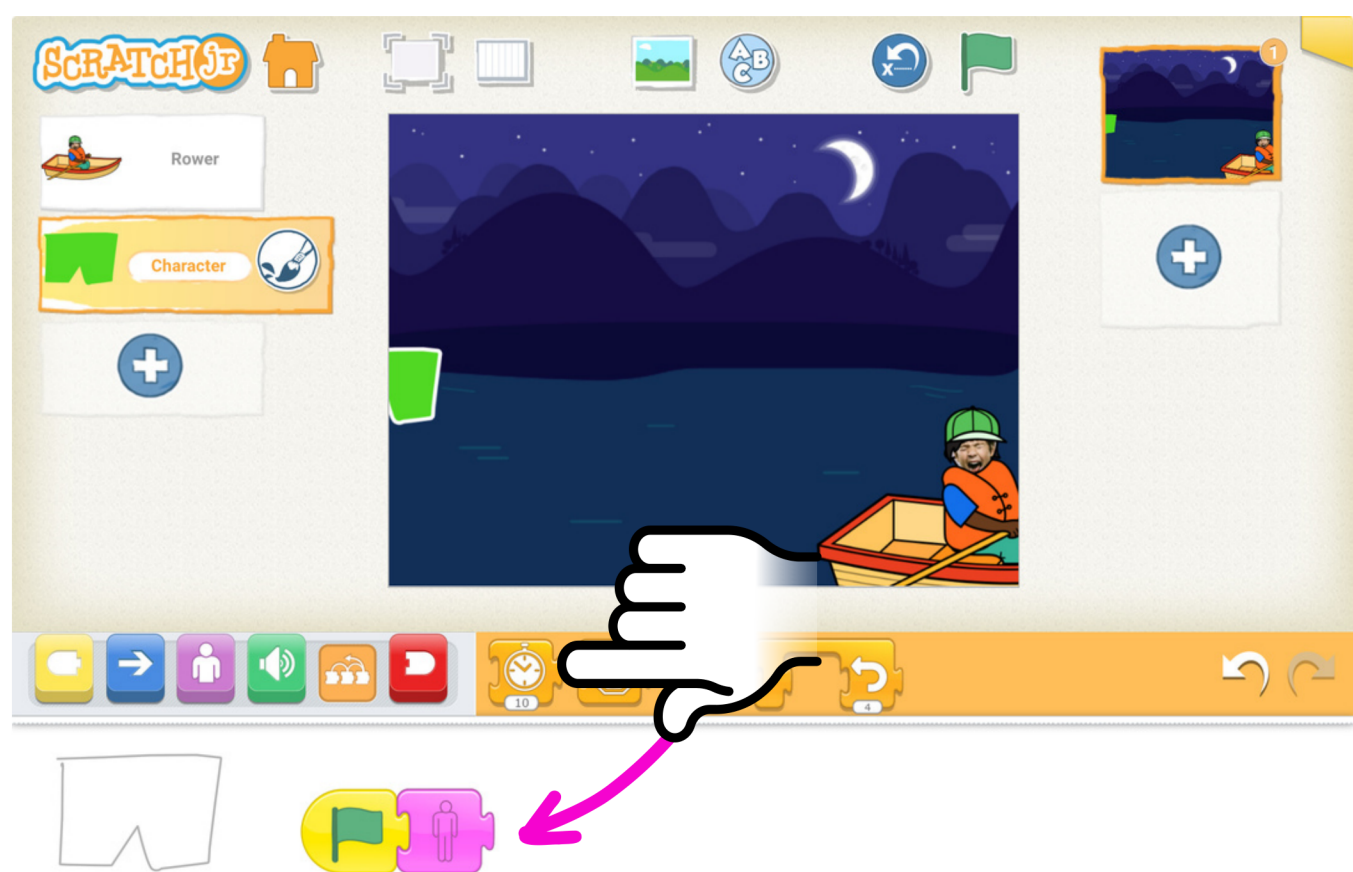
Drag and connect the **HIDE** piece to the **GREEN FLAG** piece.

4



Tap the **orange** coding block.

5



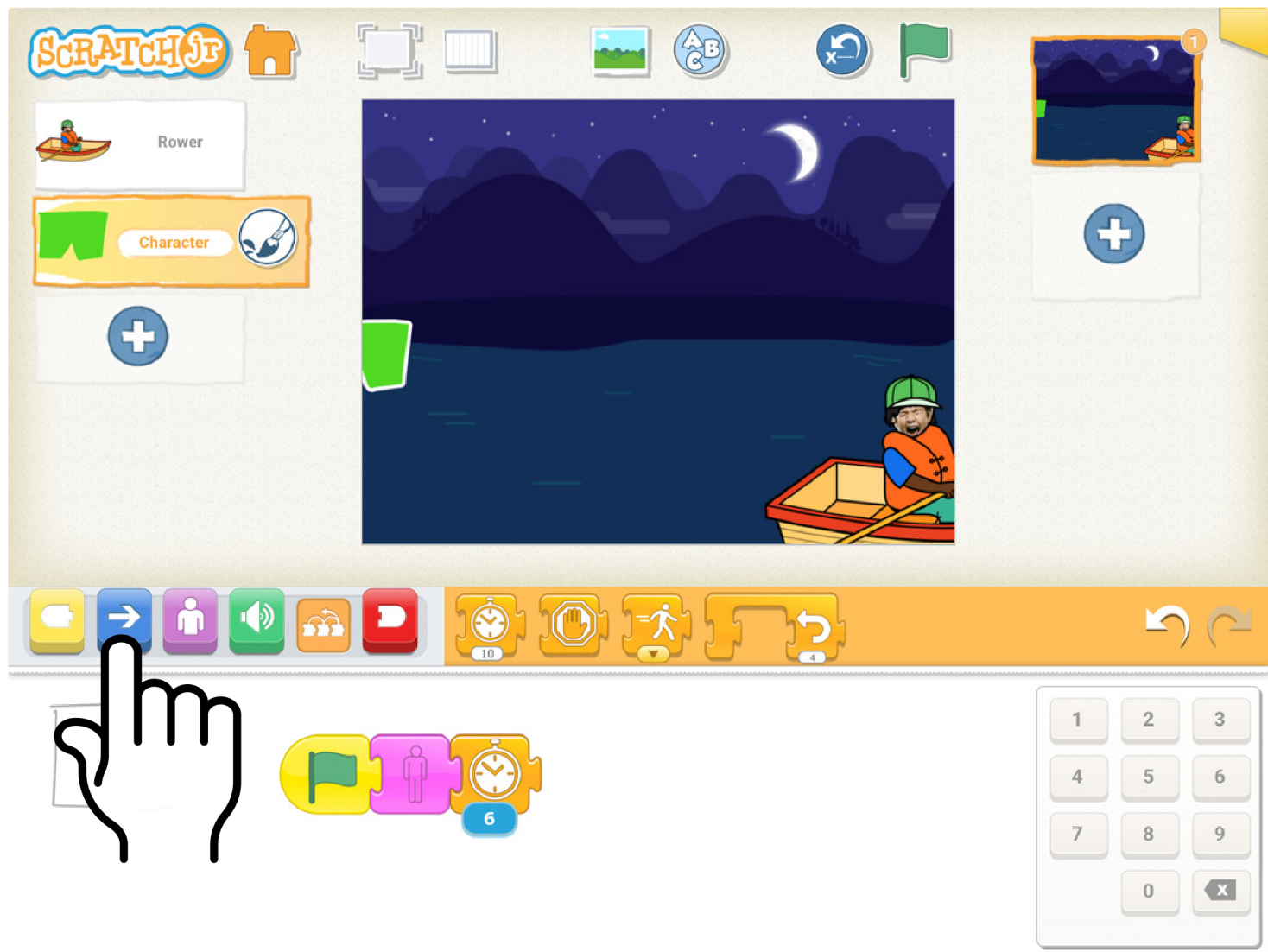
Drag and connect the **WAIT** piece to the **HIDE** piece.

6



Change the number 10 below the **WAIT** piece to a number 4.

1



Tap the **blue** coding block.

2



Drag and connect the **MOVE RIGHT** arrow piece to the **WAIT** piece.

3



Change the number 1 to a number 4.

4



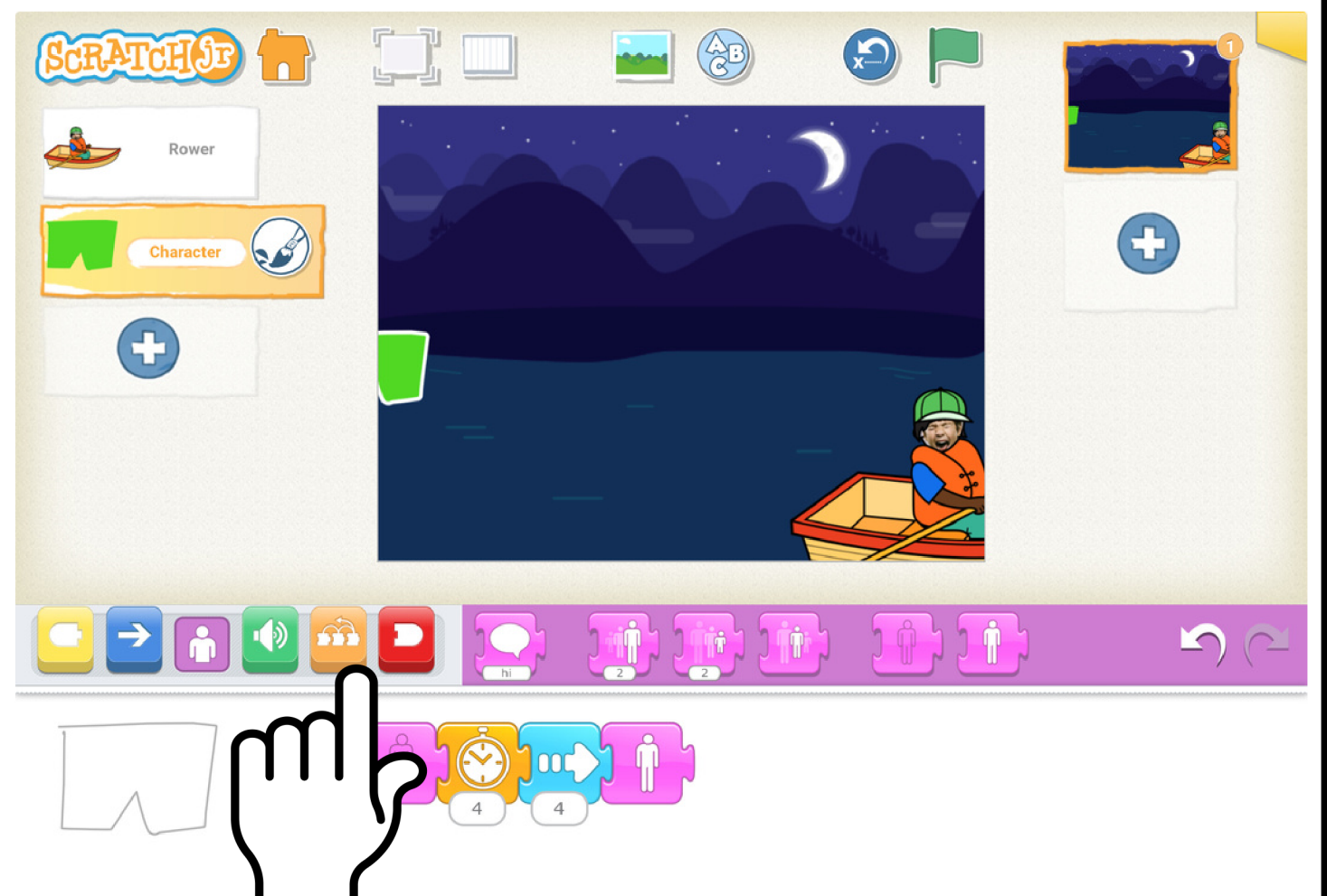
Tap the **purple** coding block.

5



Drag and connect the **SHOW** piece to the **MOVE RIGHT** arrow piece.

6



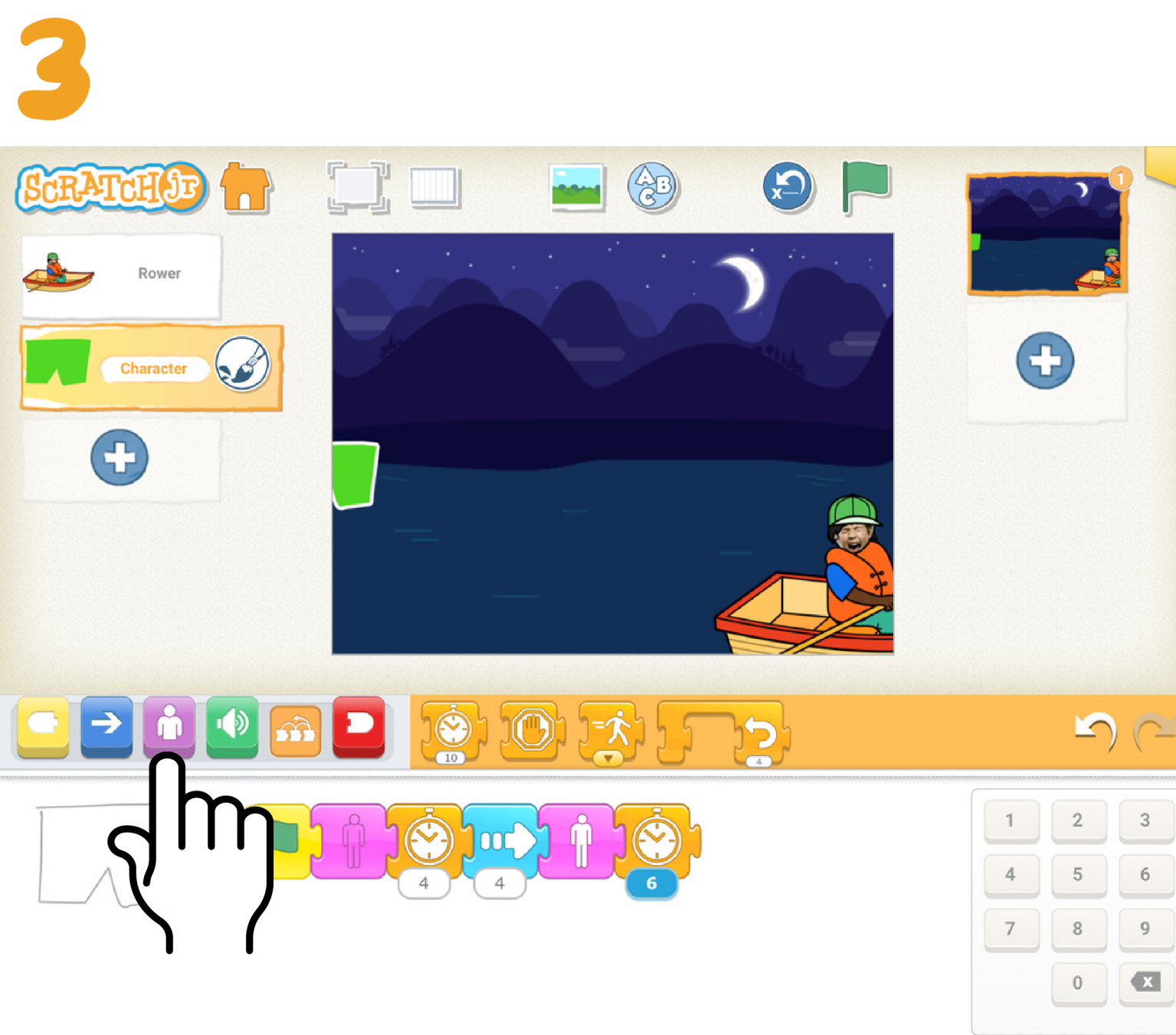
Tap the **orange** coding block.



Drag and connect the **WAIT** piece to the **SHOW** piece.



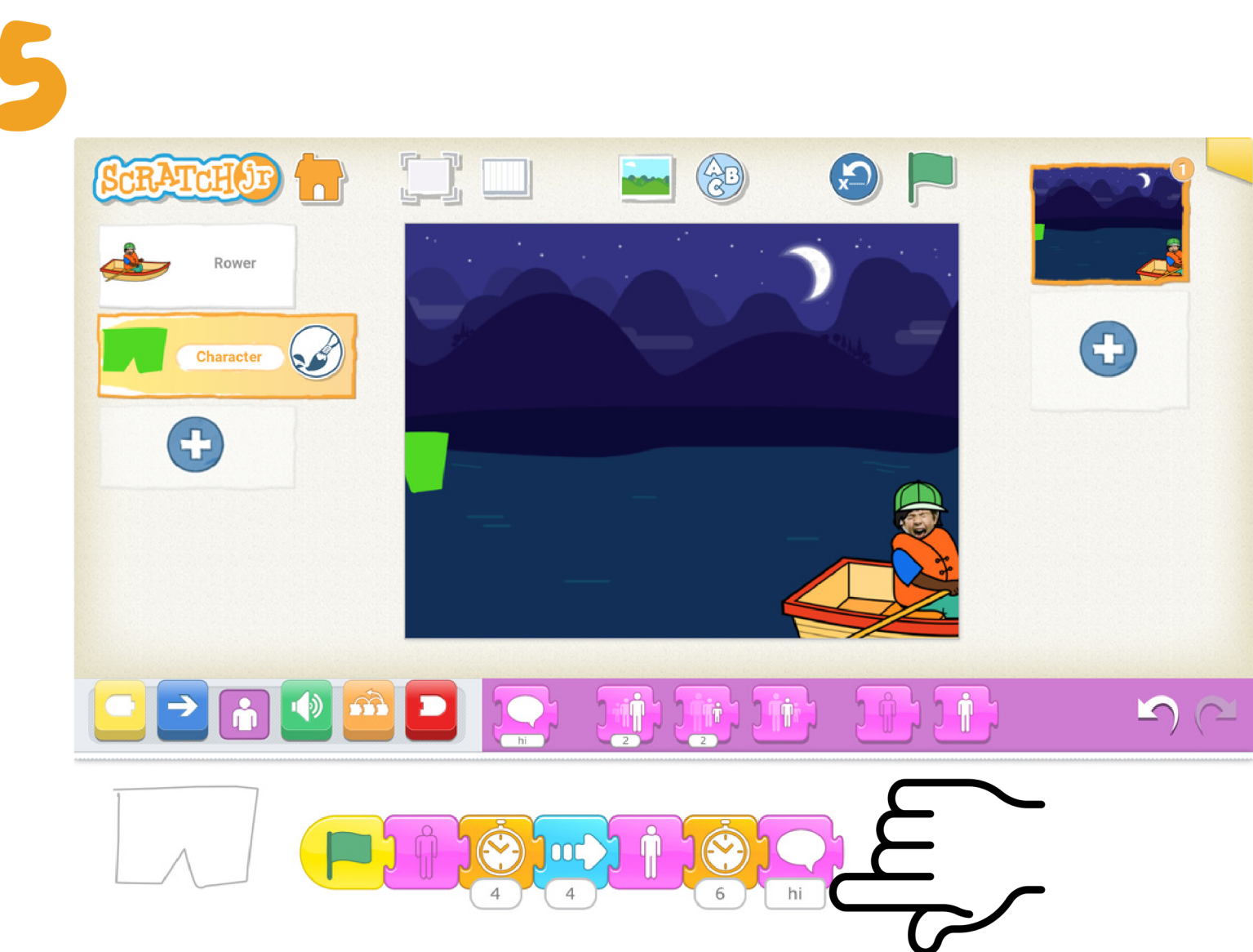
Change the number 10 to a number 6.



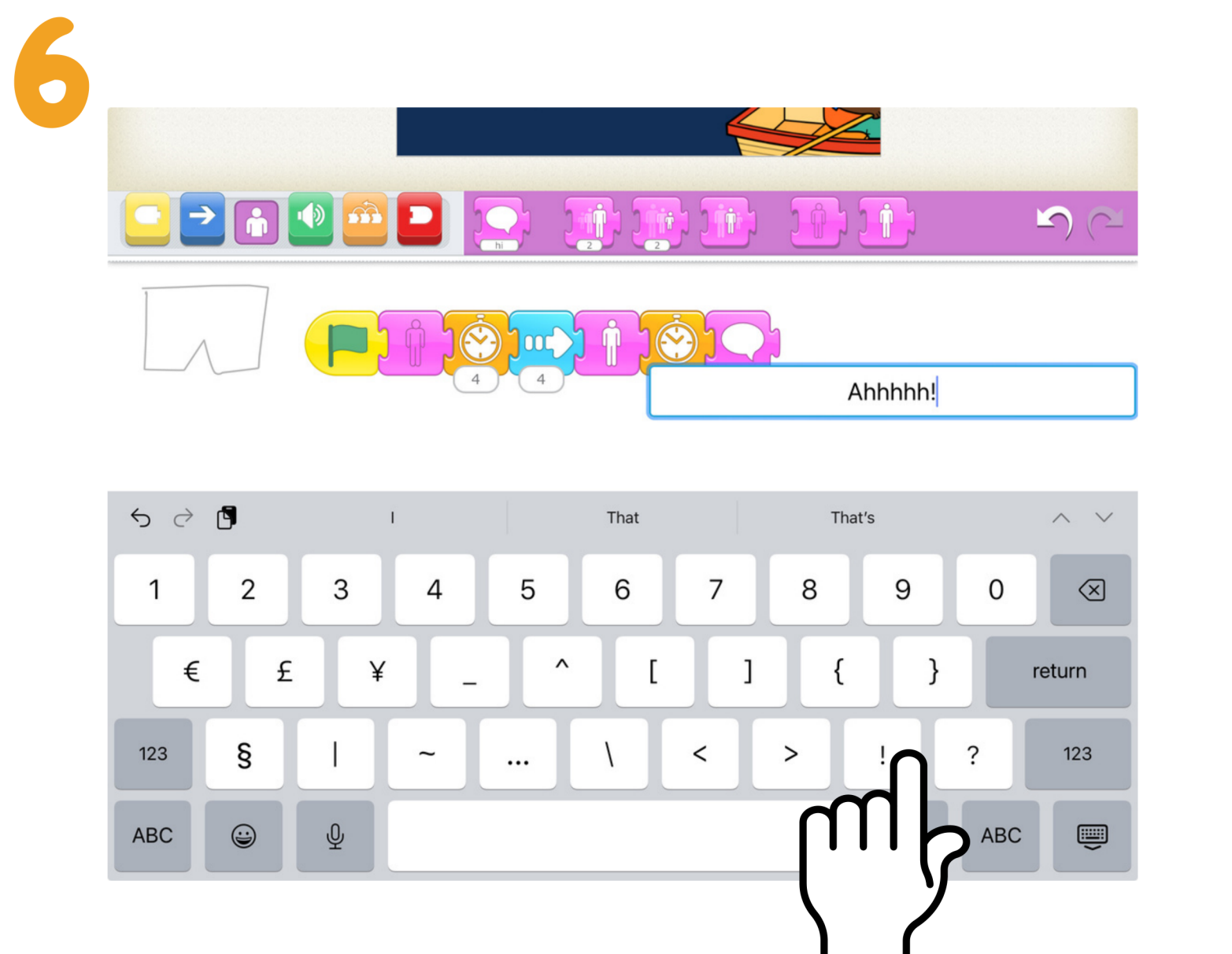
Tap the **purple** coding block.



Drag and connect the **SAY** arrow piece to the **WAIT** piece.

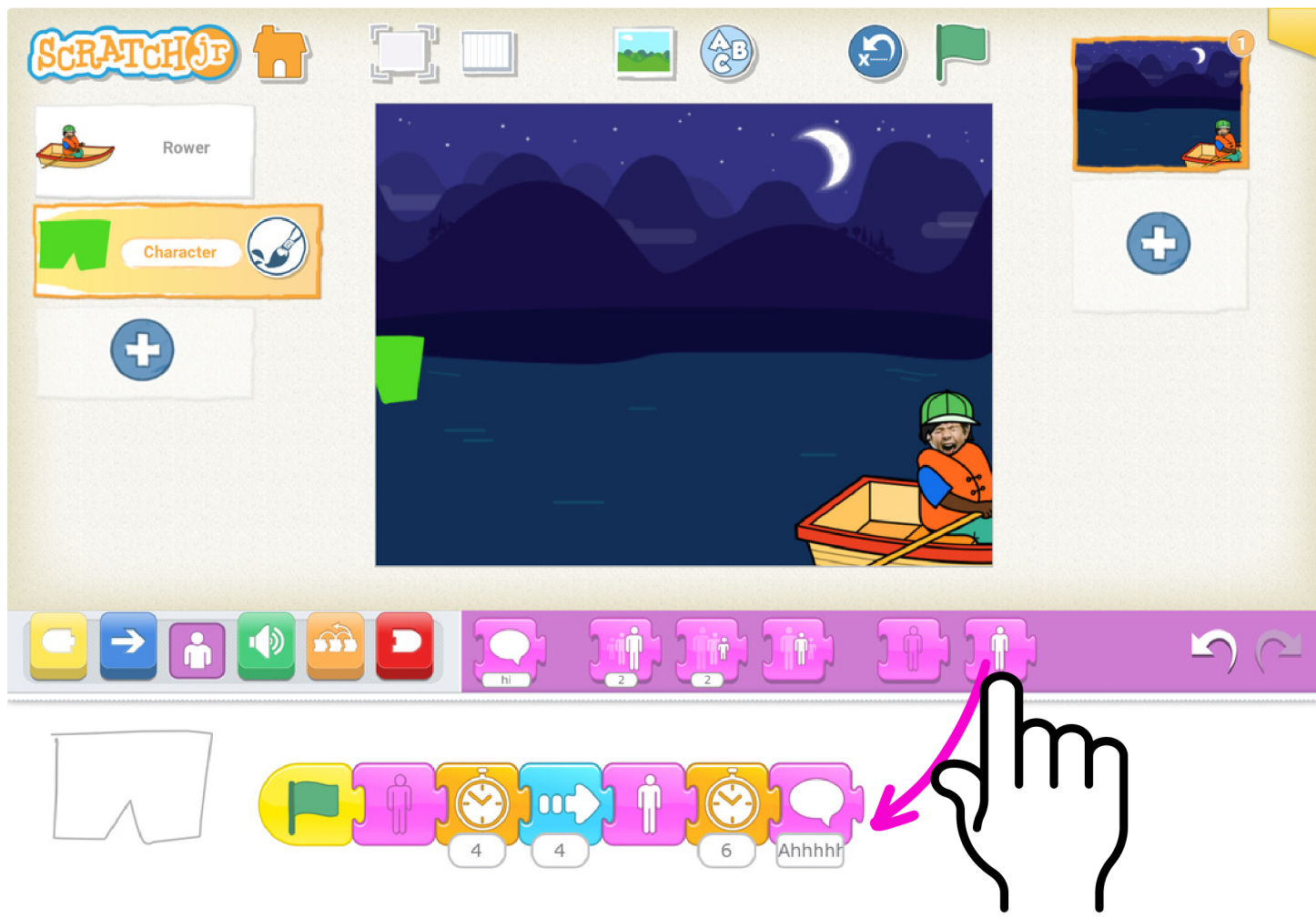


Tap on the word hi and delete it.



Type the word Ahhhhhh!

1



Drag and connect the **HIDE** piece to the **SAY** piece.

2



Tap the **reset** button before running your code.

3



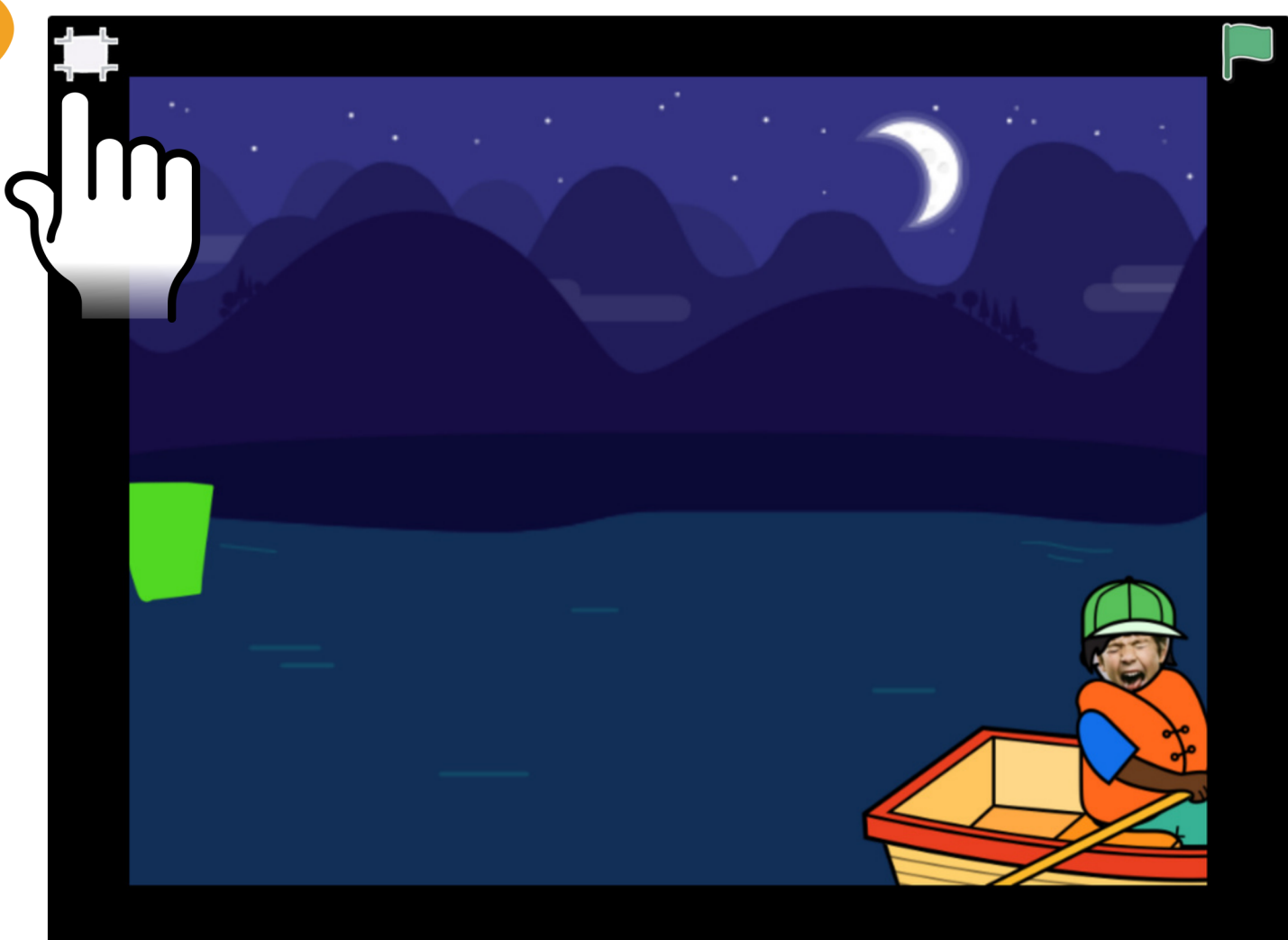
Tap the **green** flag to run your code.

4



Tap the paper to play full screen.

5



Tap the paper again to return to the coding screen.

Challenges

- Record your voice screaming Ahhhh!
- Record the pants screaming Ahhhh!
- Make the pants chase the rower.
- Add and code more characters.

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