

## LESSON 13

# Rainbow Paintbrush

40 minutes

Exploring Coding

### WHAT THIS LESSON DOES

In this lesson, students will learn how to create a rainbow paintbrush using Scratch's pen blocks, colour changing, and mouse movement features. They will create a drawing tool that changes colours as it moves, following their mouse pointer.

### WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply the use of Scratch's pen blocks to create a drawing tool.
- Learn how to manipulate sprites to follow mouse movements on the Scratch platform.
- Develop skills in adding and utilizing extensions in Scratch, specifically the Pen extension.
- Apply coding concepts to create interactive features, such as clearing the drawing with the space bar.
- Understand and implement the use of colour changing blocks to create a rainbow effect in drawings.
- Develop an attitude of exploration and creativity in using coding to create interactive tools and features.

# Rainbow Paintbrush

| HOW THE LESSON RUNS      |  |
|--------------------------|--|
| Introduction             |  |
| Create a new project     |  |
| Add the Ball sprite      |  |
| Follow our mouse pointer |  |
| Add the Pen Extension    |  |
| Pen Down and Draw        |  |
| Clear the Drawing        |  |
| Rainbow Drawing          |  |
| Wrap Up                  |  |