

LESSON 12

Fish Tank Clicker

45 minutes

Coding and Creative Projects

WHAT THIS LESSON DOES

In this lesson, students will learn how to create an interactive fish tank using Scratch. They will learn how to make a fish sprite follow the mouse pointer, create clones of the fish, and make the clones swim at different speeds and sizes.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Students will understand the basics of creating an interactive game using Scratch, including adding sprites and backdrops.
- Students will learn how to use loops and event blocks to control the behavior of sprites.
- Students will develop the ability to make a sprite follow the mouse pointer on the screen.
- Students will gain skills in creating clones of a sprite and controlling their behavior independently.
- Students will learn how to use random numbers to vary the size and speed of sprite clones.
- Students will develop an understanding of how to experiment with code to create unique and fun interactive experiences.

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HOW THE LESSON RUNS
Introduction
Create a new project
Add the Underwater Backdrop
Add the Fish Sprite
Make the Fish Follow the Mouse
Create Clones of the Fish
Make the Clones Swim
Randomize the Size of the Fish
Make the Fish Swim at Different Speeds
Wrap Up