

LESSON 10

Banana Stamp

30 minutes

Coding and Creative Projects

WHAT THIS LESSON DOES

In this lesson, students will learn how to create a banana stamp using Scratch. They will learn to control the stamp with their mouse, change its colour and appearance, and clear the canvas.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand how to create and control a sprite in Scratch.
- Learn how to use the Pen extension in Scratch to create a stamp effect.
- Develop the ability to make a sprite follow the mouse pointer in Scratch.
- Learn how to use the stamp command to leave a trail of sprite images.
- Understand how to use the 'erase all' command to clear the canvas.
- Learn how to change the colour and appearance of the sprite with each click.

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HOW THE LESSON RUNS	
	Introduction
	Create a new project
	Add the Banana sprite
	Add the Pen extension
	Make the Banana Follow Your Mouse
	Stamp the Banana
	Clear the Canvas
	Change Colour of the Banana Stamp
	Change Banana Stamp Appearance
	Congratulations, You're Done!