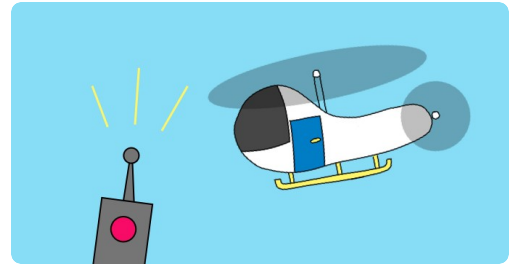


Projects

Tech Toys

Learn how to code your own tech toys!

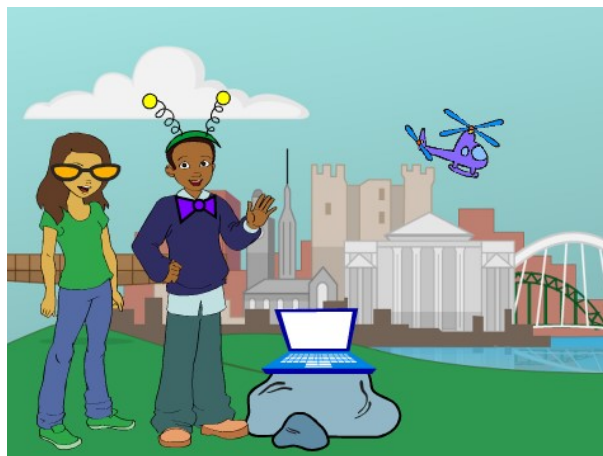
Scratch



Step 1 Introduction

In this project you'll learn how to code your own tech toys!

What you will make



What you will need

Hardware

- A computer capable of running Scratch

Software

- Scratch 3 (either **online** (<http://rpf.io/scratchon>) or **offline** (<http://rpf.io/scratchoff>))

Downloads

The starter project can be found **here** (<http://rpf.io/p/en/tech-toys-go>).

What you will learn

- How to animate sprites
- How to respond to keyboard input
- Understand how broadcast works

Additional information for educators

You can find the **completed project here** (<http://rpf.io/p/en/tech-toys-get>).

Step 2 Spinning Bow Tie

Let's code a bow tie that spins when clicked.

Open the Scratch starter project.

Online: open the **starter project** (<http://rpf.io/tech-toys-on>).

If you have a Scratch account you can make a copy by clicking **Remix**.

Offline: open the **starter project** (<http://rpf.io/p/en/tech-toys-go>) in the offline editor.

If you need to download and install the Scratch offline editor, you can find it at **rpf.io/scratchoff** (<http://rpf.io/scratchoff>).

In the starter project, you should see 2 characters, a laptop and a helicopter.



Click on the 'Bow Tie' sprite and add this code:



Click the bow tie to run your code. You should see that your bow tie turns 15 degrees clockwise 10 times, turning 150 degrees in total.



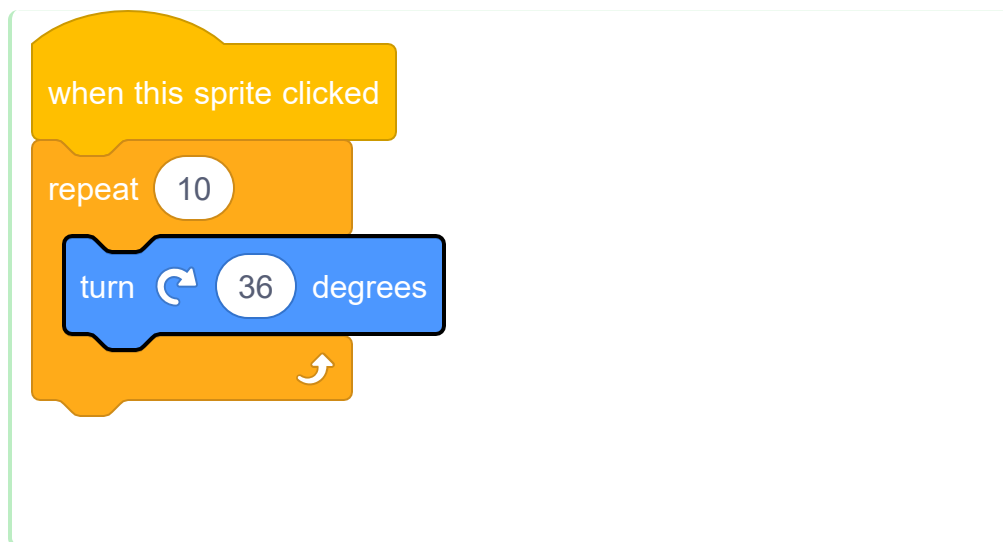
Find the **point** in **direction** block and, *without dragging it*, click it to set the bow tie back to its starting position.

point in direction 90 ▼

Tip: In Scratch you can click on a block to run it straight away. You don't even need to drag it onto the scripts area first!

To make the bow tie do 1 complete spin, the numbers in your code need to add up to 360 degrees. Change your code so that the bow tie turns 36 degrees 10 times ($36 \times 10 = 360$).





Test your code again. This time, your bow tie should do 1 complete 360 degree spin and end up where it started.

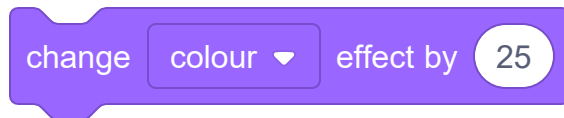
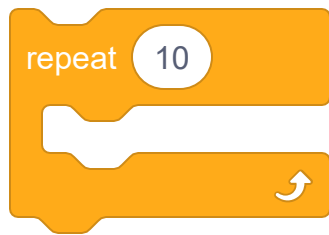
If you want your bow tie to do 4 complete spins, you can change the number in the **repeat** block from 10 to 40.



Challenge!

Challenge: Colour-changing sunglasses

Can you use the following blocks to make your sunglasses change colour when clicked?



Remember that you can change the numbers in the code blocks if you want to!

Step 3 Powering up your helicopter

Let's code your helicopter to start up when your laptop is clicked.

Let's start by broadcasting a **start** message when the laptop is clicked. You'll need to create a **new message** called **start**.





when this sprite clicked

start sound computer beeps1 ▼

broadcast start ▼

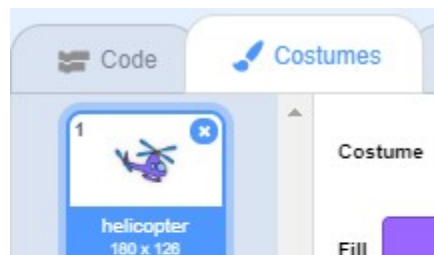
This code broadcasts a message to all other sprites. If you test this code, you'll see that nothing happens yet! This is because you've not coded the helicopter to respond to the message.

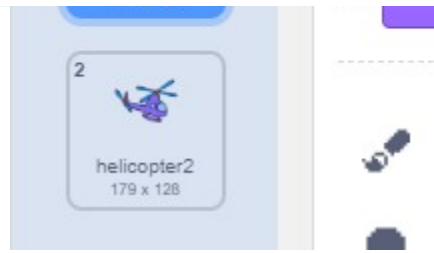
Click on your helicopter sprite and add a **when I receive** block. Any code attached to this block will be run when it receives the 'start' message from the laptop.



when I receive start ▼

If you click your helicopter's 'Costumes' tab, you'll notice that it has 2 costumes with slightly different propellers.





You can use the 2 costumes to animate the helicopter. Add this code, so that the helicopter changes costumes forever once it receives the 'start' message.



Test your code by clicking your laptop sprite. Does your helicopter's propeller animate?



Step 4 Flying your helicopter

Let's use the arrow keys to fly your helicopter.

Let's start by coding your helicopter to move up when the up arrow is pressed.

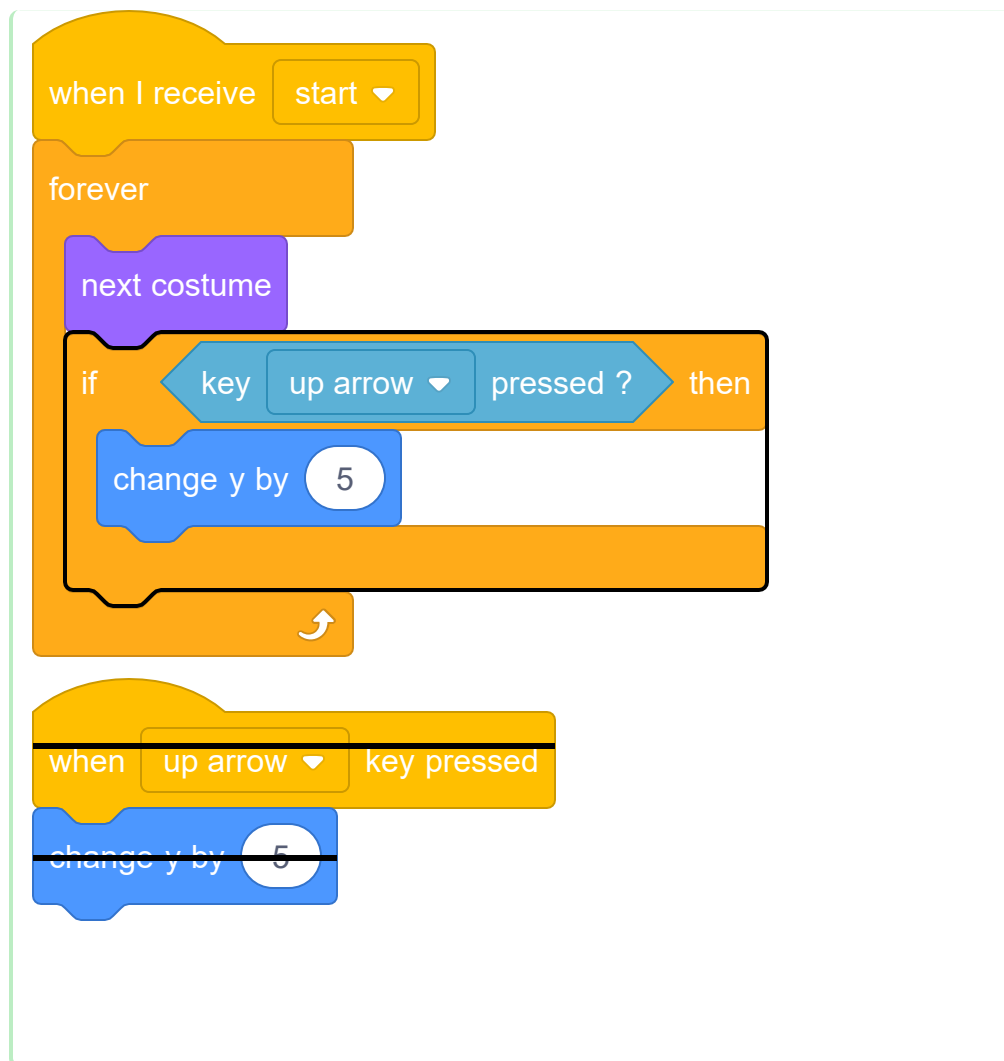


```
when up arrow ▼ key pressed  
change y by 5
```

Test your code and you'll see that your helicopter's *y* position (up/down) changes whenever the up arrow is pressed.

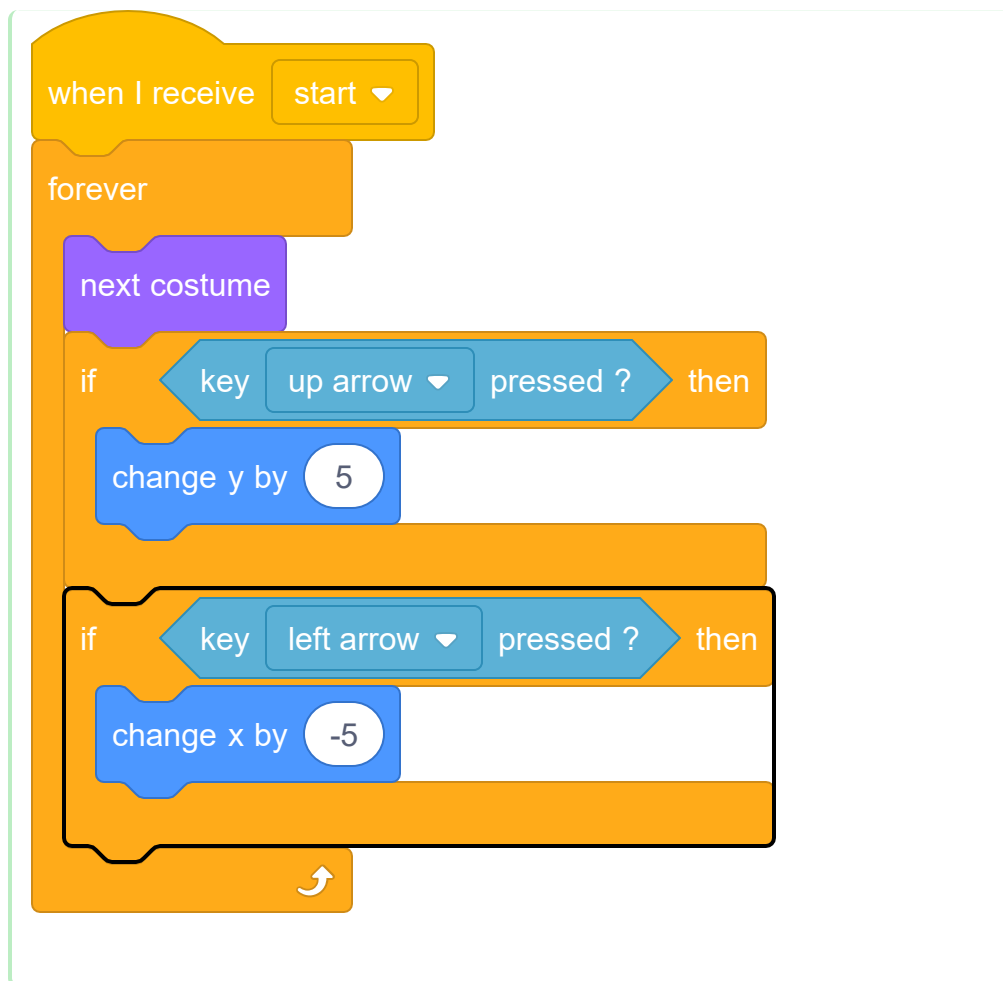
To have your helicopter move more smoothly, you can instead add code to move upwards inside your helicopter's **forever** loop.





You can also code your helicopter to move to the left when the left arrow is pressed. This time you'll need to change the helicopter's x position by -5.





Now code your helicopter to respond to the down and right arrow keys.

Your code should look like this:



when I receive start ▼

forever

next costume

if key up arrow ▼ pressed ? then

change y by 5

if key left arrow ▼ pressed ? then

change x by -5

if key down arrow ▼ pressed ? then

change y by -5

if key right arrow ▼ pressed ? then

change x by 5



Step 5 Loop-the-loop

Let's code your helicopter to do a 360 degree spin.

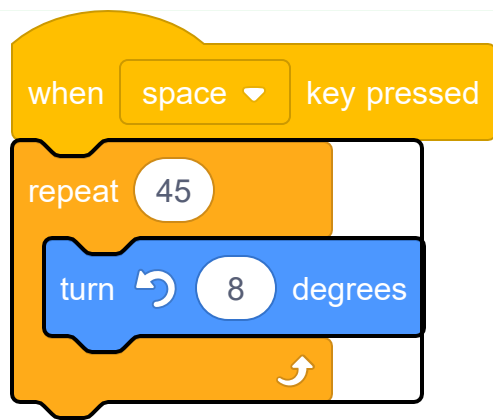
We want the helicopter to do a 360 degree spin whenever the space key is pressed. Remember that the numbers in your code need to add up to 360.



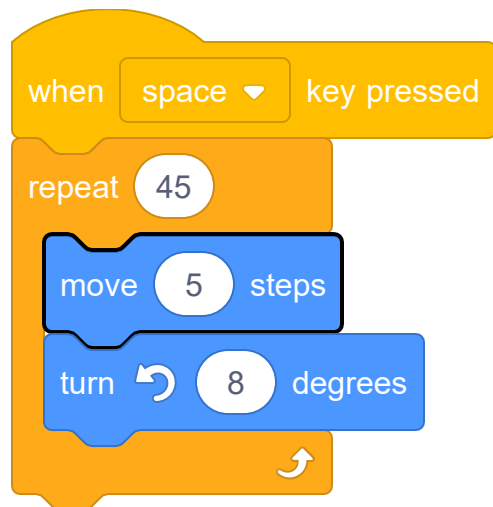
Test your code by pressing space, and you'll see that your helicopter spins very slowly. That's because it only turns 1 degree 360 times.

To speed up your helicopter's spin, change the numbers in your code so that it turns more degrees fewer times. It doesn't matter what numbers you choose as long as they add up to 360!





If you want your helicopter to move as well as spin, just add a move block to your code.



Press space again to test your code. You should see your helicopter move in a circle. What happens if you change the number in your move block?





Challenge!

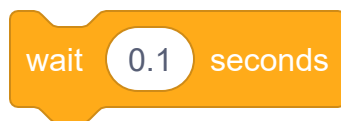
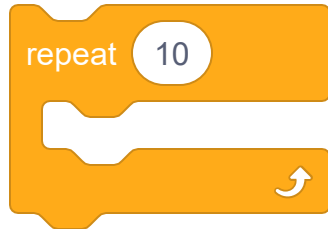
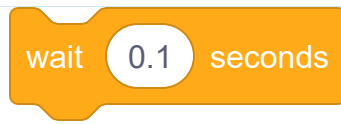
Challenge: Create your own tech toy!

Can you create your own tech toy?

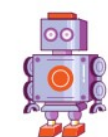
You could make the antennae move whenever they're clicked?

Here's the code blocks you will need to use:





You could make any tech toy you like. Here are some other sprites you could use:



Retro Robot



Rocketship



Motorcycle



Guitar-elect...

Step 6 What next?

Take a look at the **Snowball fight**

(<https://projects.raspberrypi.org/en/projects/snowball-fight>)

Scratch project.



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View project & license on GitHub (<https://github.com/RaspberryPiLearning/tech-toys>)