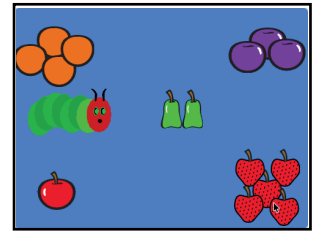


HUNGRY CATERPILLAR

In this project you will learn to use

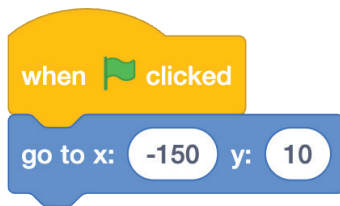
- event blocks
- motion blocks
- control blocks

Open this starter project - <https://scratch.mit.edu/projects/1332998634/>



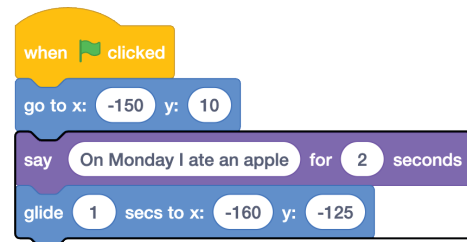
1

All of our code will be created on the caterpillar sprite. The fruit already have code created. Add the event **when green flag clicked**. Add a **go to** block to set the starting position.



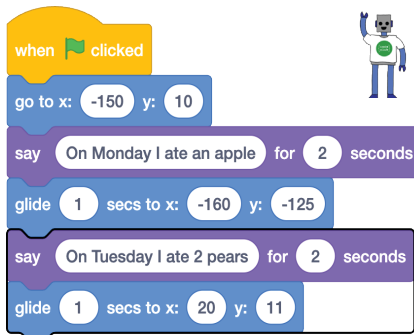
2

In our story sequence the caterpillar eats the apple first. Add a **say** block to tell the first step in the story. Add a **glide** motion block to move the caterpillar.



3

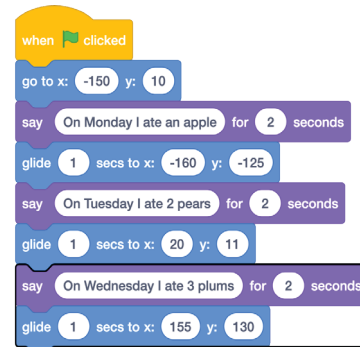
The second step in the sequence is to eat the pears. Add a **say** block and **glide** block and add in the correct details.



Test your code by clicking the green flag. Does the fruit disappear? If you click on the fruit sprite you will see the code that makes this happen.

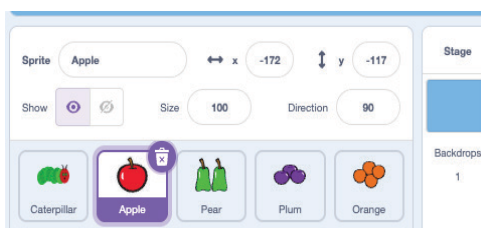
4

The third step in the sequence is to eat the plums. Add a **say** block and **glide** block and add in the correct details.



5

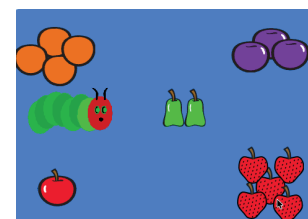
There are two more fruits to eat in the correct sequence. Have a go at adding the coding blocks yourself. Need to know the location of the fruit? Click on the fruit sprite and use the coordinates in the information panel above it.



Don't forget to click back on your caterpillar sprite!

6

Now adapt your code to tell more of the story, or improve the code that you have created. Can you add a sound each time that the caterpillar eats something?



Run your program. What else will you add to it?