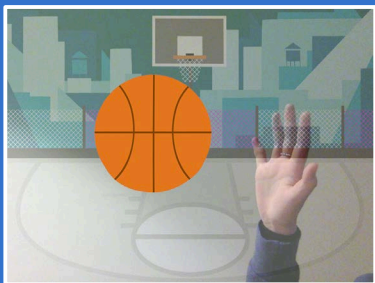


# Video Sensing Cards



Interact with projects using video sensing.

# Video Sensing Cards

Try these cards in any order:

- **Pet the Cat**
- **Animate**
- **Pop a Balloon**
- **Play the Drums**
- **Keep Away Game**
- **Play Ball**
- **Start an Adventure**

# Pet the Cat



Make the cat meow when you touch it.



# Pet the Cat

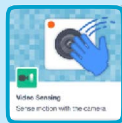
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## GET READY

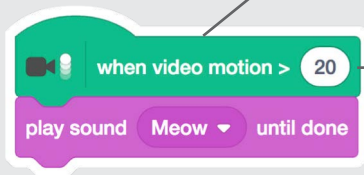


Click the **Extensions** button  
(at the bottom left of the screen).



Choose **Video Sensing**  
to add the video blocks.

## ADD THIS CODE



This will start when it  
senses video motion on a  
sprite.

Type a number between  
1 and 100 to change the  
sensitivity.

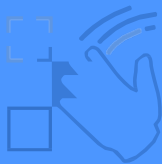
(1 will start with very little  
movement, 100 requires a  
lot of movement.)

## TRY IT

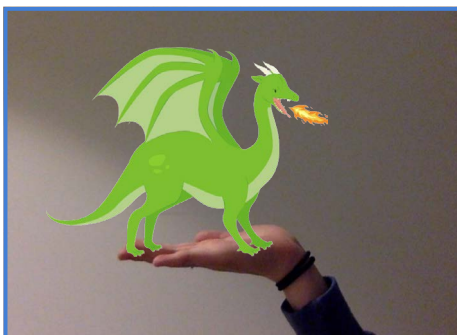
Move your hand to pet the cat.



# Animate



Move around to bring a sprite to life.



# Animate

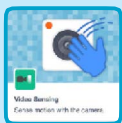
scratch.mit.edu



## GET READY



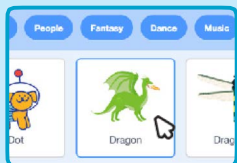
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite to animate.

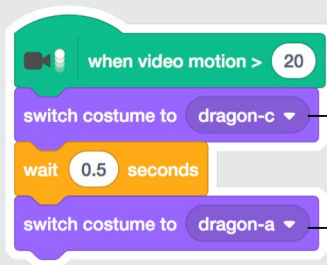


Pick a sprite with more than one costume.



Scroll over sprites in the Sprite Library to see their different costumes.

## ADD THIS CODE



Choose one costume.

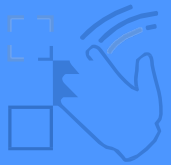
Choose a different costume.

## TRY IT

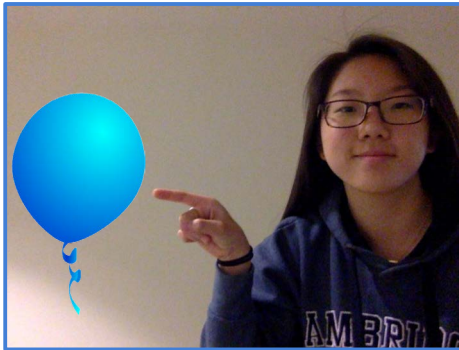
Move around to animate your sprite.



# Pop a Balloon



Use your finger to pop a balloon.



# Pop a Balloon

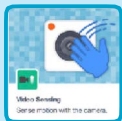
scratch.mit.edu



## GET READY



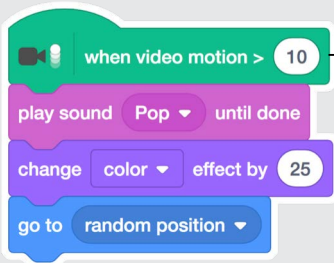
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like **Balloon1**.



## ADD THIS CODE



Type a larger number to make it harder to pop.

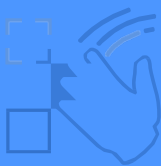
## TRY IT

Use your finger to pop the balloon.





# Play the Drums



Interact with sprites that play sounds.



# Play the Drums

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## GET READY

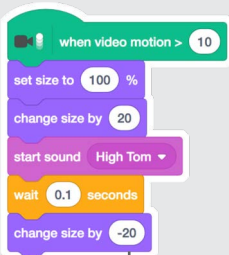


Click the **Extensions** button, then choose **Video Sensing**.

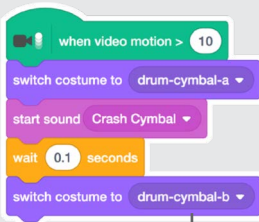
Choose two sprites, like **Drum** and **Drum-cymbal**.

## ADD THIS CODE

Click on a drum to select it, then add its code.



Type a minus sign to get smaller.



Choose a different costume.

## TRY IT

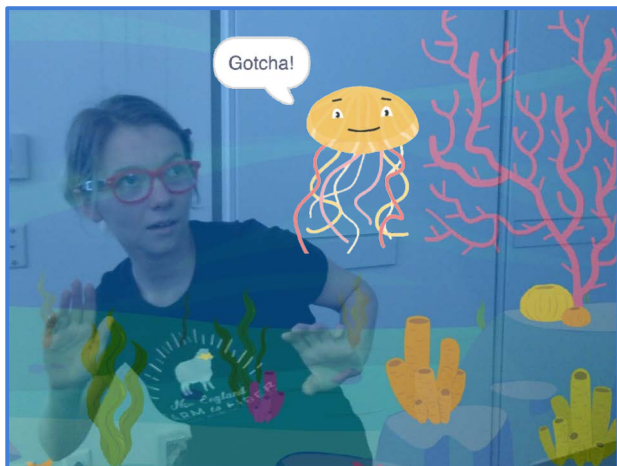
Use your hands to play the drums!



# Keep Away Game



Move around to avoid a sprite.

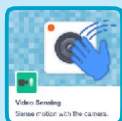


# Keep Away Game

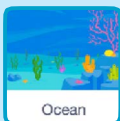
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## GET READY



Click the **Extensions** button, then choose **Video Sensing**.

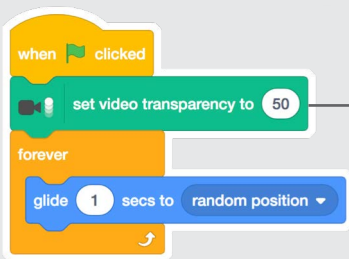


Choose a backdrop, like **Ocean**.

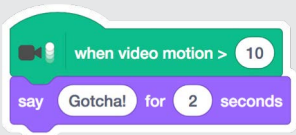


Choose a sprite, like **Jellyfish**.

## ADD THIS CODE



Type a number between 0 and 100.  
(0 to show the video, 100 to make the video transparent.)

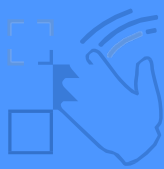


## TRY IT

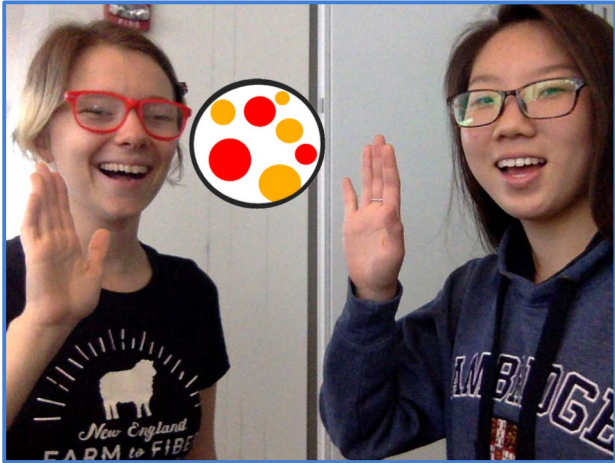
Move around to avoid the jellyfish.



# Play Ball



Use your body to move a sprite across the screen.

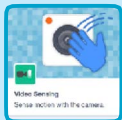


# Play Ball

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## GET READY

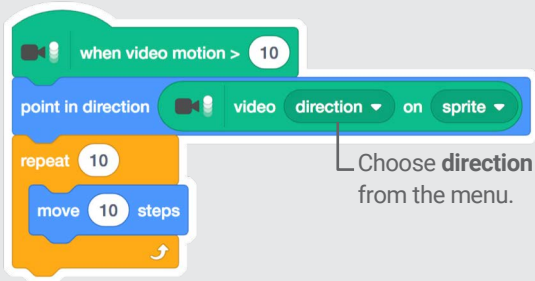
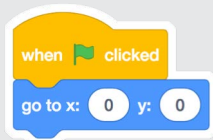


Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like **Beachball**.

## ADD THIS CODE



Choose **direction** from the menu.

## TRY IT

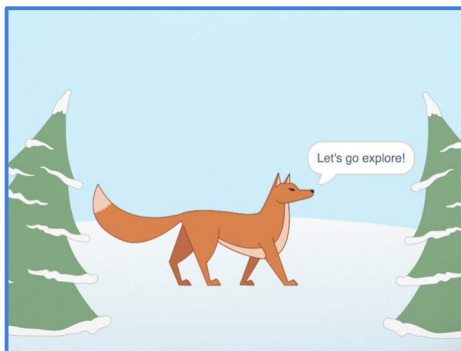
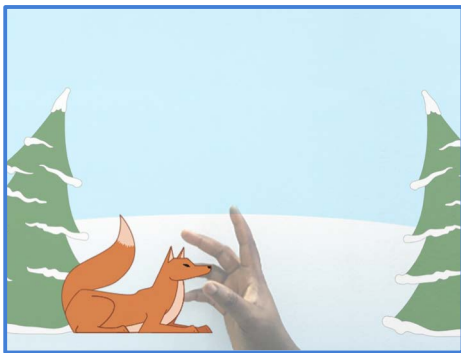


Use your hands to push the beach ball around the screen. Try it with a friend!

# Start an Adventure!



Interact with a story by  
moving your hands.



# Start an Adventure!

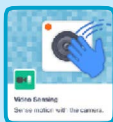
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## GET READY



Click the **Extensions** button.



Choose **Video Sensing**.



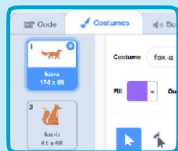
Choose a backdrop.



Choose a sprite.



Click the **Costumes** tab to see your sprite's other costumes.



## ADD THIS CODE



Click the **Code** tab.

Insert the **video motion on sprite** block into the **greater than** block from the Operators category.

The code consists of the following blocks:

- when clicked
- go to x: -160 y: -100 (Set a starting point.)
- switch costume to fox-c (Choose a costume.)
- wait until video motion on sprite > 20
- switch costume to fox-a (Choose another costume.)
- glide 1 secs to x: 0 y: -50 (Set the position your sprite will glide to.)
- say Let's go explore! for 2 seconds

## TRY IT

Click the green flag.



Then wave to wake up the fox.

