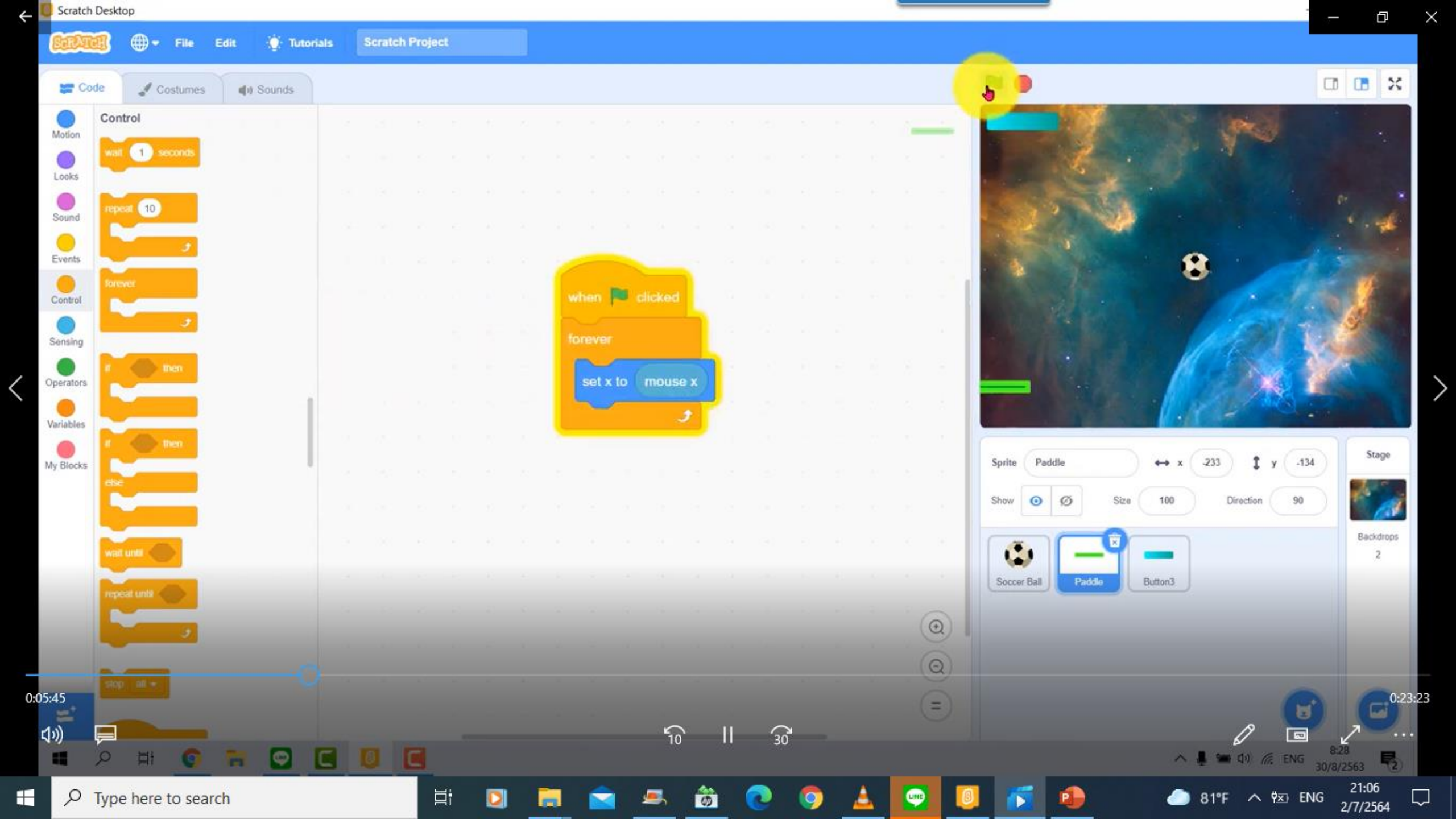




+

MISS SIRILUCK LEARTHIRUNSAP





Control

- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks

wait 1 seconds

repeat 10

forever

if then

if then

else

wait until

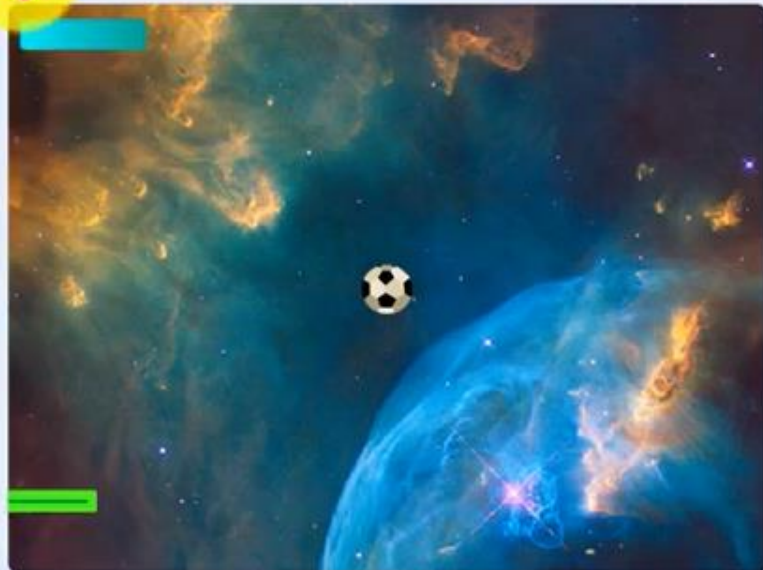
repeat until

stop all

when clicked

forever

set x to mouse x



Sprite Paddle

x -233 y -134

Show

Size 100 Direction 90

Soccer Ball Paddle Button3

Stage

Backdrops 2

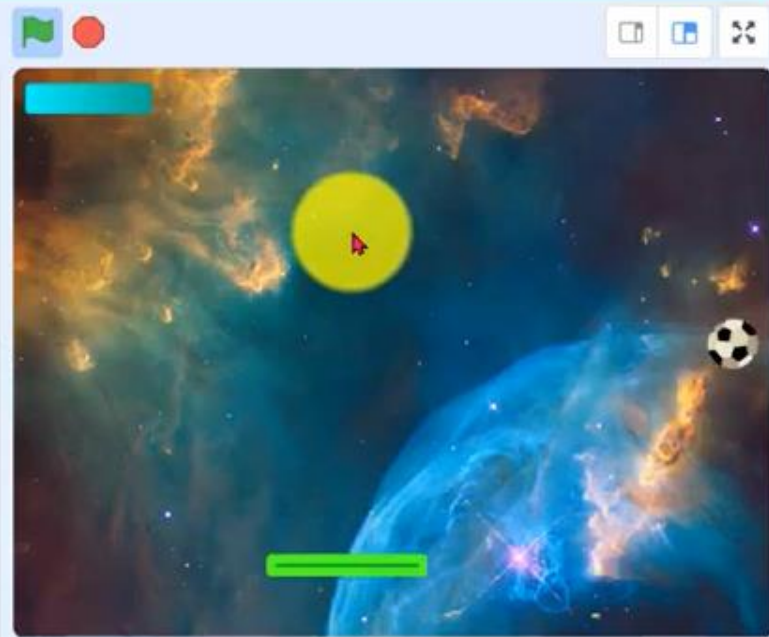
0:05:45

0:23:23

10 || 30

ความเร็ว, ตำแหน่ง

```
when green flag clicked
  go to x: 0 y: 0
  point towards mouse-pointer
  forever
    move 10 steps
    if on edge, bounce
```



Sprite: Soccer Ball

x: 215 y: 6

Show:

Size: 70 Direction: 51

Backdrops: 2

Soccer Ball Paddle Button3

```
when green flag clicked
  go to x: 0 y: 0
  point towards mouse-pointer
  forever
    move 10 steps
    if on edge, bounce
    if touching Paddle ? then
      point in direction pick random -70 to 70
```



Sprite: Soccer Ball

x: -51 y: -28

Show:

Size: 70 Direction: -146

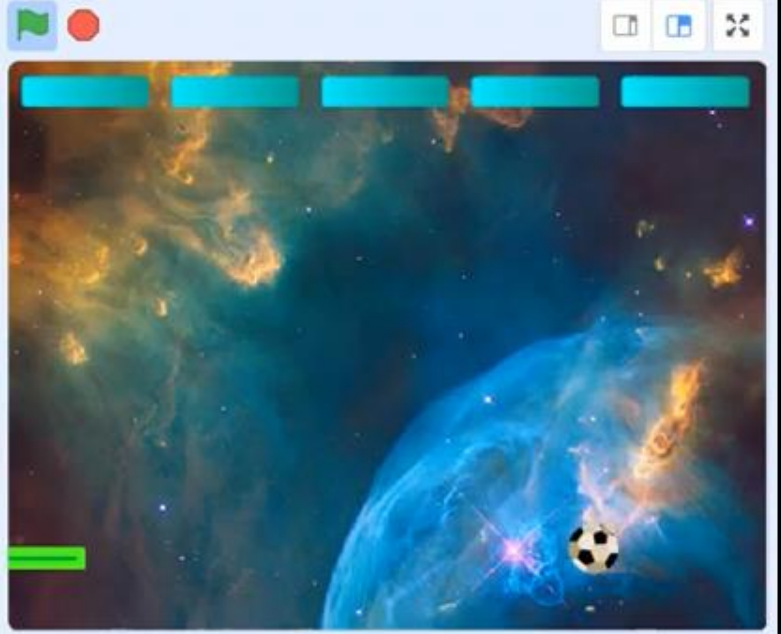
Backdrops: 2

Soccer Ball Paddle Button3

Scratch code editor showing a script for a sprite:

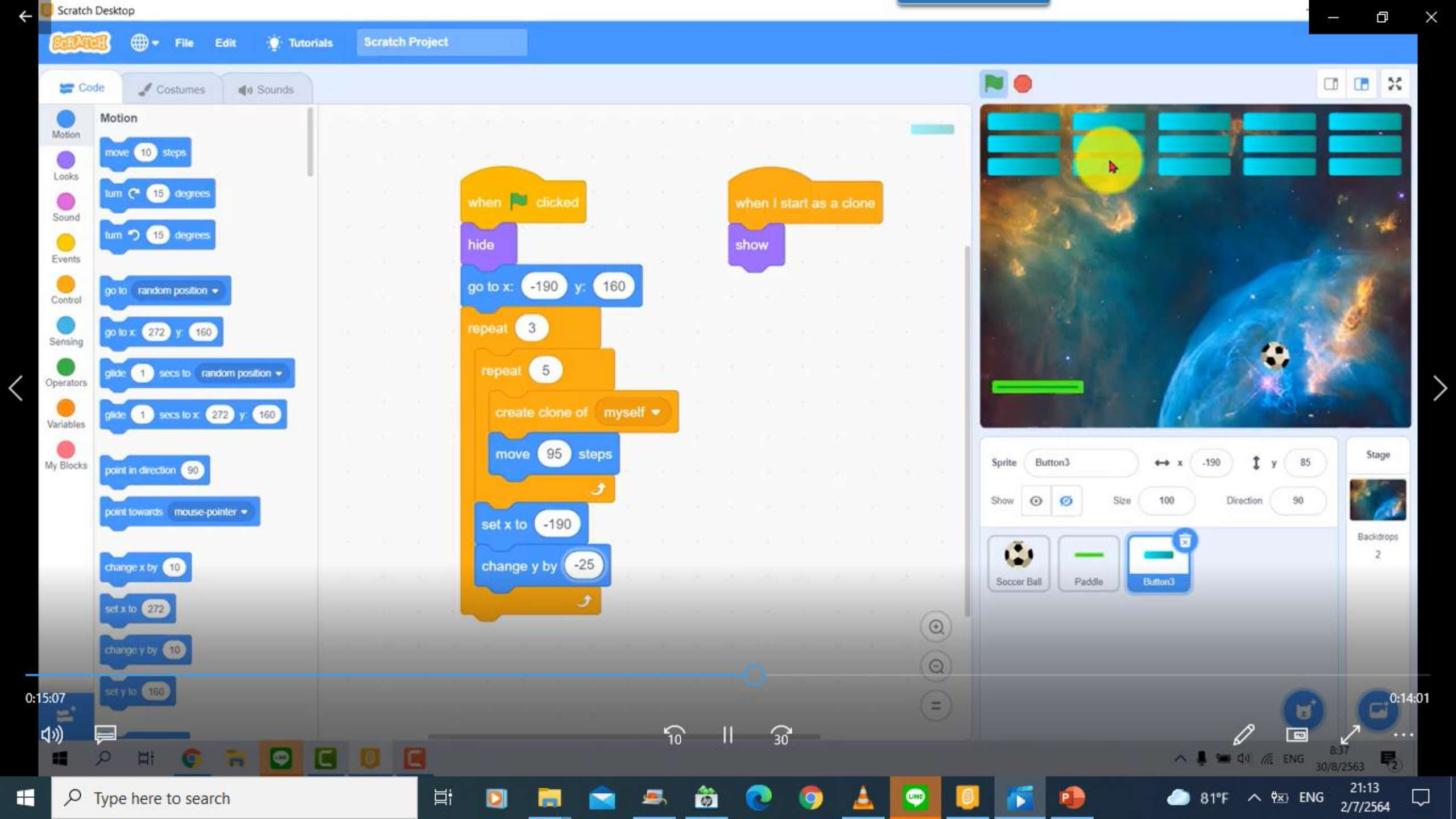
- when clicked
 - hide
 - go to x: -190 y: 160
 - repeat 5
 - create clone of myself
 - move 95 steps
- when I start as a clone
 - show

Other visible blocks in the palette include: switch costume to, next costume, switch backdrop to, next backdrop, change size by, set size to, change color effect by, set color effect to, clear graphic effects, show, hide, go to front layer, go forward layers, costume number, and backdrop number.



Scratch property inspector for the selected sprite:

- Sprite: Button3
- x: 272, y: 160
- Show:
- Size: 100, Direction: 90
- Costume list: Soccer Ball, Paddle, Button3 (selected)
- Backdrops: 2



- Motion
 - move 10 steps
 - turn 15 degrees
 - turn 15 degrees
 - go to random position
 - go to x: 272 y: 160
 - glide 1 secs to random position
 - glide 1 secs to x: 272 y: 160
 - point in direction 90
 - point towards mouse-pointer
 - change x by 10
 - set x to 272
 - change y by 10
 - set y to 160
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks

```

when clicked
  hide
  go to x: -190 y: 160
  repeat 3
    repeat 5
      create clone of myself
      move 95 steps
    set x to -190
    change y by -25
  when I start as a clone
    show
  
```



Sprite: Button3 x: -190 y: 85

Show:

Size: 100 Direction: 90

Backdrops: 2

Soccer Ball Paddle Button3

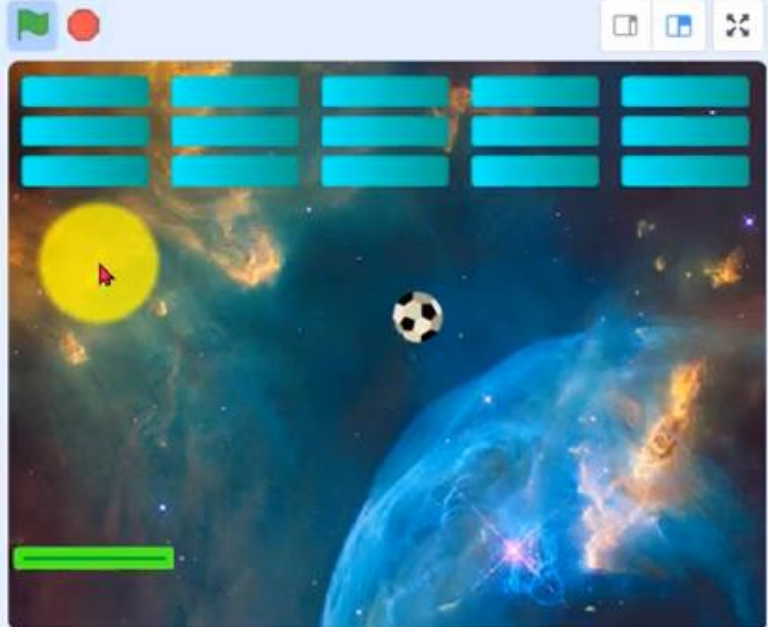
0:15:07 [Speaker] [Chat] [Timeline] [Play] [Pause] [Repeat] [Zoom In] [Zoom Out] [Reset]

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: -172 y: -108
- glide 1 secs to random position
- glide 1 secs to x: -172 y: -108
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to -172
- change y by 10
- set y to -108

```

when green flag clicked
  go to x: 0 y: 0
  point towards mouse-pointer
  forever loop
    move 10 steps
    if on edge, bounce
    if touching Paddle then
      point in direction pick random -70 to 70
    if touching Button3 then
      point in direction 150
  
```



Sprite: Soccer Ball

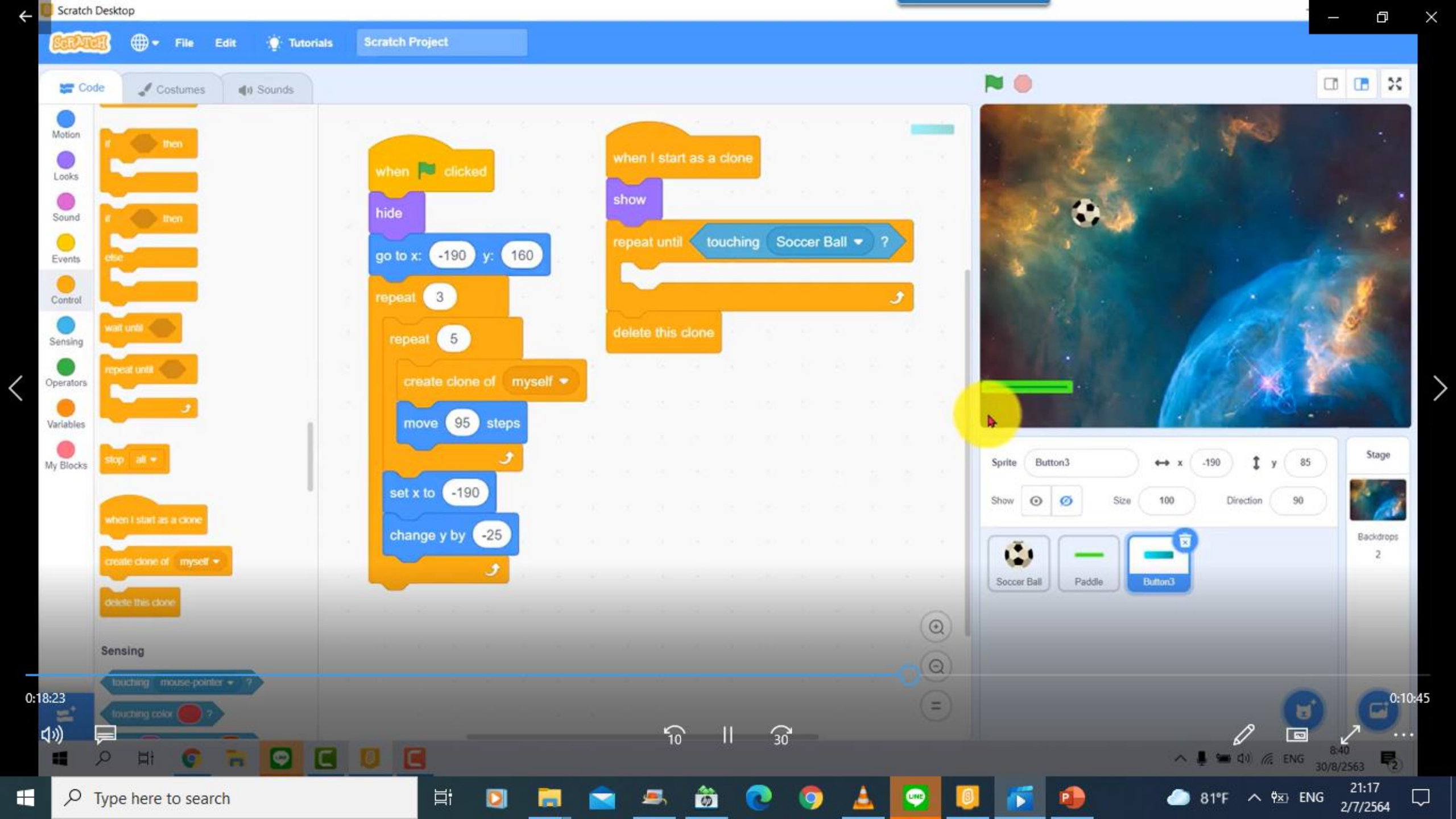
x: 19 y: 18

Show:

Size: 70 Direction: -30

Backdrops: 2

Sprite list: Soccer Ball, Paddle, Button3



- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks

```

when clicked
  hide
  go to x: -190 y: 160
  repeat 3
    repeat 5
      create clone of myself
      move 95 steps
    set x to -190
    change y by -25
  show
  repeat until touching Soccer Ball
  delete this clone
  
```



Sprite: Button3 | x: -190 | y: 85

Show: [] [] | Size: 100 | Direction: 90

Soccer Ball | Paddle | Button3

0:18:23

0:10:45

- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks

```

when green flag clicked
  repeat until ( )
  stop all
  when I start as a clone
  create clone of myself
  delete this clone
  
```

```

  move 10 steps
  if on edge, bounce
  if touching Paddle ? then
    point in direction pick random -70 to 70
  if touching Button3 ? then
    point in direction 150
  if touching color ? then
    stop all
  
```



Sprite: Soccer Ball

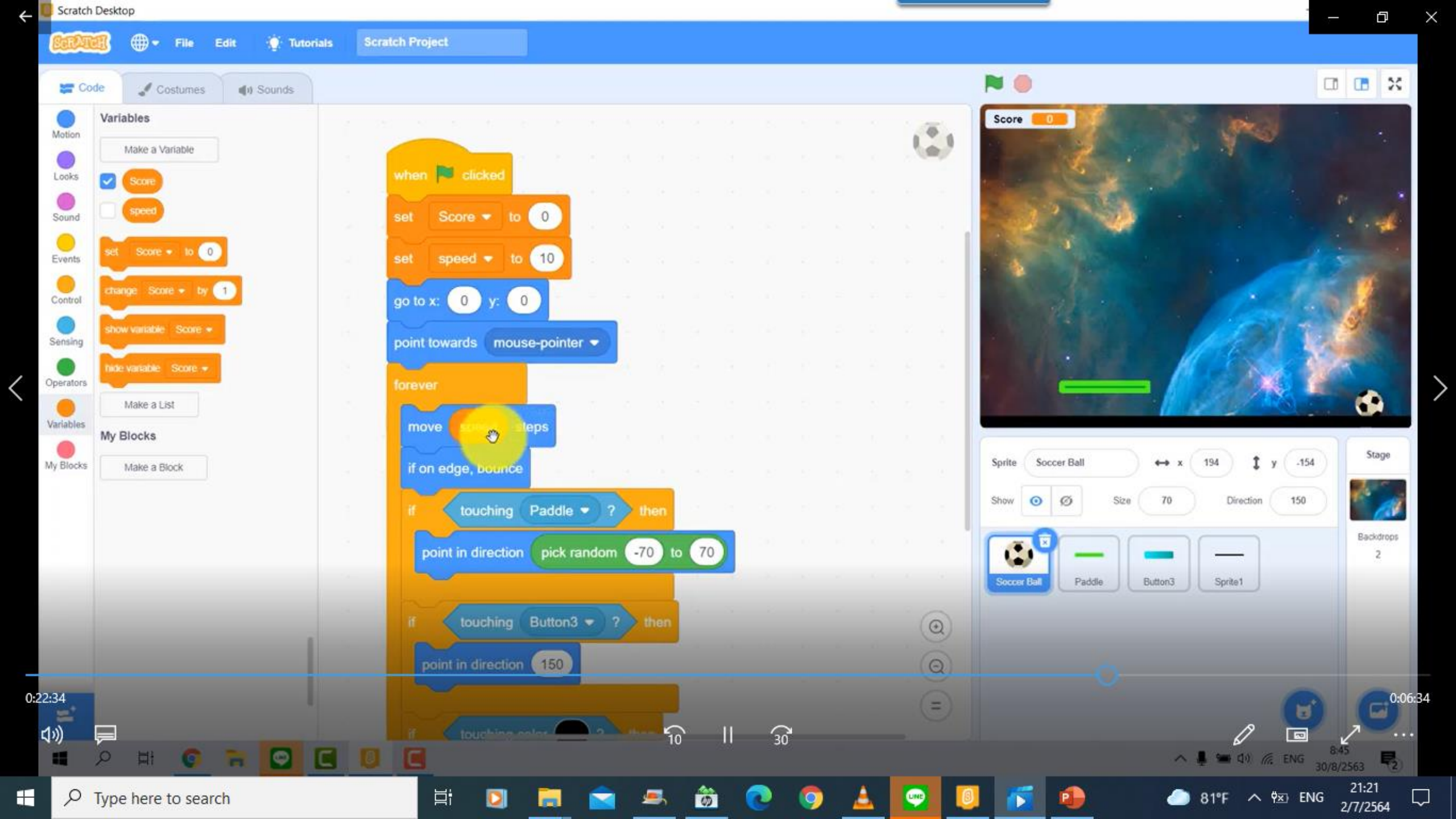
x: -47 y: 38

Show:

Size: 70 Direction: -51

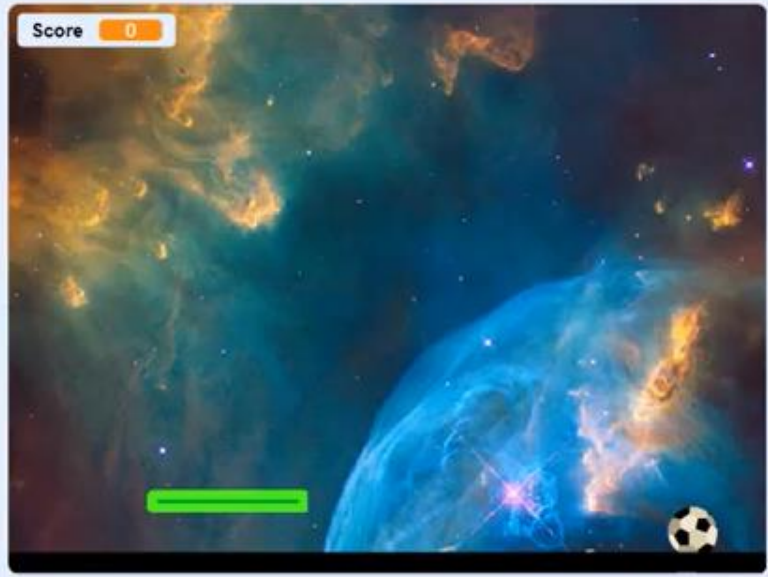
Stage Backdrops: 2

Sprite List: Soccer Ball, Paddle, Button3, Sprite1



- Variables
 - Make a Variable
 - Score
 - speed
 - set Score to 0
 - change Score by 1
 - show variable Score
 - hide variable Score
- My Blocks
 - Make a List
 - Make a Block

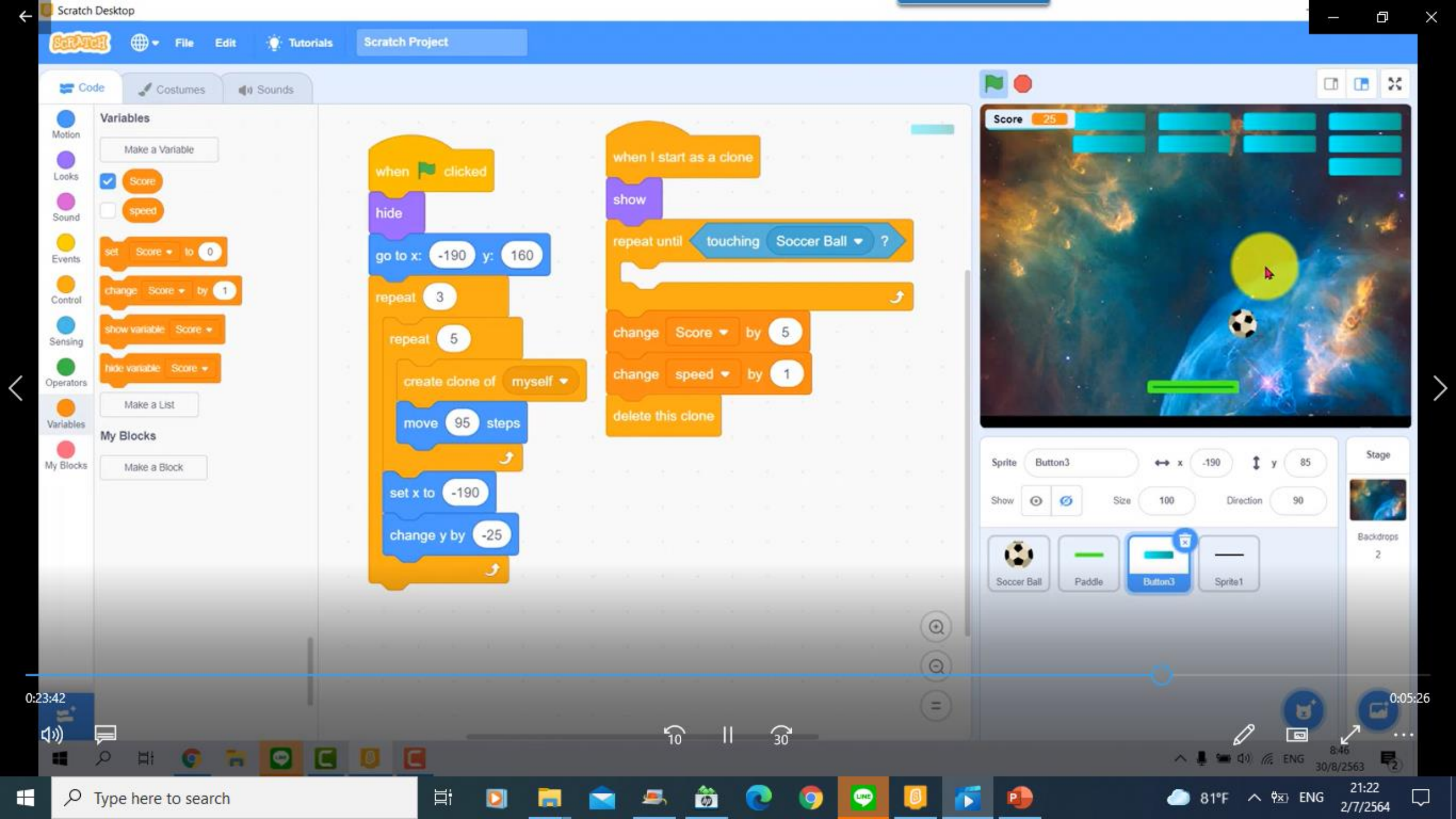
```
when green flag clicked
  set Score to 0
  set speed to 10
  go to x: 0 y: 0
  point towards mouse-pointer
  forever loop
    move speed steps
    if on edge, bounce
    if touching Paddle? then
      point in direction pick random -70 to 70
    if touching Button3? then
      point in direction 150
    if touching color? then
```



Sprite: Soccer Ball | x: 194 | y: -154 | Size: 70 | Direction: 150

Stage: Backdrops: 2

Sprite list: Soccer Ball, Paddle, Button3, Sprite1

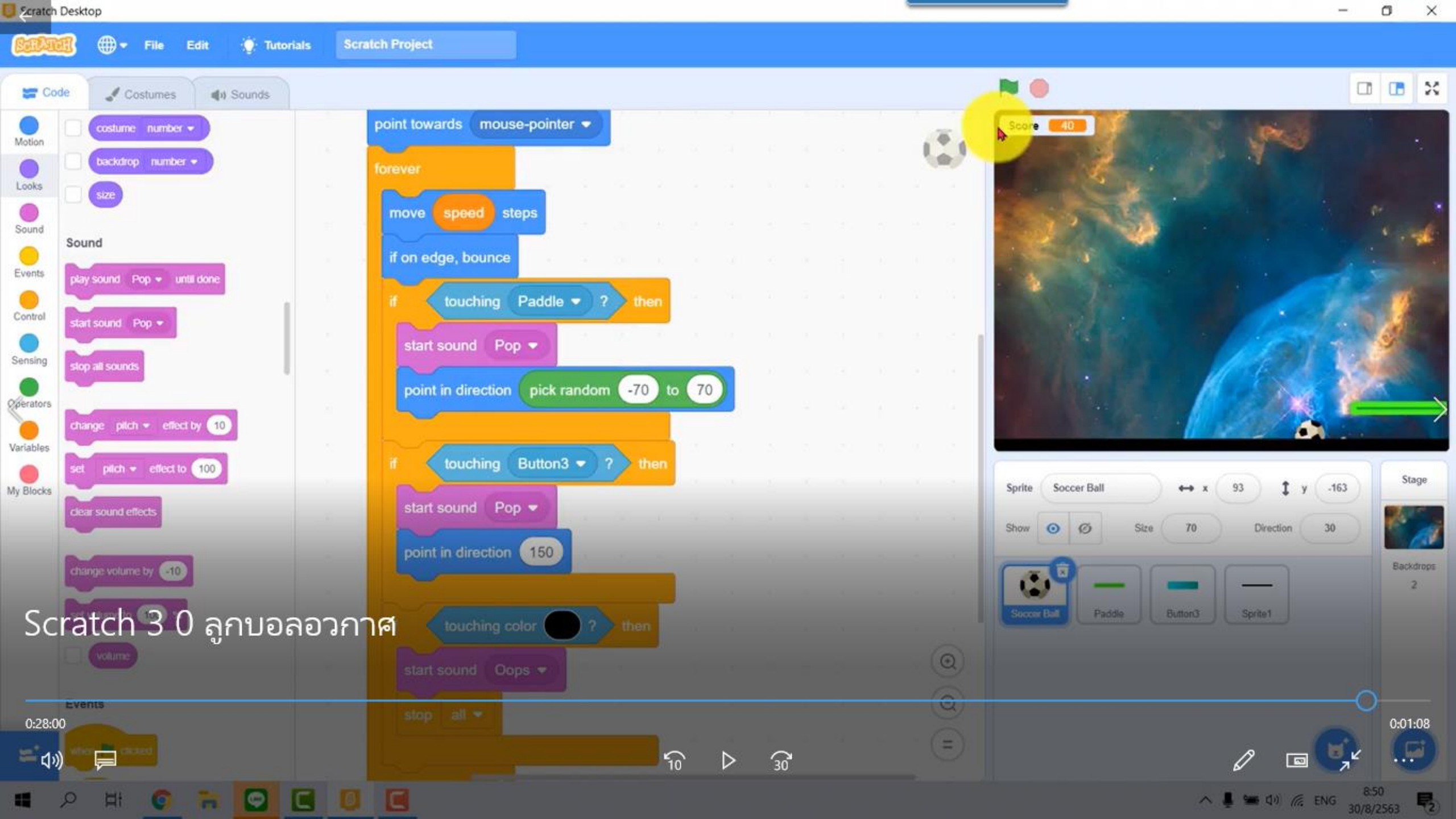


Variables: Make a Variable, Score, speed, set Score to 0, change Score by 1, show variable Score, hide variable Score, Make a List, My Blocks: Make a Block

```
when green flag clicked
hide
go to x: -190 y: 160
repeat 3
  create clone of myself
  move 95 steps
  set x to -190
  change y by -25
when I start as a clone
show
repeat until touching Soccer Ball
  change Score by 5
  change speed by 1
delete this clone
```



Sprite: Button3, x: -190, y: 85, Show: [on], Size: 100, Direction: 90, Backdrops: 2, Soccer Ball, Paddle, Button3, Sprite1



Scratch 3.0 ลูกบอลอวกาศ

0:28:00

0:01:08

8:50 30/8/2563



COMPUTING SCIENCE

LEARNING AREA OF SCIENCE AND TECHNOLOGY

