

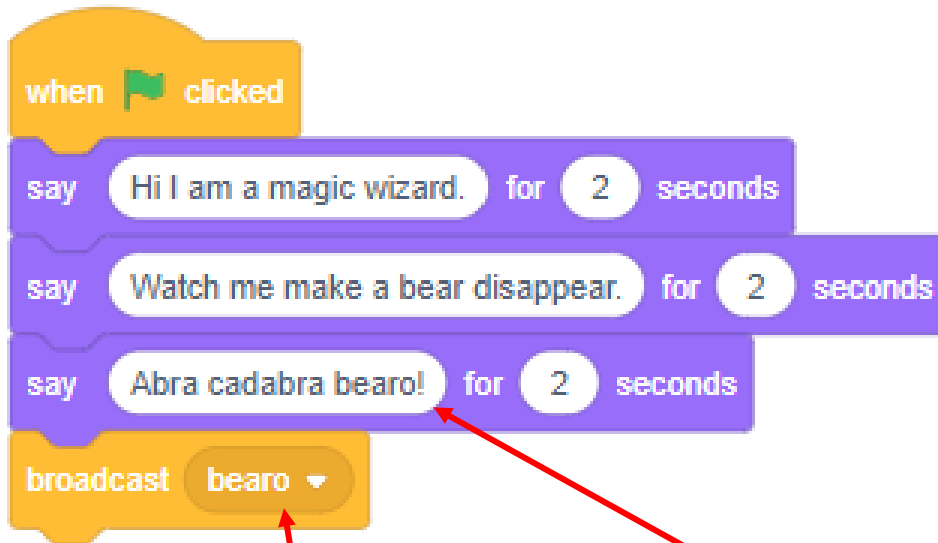
Grade Three - Magic Wizard Project

1) Delete the cat. Choose a wizard character.

Add a second character. You choose the character.

This character will be the object that your magic spell is acting on.

Add the following blocks for the wizard.



Make up your own fun magic words.
Name the object that your magic spell is acting on in a fun way too.

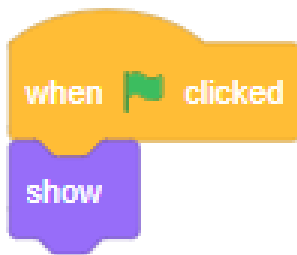
Use a short one word message that matches with the object that your magic is acting on.

A broadcast block is used to send a message to all of your characters.

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2) Click on your second character (the character you chose). This character will be the object that your magic spell is acting on.

Add the following blocks for your character.



This should be set to match the broadcast message you sent.

3) Test your code.

Click on the green flag. What happened to your character?

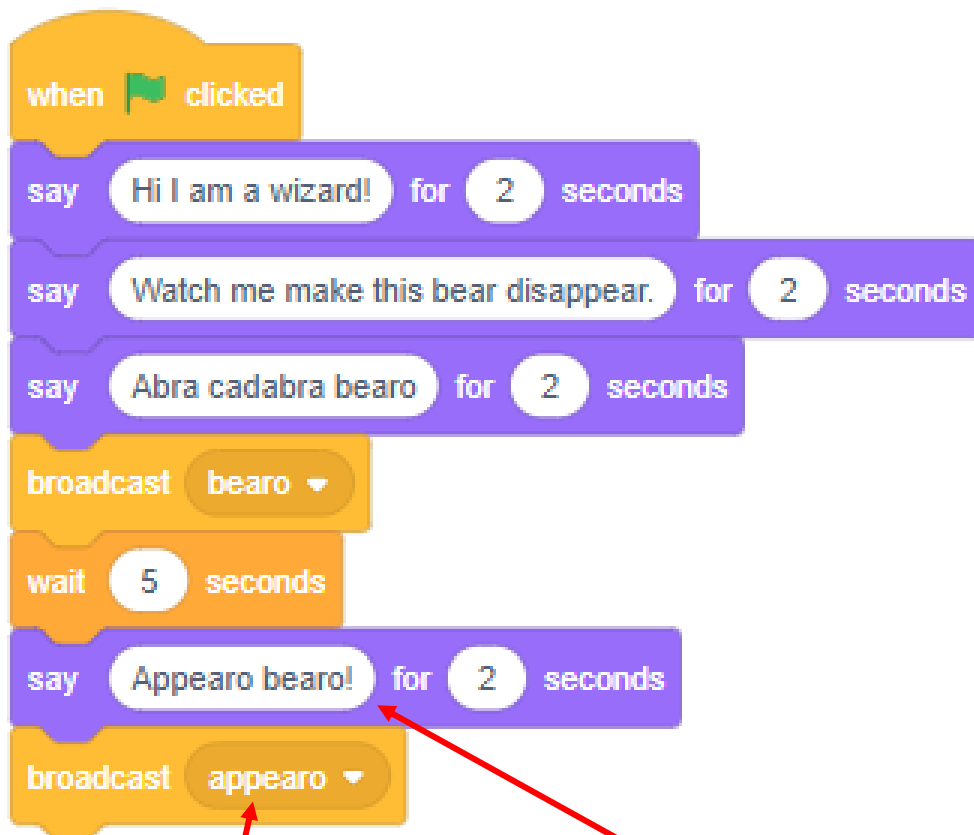
Show Mr. Desmond.

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4) Click on the wizard character.

Add more code for the wizard.

Match your code blocks for the wizard to what you see below.



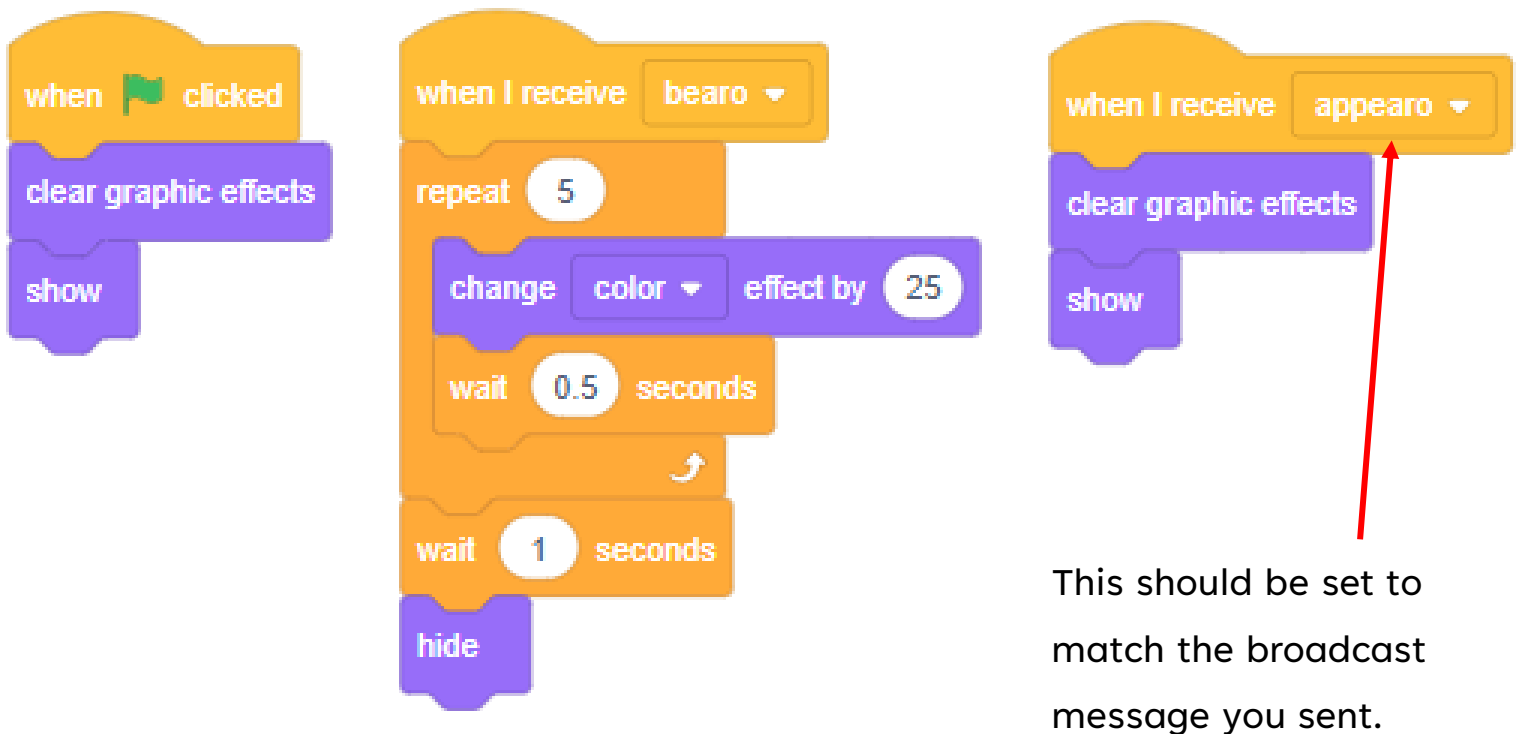
Use a short one word message that matches the action of your magic.

Make up your own fun magic words. Name the object that your magic spell is acting on in a fun way too.

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5) Click on your second character (the character you chose).
This character is the object that your magic spell is acting on.

Add the following blocks for your character.



6) Test your code.

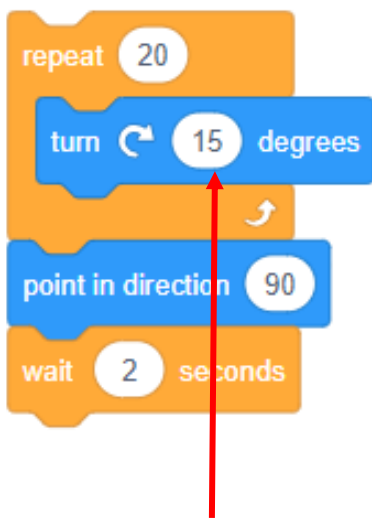
Click on the green flag. What happened to your character?

Show Mr. Desmond.

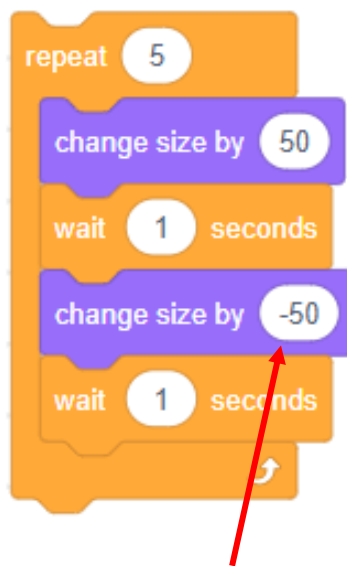
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7) Choose one or two of the effects below for your character so that it changes when it reappears.

Your effects should look good. Your effects should not be silly. Test your code to make sure you like the effect.



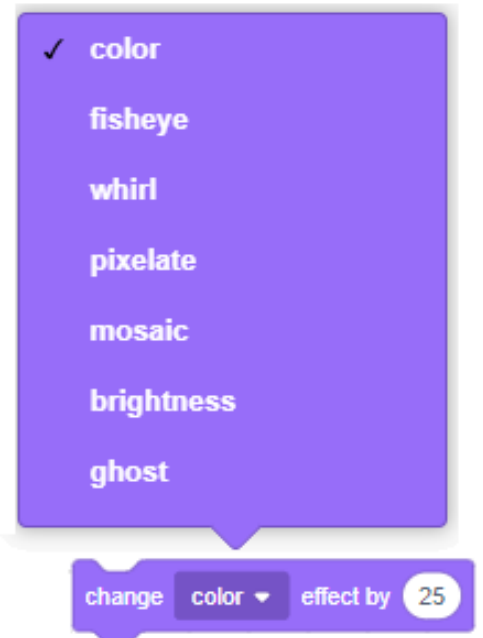
You will decide how many degrees it will turn and how many times it will repeat. The turn will not be more than 45 and the repeat number is not to go higher than 40.



You will decide how much the size will change by. The change size by number is not to go higher than 50.



You will choose the effect.



You will decide how much the effect will be.

The change effect by number is not to go higher than 50.

You will need the clear graphics block to happen after your effect has finished.

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8) You will now add two more characters.

You will have one wizard and three other characters.

Your challenge is to have your wizard make all three of your characters disappear.



Your characters will disappear one at a time.

Your wizard will say a different magic word for each character to make it disappear.

You will use a different broadcast message for each character.

Each character will have a different effect when it disappears.

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9) Your challenge is to have your wizard make all three of your characters reappear.



Your characters will reappear one at a time.

Your wizard will say a different magic word for each character to make it reappear.

You will use a different broadcast message for each character.

10) Test your code. Make sure it works.

Show Mr. Desmond how your magic wizard performs.