

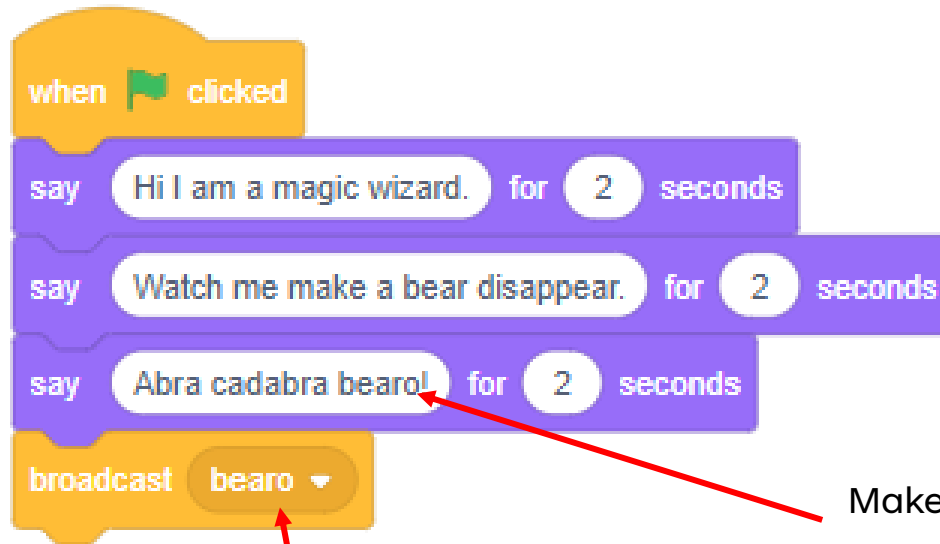
Magic Wizard Project

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.

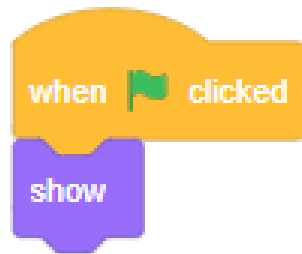
A broadcast block is used to send a
message to all of your characters.

Magic Wizard Project

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.

Magic Wizard Project

4) Click on the wizard character. Add more code for the wizard.

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



```
when clicked
say Hi I am a wizard! for 2 seconds
say Watch me make this bear disappear. for 2 seconds
say Abra cadabra bearo for 2 seconds
broadcast bearo
wait 5 seconds
say Apareo bearo! for 2 seconds
broadcast apareo
```

The image shows a sequence of Scratch code blocks for a wizard character. It starts with a 'when clicked' block, followed by three 'say' blocks with durations of 2 seconds. The first says 'Hi I am a wizard!', the second says 'Watch me make this bear disappear.', and the third says 'Abra cadabra bearo'. This is followed by a 'broadcast' block with the message 'bearo', a 'wait' block for 5 seconds, another 'say' block for 2 seconds saying 'Apareo bearo!', and finally a 'broadcast' block with the message 'apareo'. Two red arrows point to the 'apareo' message in the final broadcast block.

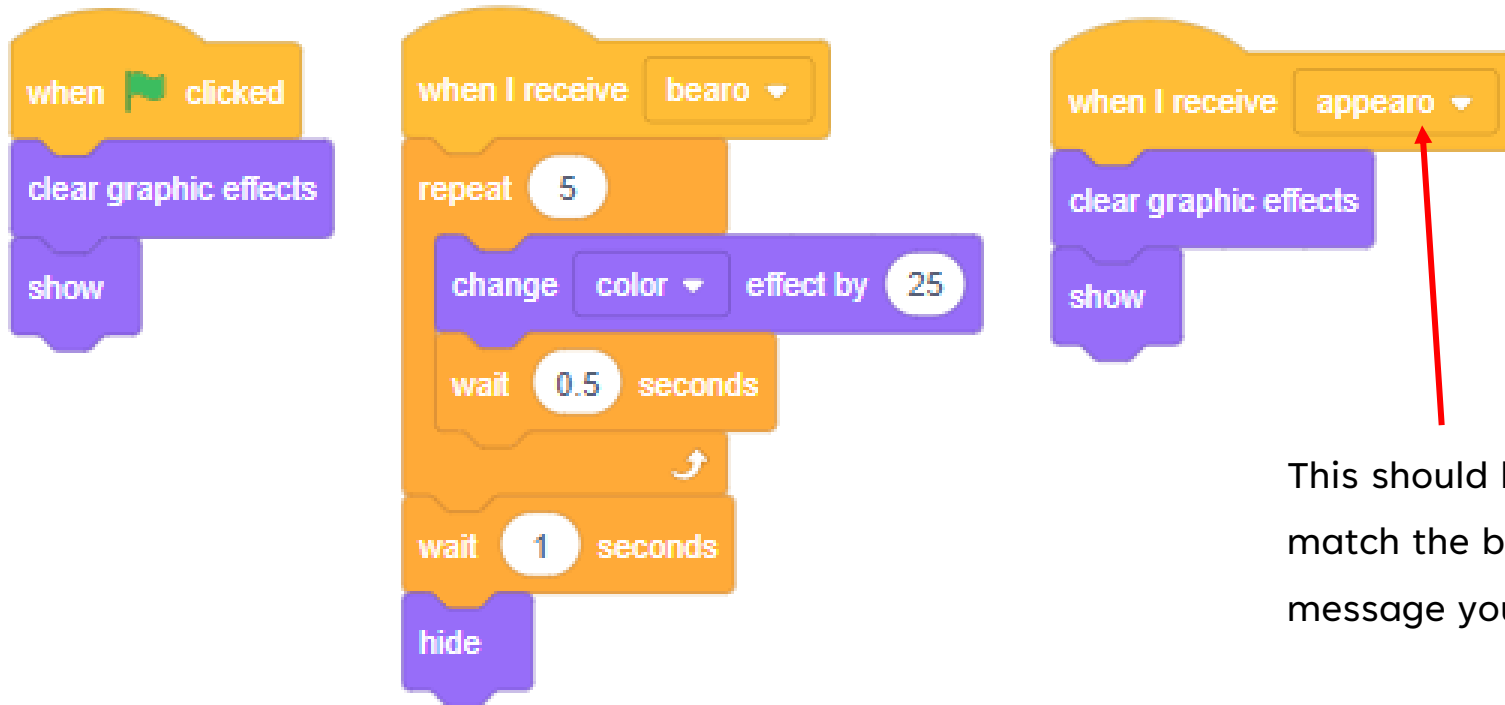
Make up your own fun magic words.
Name the object that your magic
spell is acting on in a fun way too.

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

Magic Wizard Project

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.



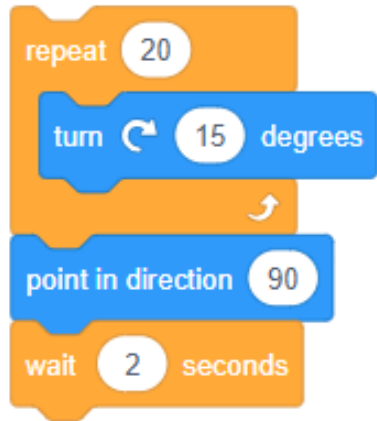
This should be set to match the broadcast message you sent.

6) Test your code. Click on the green flag. What happened to your character?
Show Mr. Desmond.

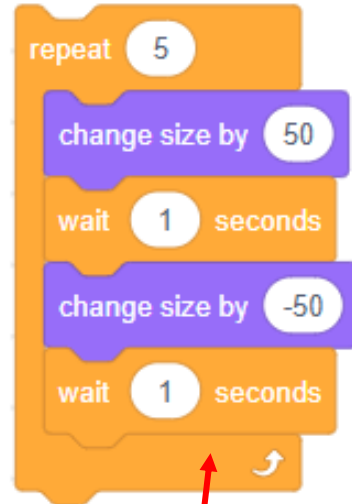
Magic Wizard Project

7) Remember that there are different kinds of effects.

Use effects to add fun. Your effects should look good, not silly.



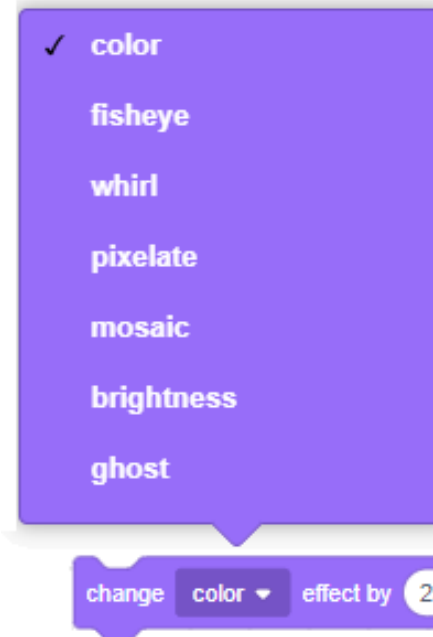
↑
You will decide how many degrees it will turn and how many times it will repeat. The turn will not be more than 45 and the repeat number is not to go higher than 40.



↑
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.



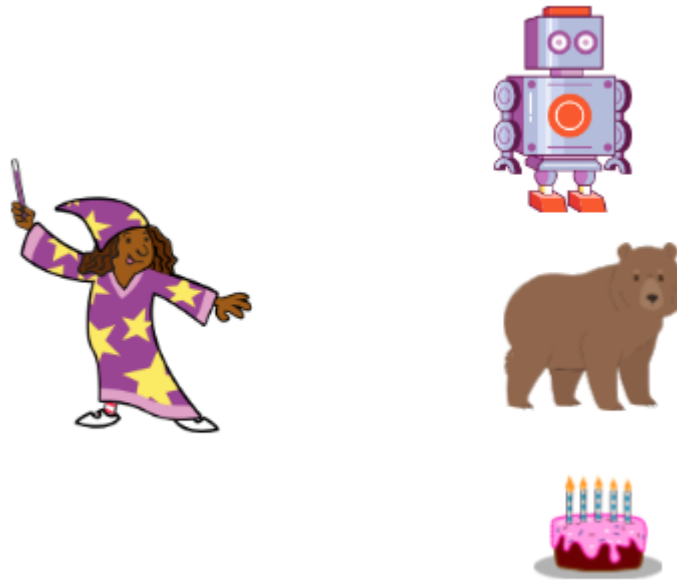
You will decide how much the effect will be. The change effect by number is not to go higher than 50.

Magic Wizard Project

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.

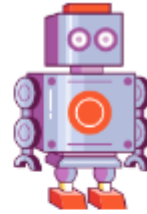
Your wizard will say a different magic word for each character to make it disappear.

You will use a different broadcast message for each character.

Each character will have a different effect when it disappears.

Magic Wizard Project

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.

Magic Wizard Project

11) Create your own code project using this Magic Wizard project.

Perhaps you could turn this into an elaborate game of hide and seek, or an adventure game where things hide and show at various times for various reasons.

Think about what you could create. Consider the different backgrounds and different characters you could use. Make a small plan and share your plan with Mr. Desmond.

Have fun with this! Make your code in parts and test your code as you progress to make sure it works the way you want.

Show Mr. Desmond how your new project works.