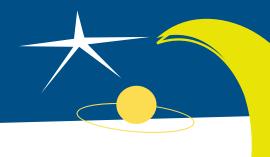
## CONTENTS

•

FOREWORD BY PROFESSOR MITCHEL RESNICK	8
A NOTE OF THANKS FROM DR. ROSANNA WONG YICK-MING	9
A NOTE FOR PARENTS AND EDUCATORS	10
MEET THE CAST	18
<b>STAGE 1: RIDING A FLARE FROM THE SUN</b> Let's get to know Scratch! We'll also learn about sprites and coordinates.	19
STAGE 2: ENTERING SPACE This is where you'll make your first game. You'll also learn how to create new costumes and program a sprite's movements, reactions, and sound effects.	31
STAGE 3: TRAPPED BY MONA LISA'S SMILE While writing this two-part game, you'll learn how to control the flow of a Scratch project. You'll see how to keep score using variables and control the order of the game using broadcasts.	51
STAGE 4: DEFEND HONG KONG'S TECHNOCORE You'll learn to control sprites with the mouse, program objects to bounce back, and more.	61
STAGE 5: PENALTY KICK IN IPANEMA You'll program a soccer game with a targeting system, several related rules, interactive sound effects, and a vivid, animated background!	71





STAGE 6: SCRATCHY'S WILD RIDE  You'll learn how to create a side-scrolling racing game, program complex movements for sprites, and make the game's background change over time.	85
STAGE 7: THE LOST TREASURES OF GIZA  In this Egyptian adventure, you'll create an interactive maze with a guard, booby traps, and treasure!	105
STAGE 8: WIZARD'S RACE!  When you make this simple button-mashing game, you'll also learn how to play music with Scratch and create an animated background.	119
STAGE 9: THE FINAL FIGHTIN DARK SPACE You'll need to use all the knowledge you've gained while making this exciting fighting game. You'll create two characters with unique fight moves, custom health counters, and more.	131
STAGE 10: EPILOGUE	151
CLOSING THOUGHTS FROM EDMOND KIM PING HUI	155
ONLINE RESOURCES	156

