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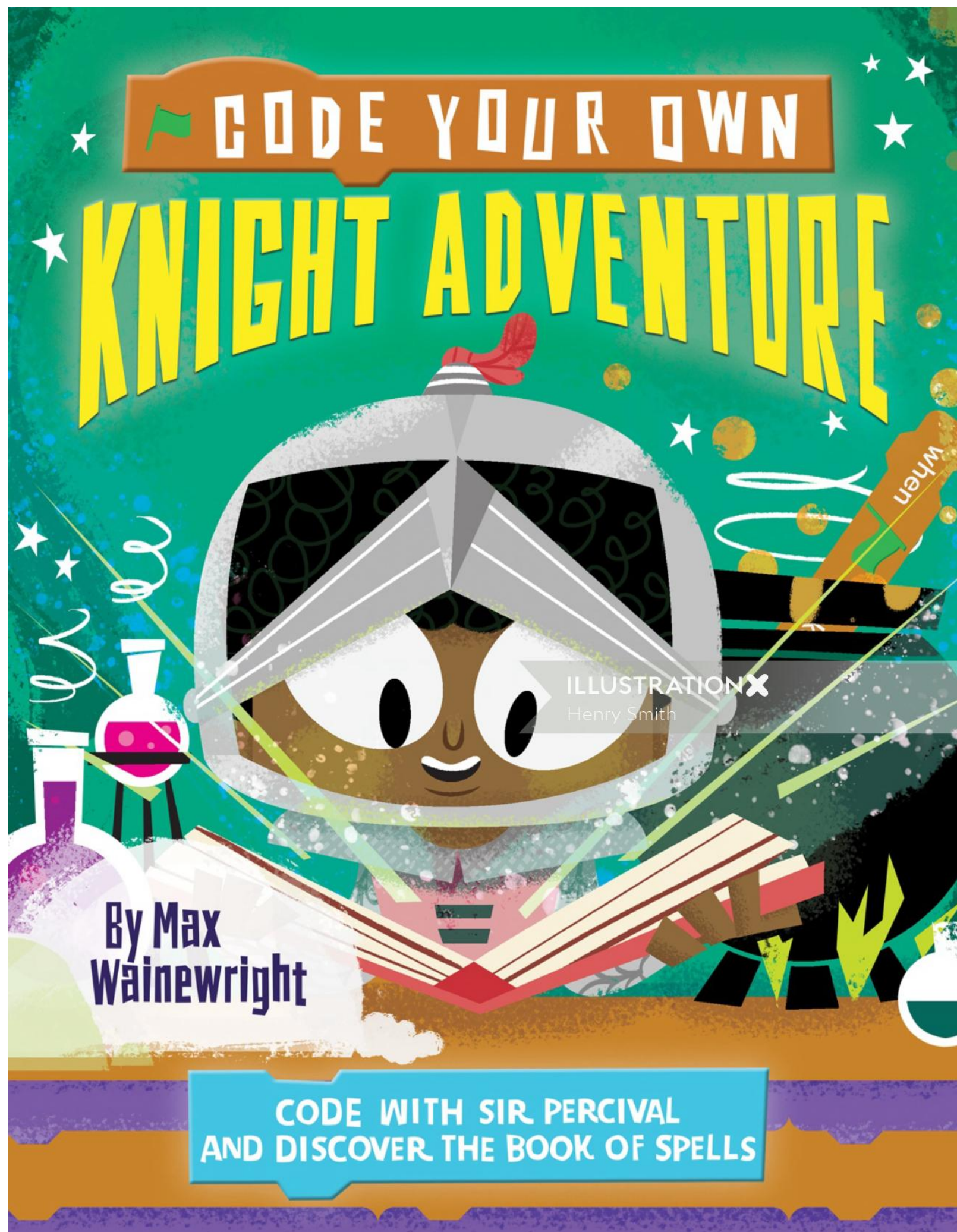
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YOU'RE INVITED TO A
**SURPRISE
PARTY**
- FOR -
LILY SMITH

MONDAY, JULY 27, 2015

**MAGNOLIA GROVE
RECEPTION CENTER**
1117 W SOUTH JORDAN
PARKWAY (10600 SOUTH)

GUEST SHOULD ARRIVE
BETWEEN 6:30PM & 6:45PM

LILY WILL ARRIVE AT 7:00PM

PERSONAL • LILY SMITH CARD • TYPOGRAPHY | ILLUSTRATION



RSVP TO: SUZIE SMITH @ 801-671-2078 / MOM24-7@0.COM

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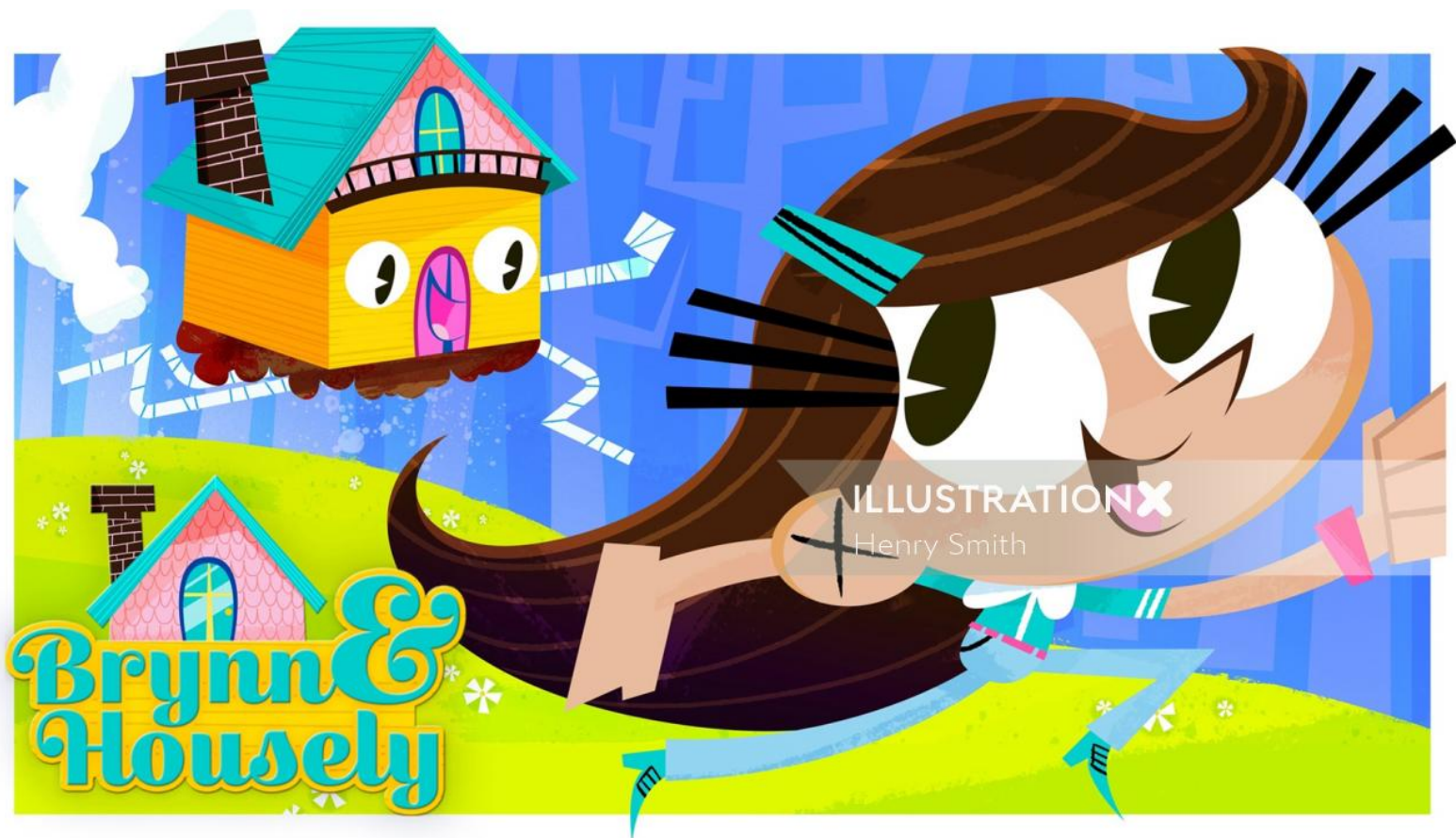
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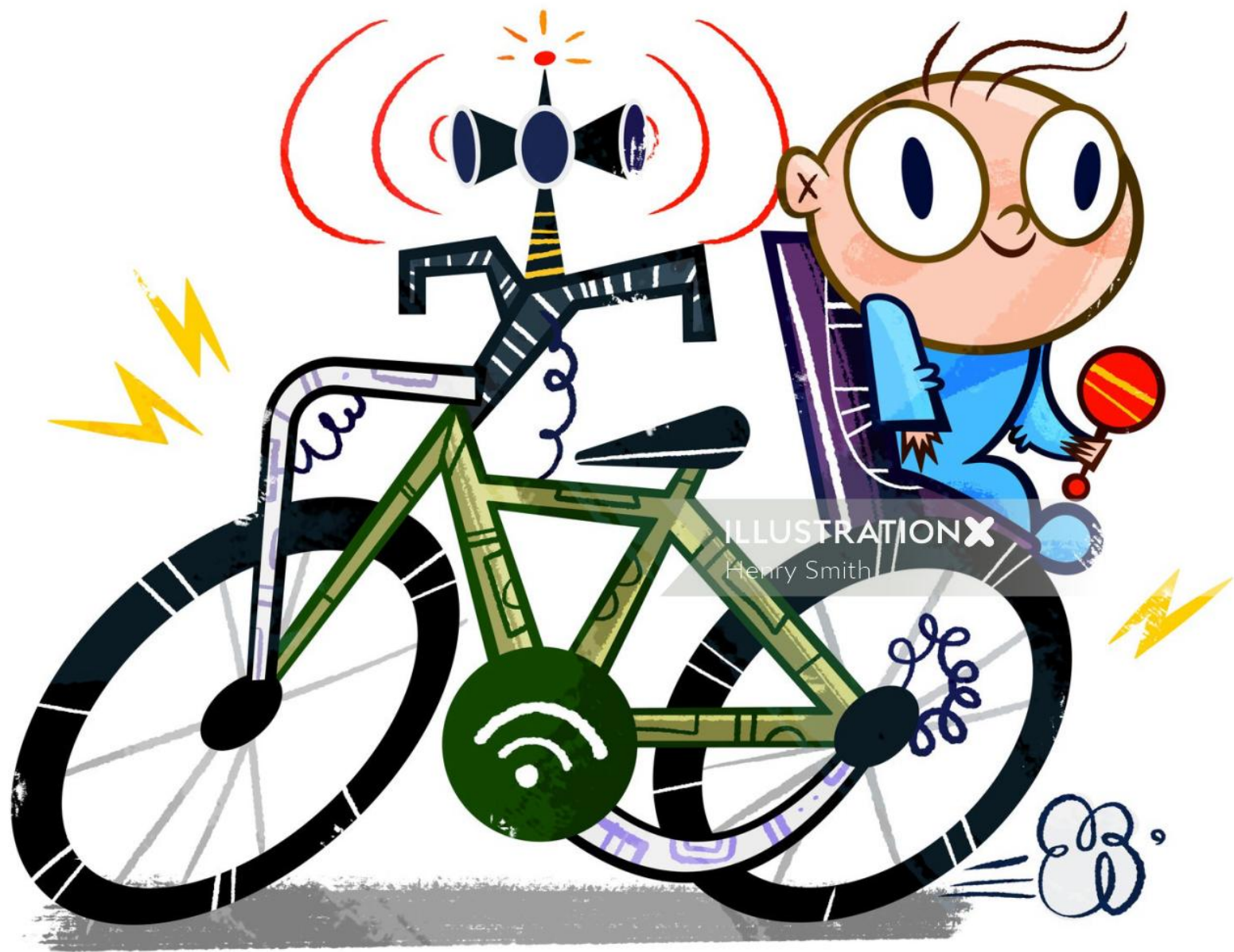
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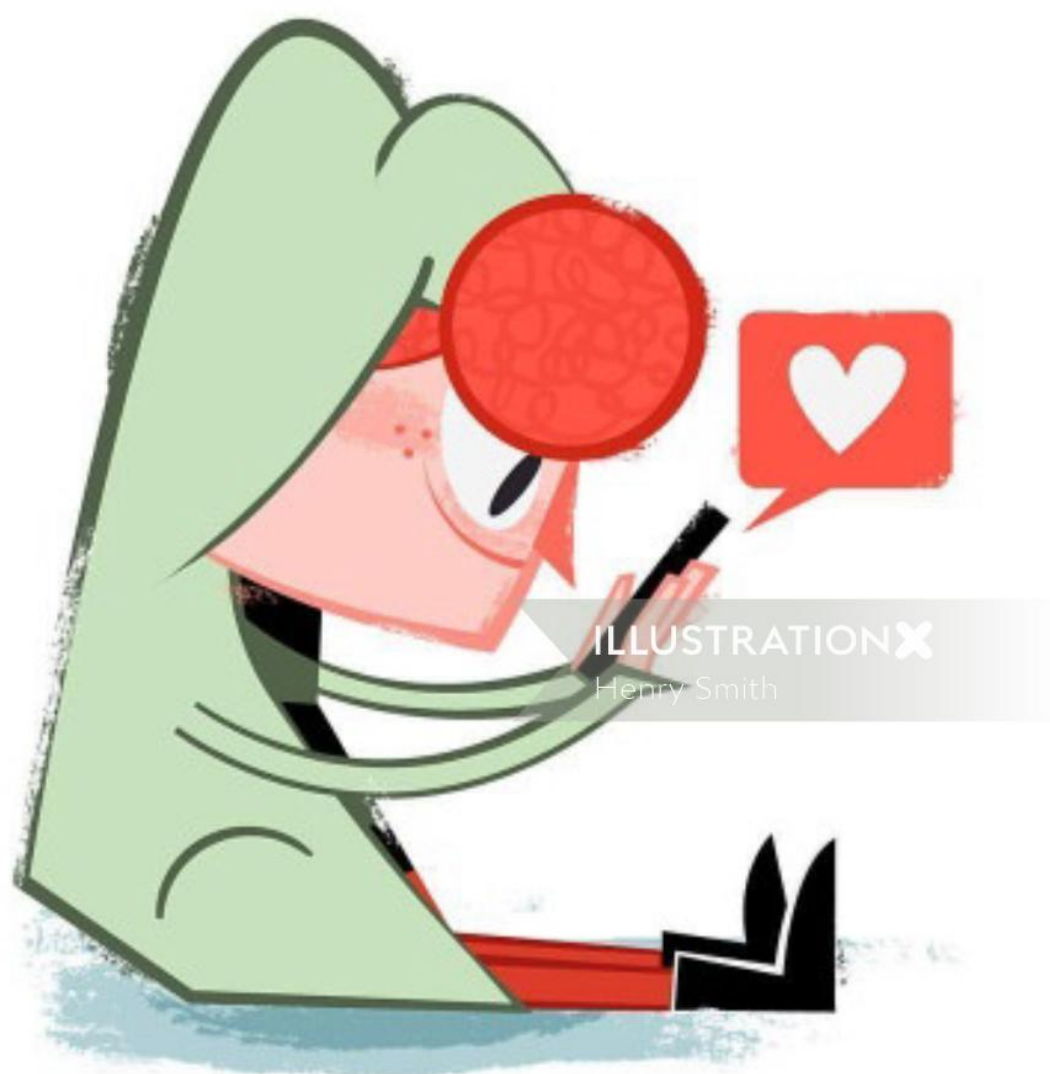
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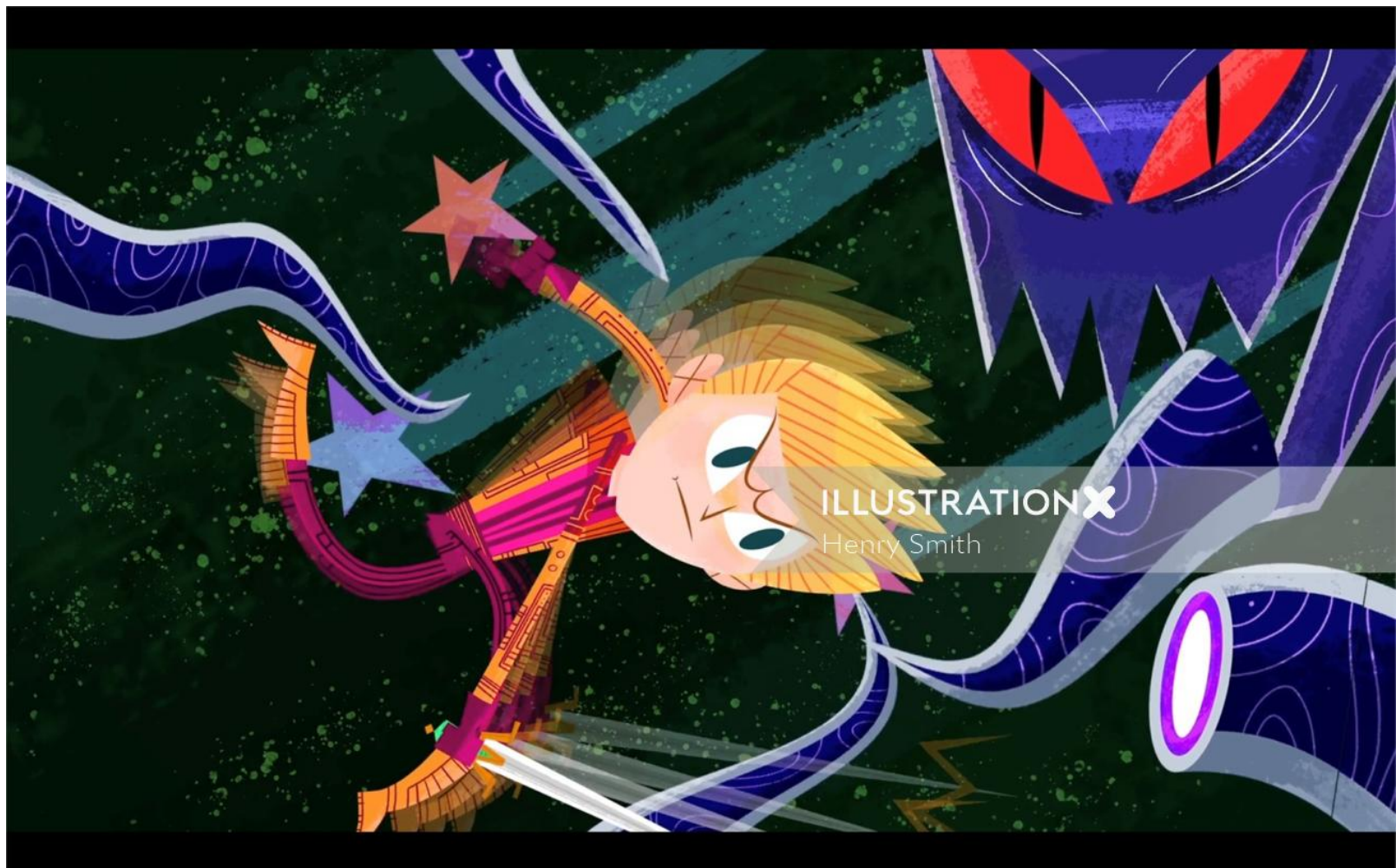
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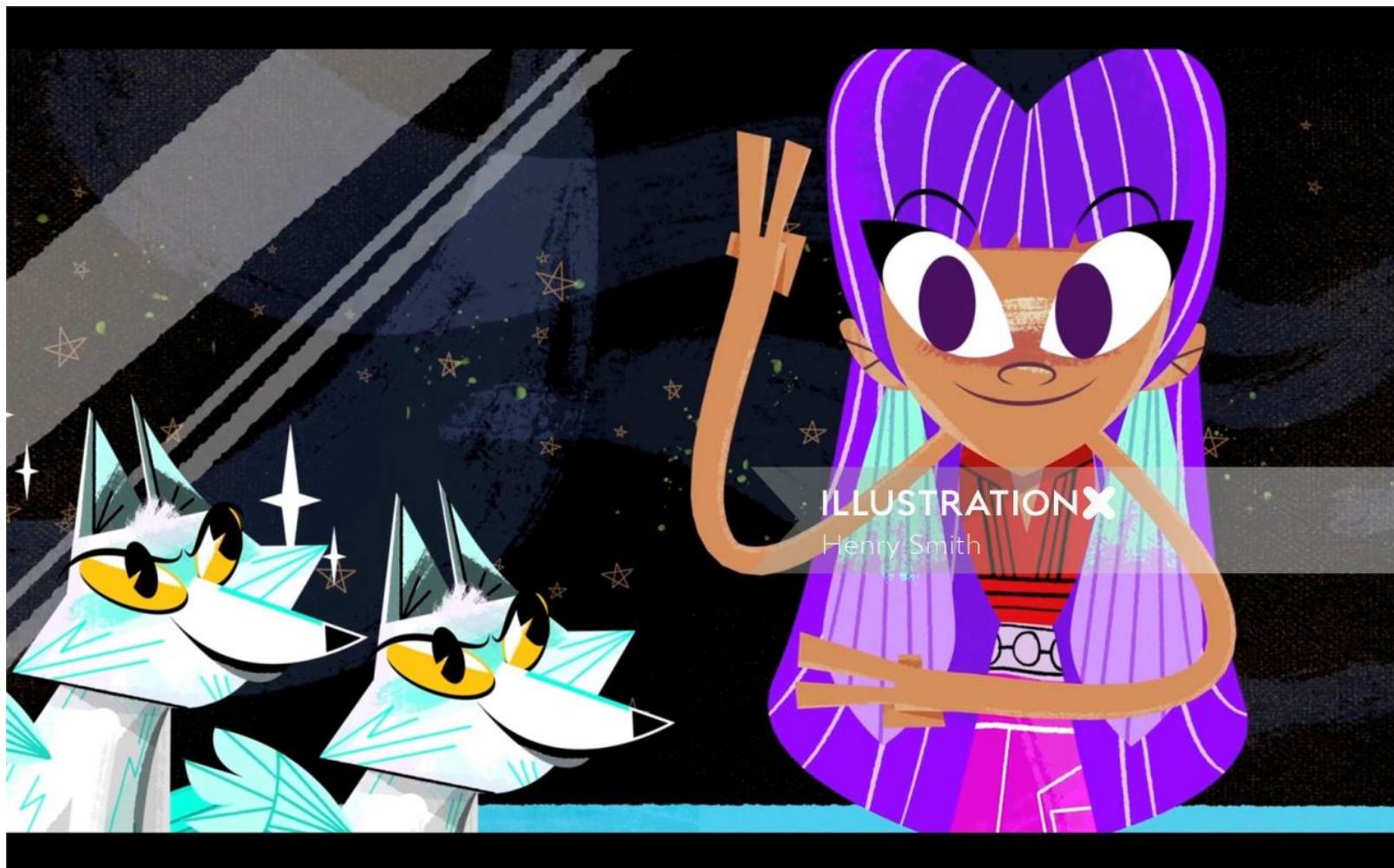
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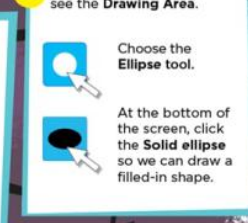


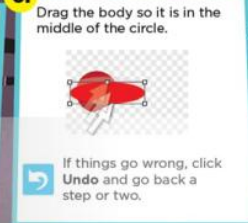
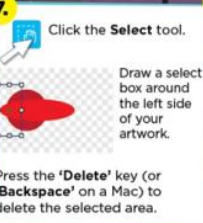


A call comes in from Mission Control. Major Kate Glenn is in urgent need of your help. Without a moment's hesitation, you race to Mission Control ...

Thank goodness you are here! An SOS has come in from Planet Zyskinar. They have been invaded by a hostile life form. We need to leave right now!

The problem is that my rocket, the SuperLooper, is still in need of repairs after an unlucky asteroid strike on my last mission. I was told you had the skills to help.

Can you help me save the Zyskinarians?

THE SUPERLOOPER

- 1. Open Scratch.**
We need to delete the cat sprite. In the Sprites Pane, right click the cat. On a Mac computer, hold the 'Ctrl' key then click.

Click Delete.
- 2. To start drawing the SuperLooper, click the Paint new sprite button in the Sprites Pane.**

- 3. Now you should be able to see the Drawing Area.**
Choose the **Ellipse tool**.
At the bottom of the screen, click the **Solid ellipse** so we can draw a filled-in shape.

- 4. Pick a dark colour for the rocket fins.**
Draw a circle by dragging the mouse. Make it about this size and position in the Drawing Area.

- 5. Choose a lighter colour.**
Draw a longer ellipse to use the rocket's body.

- 6. Drag the body so it is in the middle of the circle.**
If things go wrong, click Undo and go back a step or two.

- 7. Click the Select tool.**
Draw a select box around the left side of your artwork.
Press the 'Delete' key (or 'Backspace' on a Mac) to delete the selected area.

- 8. The basic rocket is now ready.**
Change colour and use the **Ellipse tool** to add portholes.

- 9. Add any extra details you want using the Rectangle tool.**
The SuperLooper is now ready!


You need to get the SuperLooper ready for launch. Draw it on your computer screen and make sure that its rocket blasters are fully functioning!

Turn over to find out how to save your SuperLooper design so you can use it for the rest of your adventures. Quick - turn over!

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Phew! You made it through the radiation field and are now within two light years of Planet Zyksinar. But Kate has bad news ...

It's one crisis after another! The scanners tell me we are entering an asteroid field. Blast those rocks with the ship's lasers ...

Now work out how to build code to swerve the Superlooper smoothly out of the way of any oncoming asteroid. And don't forget to code a laser sprite that you can fire at that asteroid sprite.

ASTEROID ATTACK

1. Open Scratch. Start a new file.

2. Right click the cat sprite. On a Mac, hold 'Ctrl' and click. Click Delete.

3. Now we will create a starry background. In the Sprites Pane, click the Stage icon. Just below, click Choose backdrop from library. Choose Stars, then click OK.

4. Now you need to upload the Superlooper sprite that you drew earlier. In the Sprites Pane, click Upload sprite from file. Find your file and click OK. (If you haven't already drawn the Superlooper, turn to page 7 and follow steps 2 to 9 now.)

5. Click the Scripts tab and drag this code over to the Scripts Area. Make sure that the Superlooper is selected in the Sprites Pane. The 'Key pressed?' blocks are in the Sensing group. You will need to drop them into the holes in the 'If then' loop blocks.

6. Click the Green flag button to test your code so far. The Superlooper should turn when you press the arrow keys on your keyboard. The ship will need to be easy to manoeuvre once the asteroids start coming ...

7. Now we will create a sprite to use as our laser. In the Sprites Pane, click the Choose sprite from library button. Click the Button 1 icon. Click OK.

Code Script:

- when clicked
- go to x: 0 y: 0
- set size to 35 %
- forever loop:
 - if key left arrow pressed? then
 - turn 5 degrees
 - if key right arrow pressed? then
 - turn 5 degrees

Run this code when the Green flag button is clicked:
Move the Superlooper to the centre of the Stage.
Shrink the Superlooper to 35% of its size.
Repeat the code in the loop forever:
If the 'Left' cursor key is pressed, run this code:
Turn the Superlooper 5 degrees anticlockwise. (Type 5 into the white box.)
If the 'Right' cursor key is pressed, run this code:
Turn the Superlooper 5 degrees clockwise.

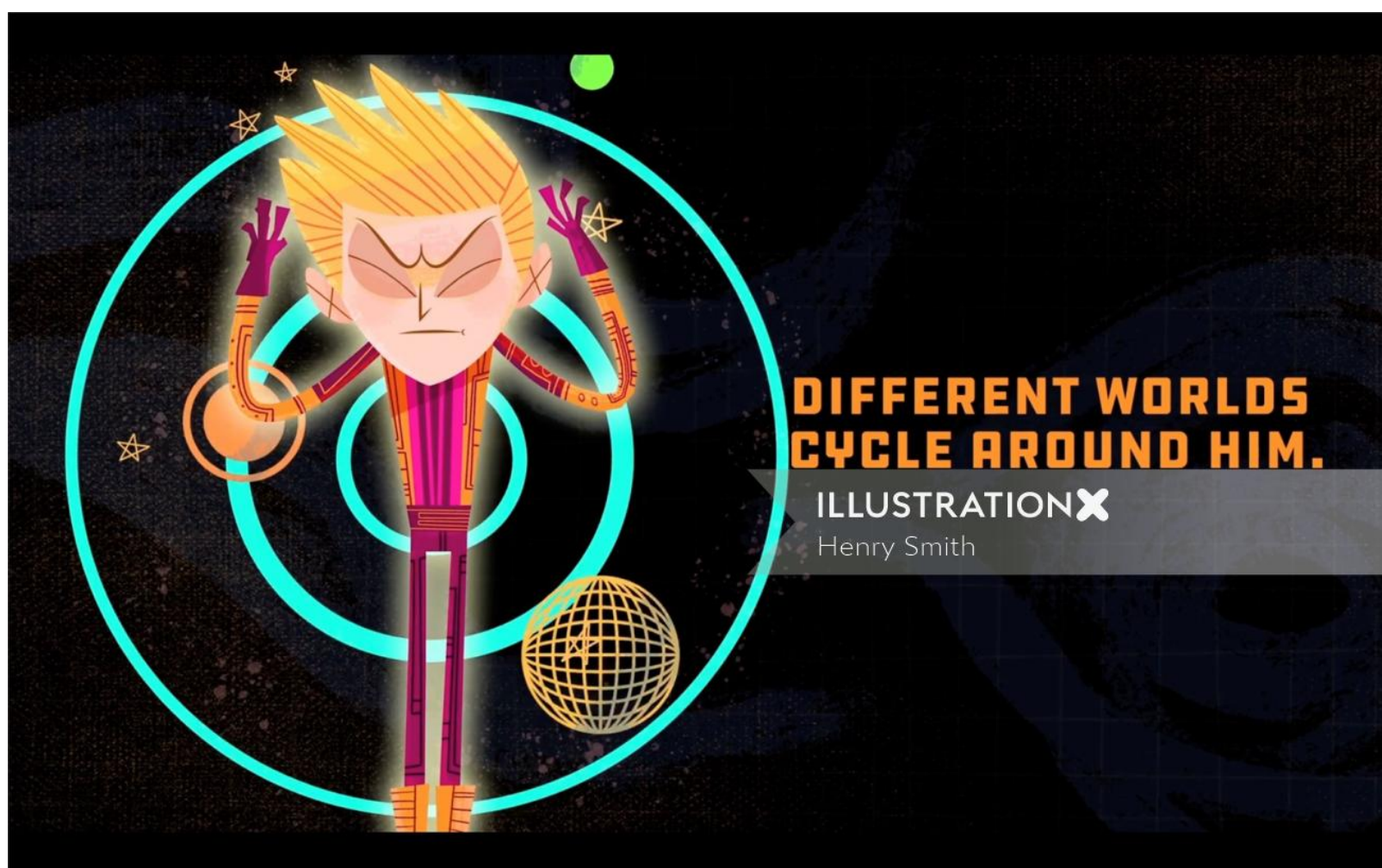
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OH NO! Those asteroids bashed holes in the Superlooper. All our food supplies have floated out into space!

I need you to go on a space walk to repair the hull. And don't forget to collect the floating food...



You need to build code that allows you to collect the bananas that are floating around the Superlooper. You also need to fix the damage to the hull. That's easier than it sounds - you can 'fix' the holes by touching them! First of all, draw yourself a space suit and jet pack.

SPACE WALK!

4. Upload your Superlooper sprite.




5. In the Scratch Menu bar, click the **Grow** button. Now click one or more times on the Superlooper on the Stage. Make it grow until it is about **half** the width of the Stage.





6. We need to draw your space suit and jet pack.


While drawing, keep in mind that the astronaut sprite needs to be about a **third of the width** of the Drawing Area. If it's much bigger or smaller than this size, the game will not work properly.




In the **Sprite Pane**, click the **Paint new sprite** icon.



Choose the **Rectangle** tool to start with.




Make sure it is set to **fill in**.




If you make a mistake, just click **Undo**.

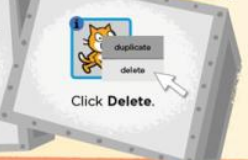
1. Open **Scratch**. Start a new file.




2. Right click the cat sprite. On a Mac, hold 'Ctrl' and click.




Click **Delete**.




3. Now we will create a starry background.



In the **Sprite Pane**, click the **Stage** icon.




Just below, click **Choose backdrop from library**.




Choose **Stars**, then click **OK**.


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Use three **white** rectangles to draw your space suit.



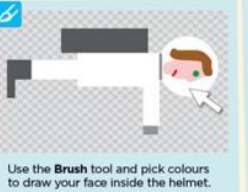
Use **dark grey** to draw your boots and jet pack.




Use **light grey** for your gloves and collar.



Now choose the **Ellipse** tool to draw your helmet.



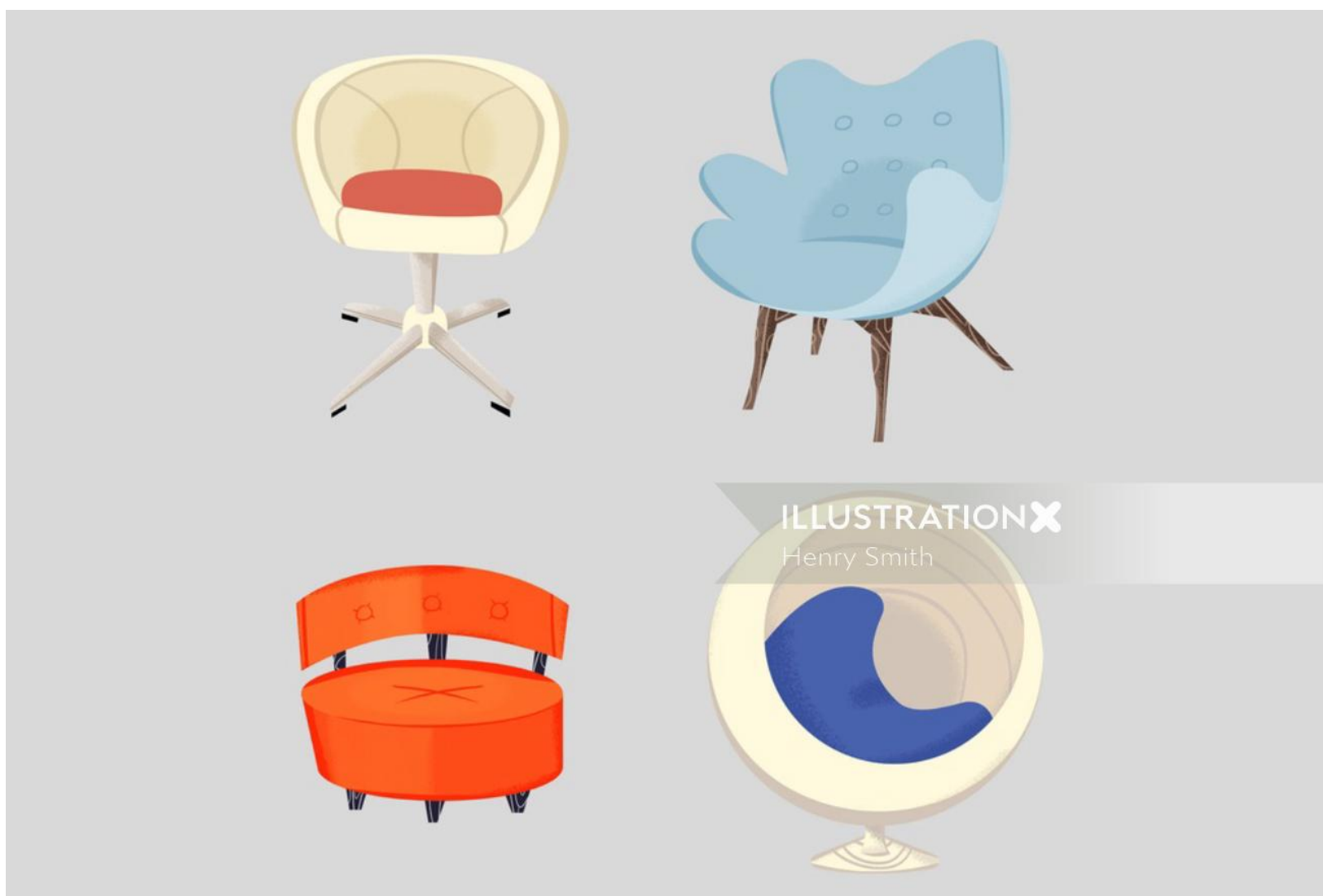
Use the **Brush** tool and pick colours to draw your face inside the helmet.



Finally, draw some flames coming from your jet pack.

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Need advice?

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