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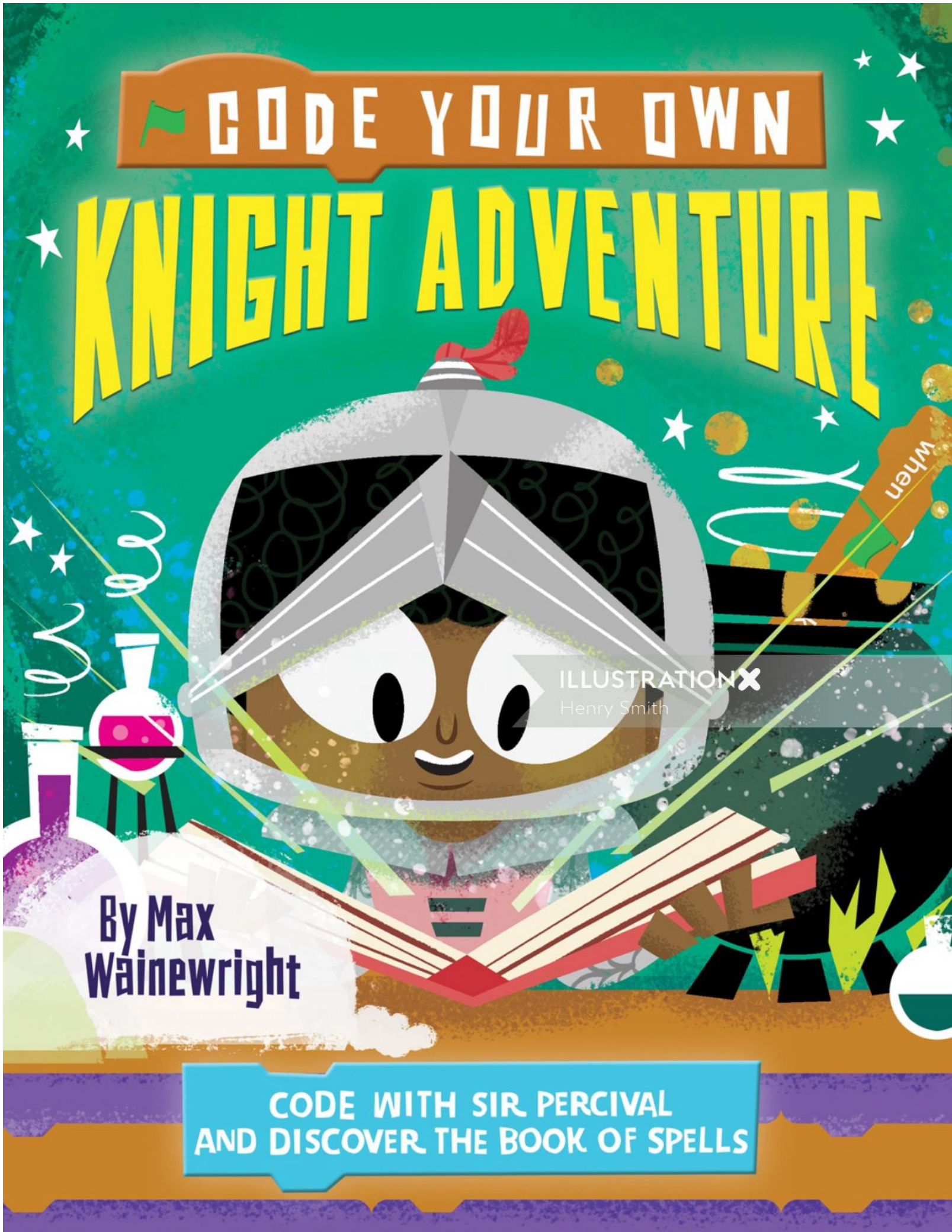
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YOU'RE INVITED TO A
**SURPRISE
PARTY**
- FOR -
LILY SMITH

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

**Queen
of Sweet
16**

ILLUSTRATIONX
Henry Smith *Semi-Formal*
ATTIRE

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

PERSONAL • LILY SMITH CARD • TYPOGRAPHY | ILLUSTRATION

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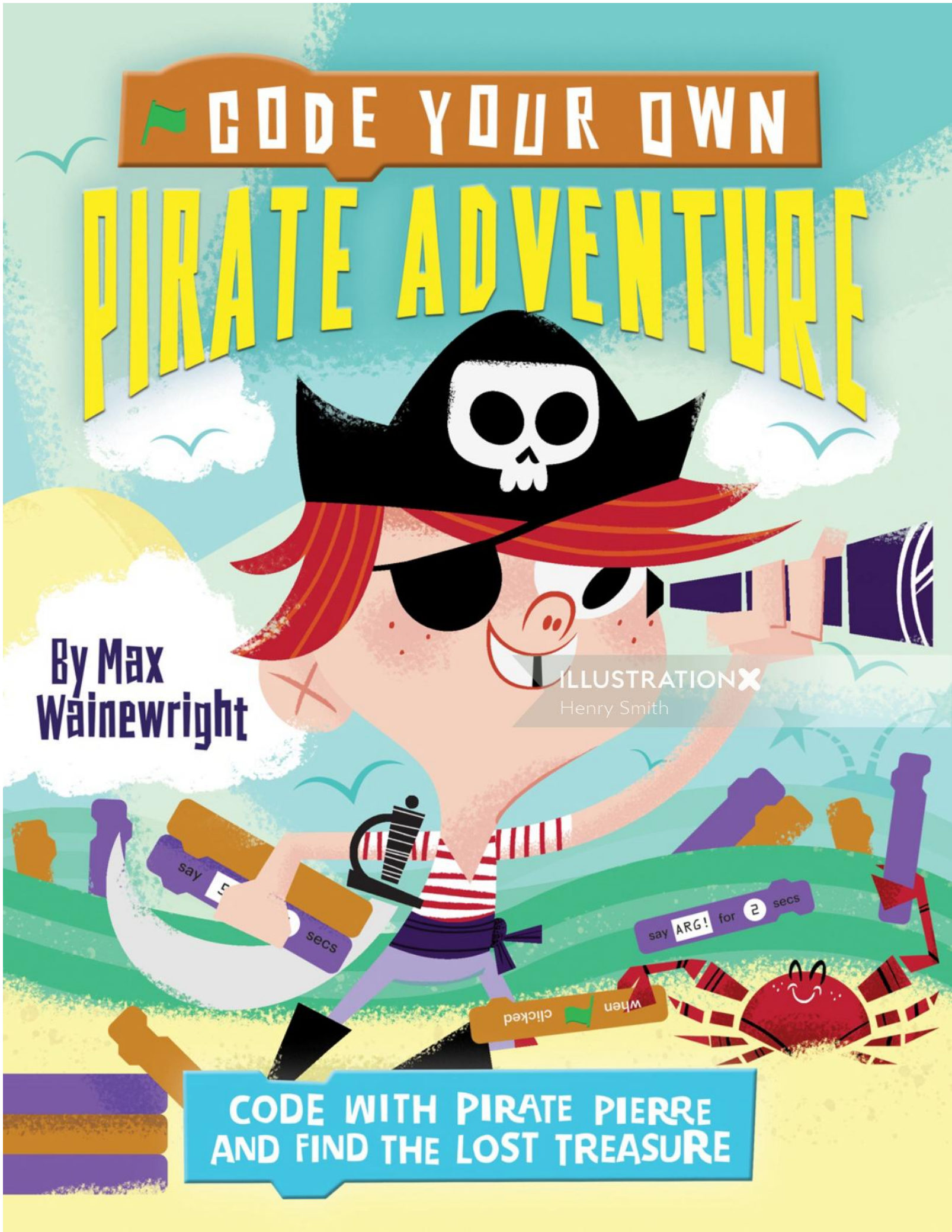
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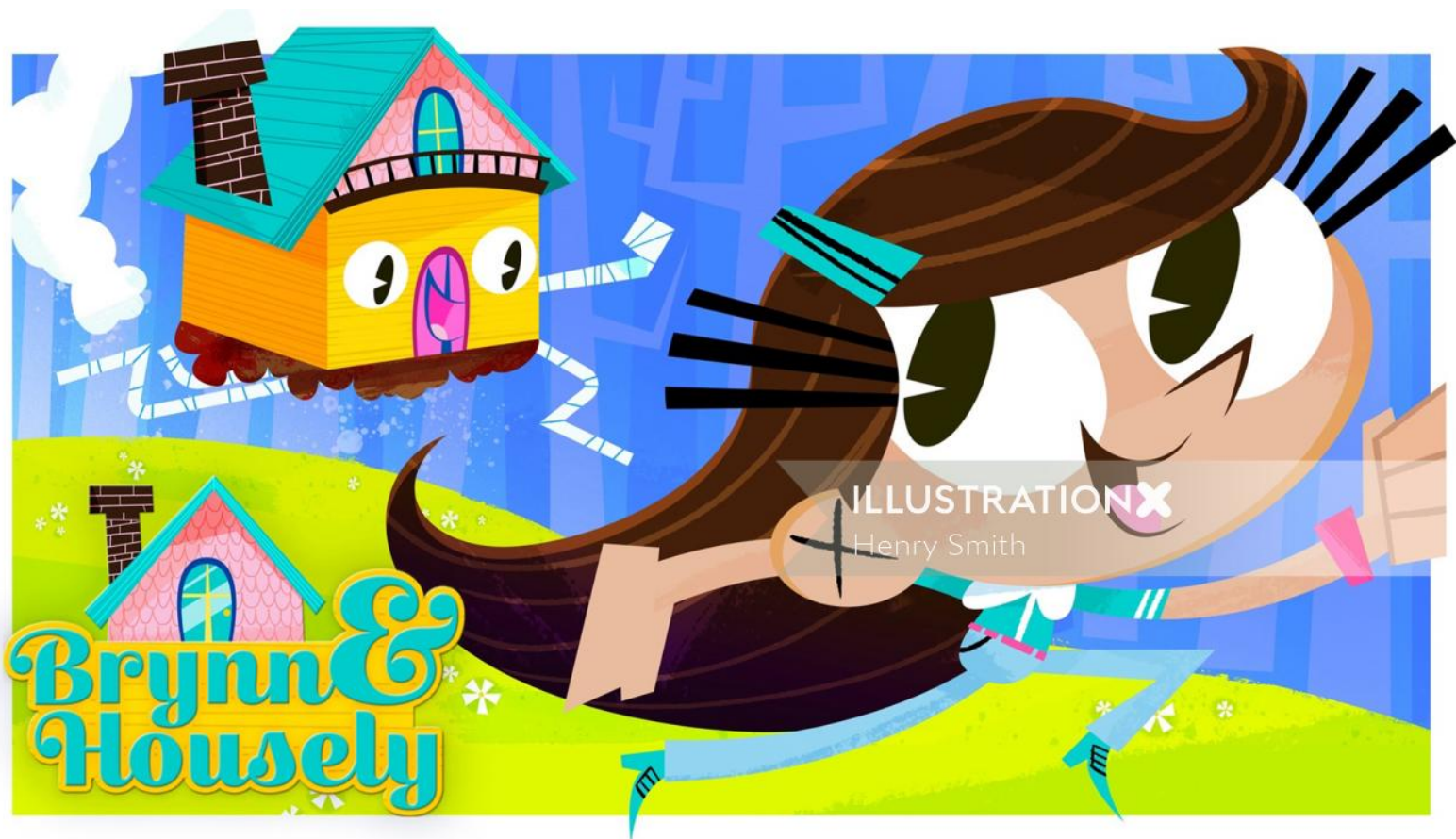
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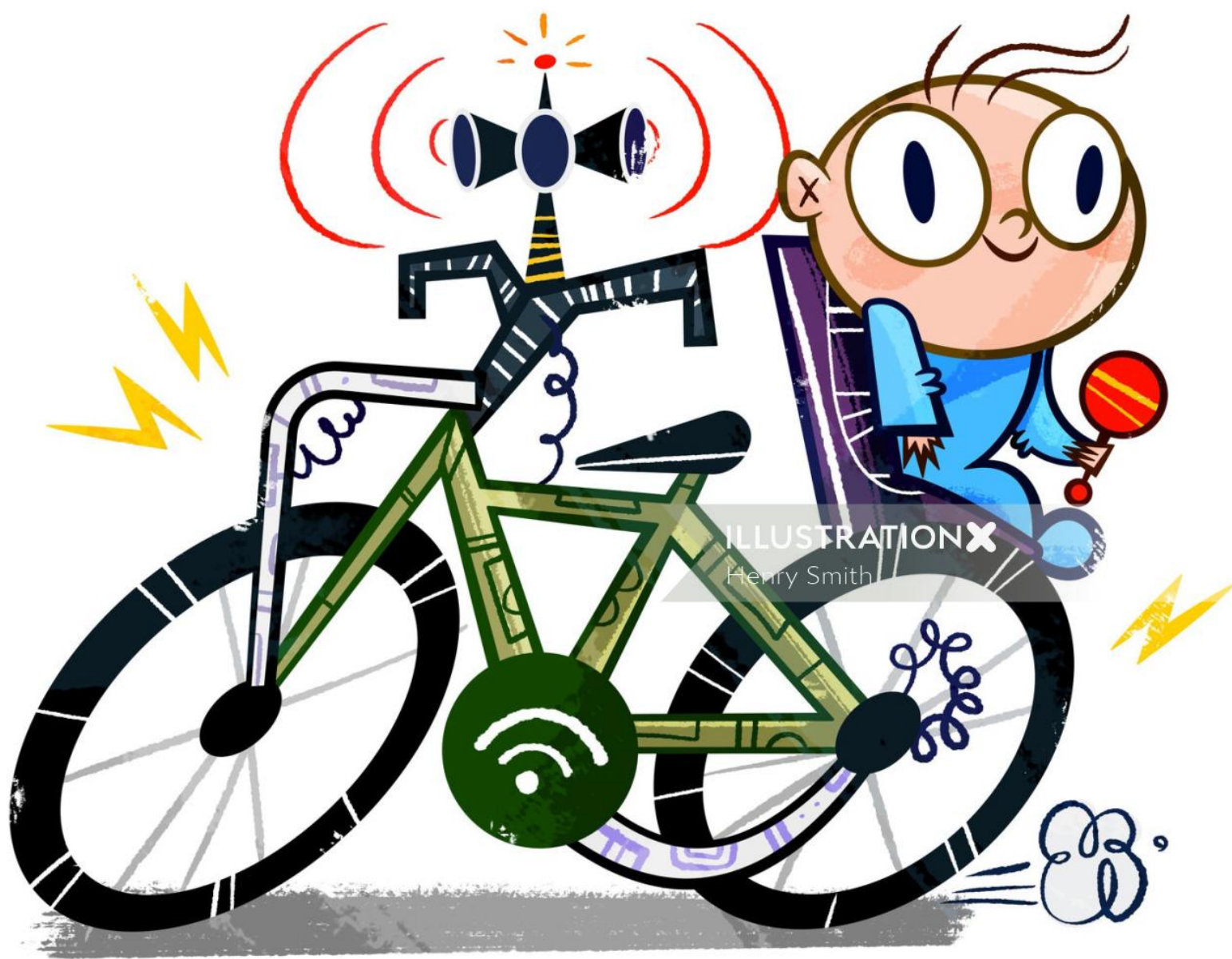
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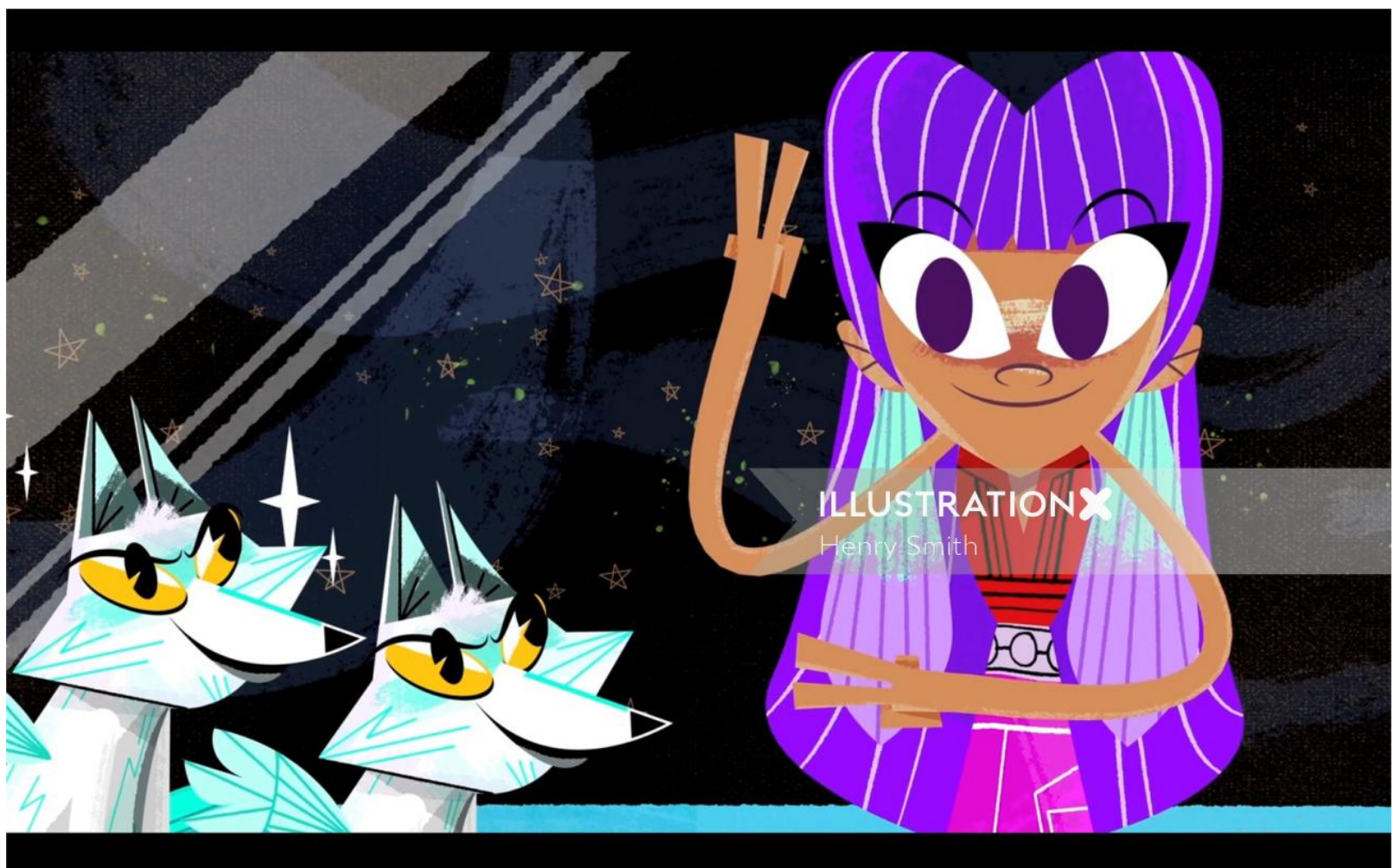
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A call comes in from Mission Control. Major Kate Glenn is in urgent need of your help. Without a moment's hesitation, you race to Mission Control ...

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!

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

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.

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**.

Click the **Button 1** icon.

Click **OK**.

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.

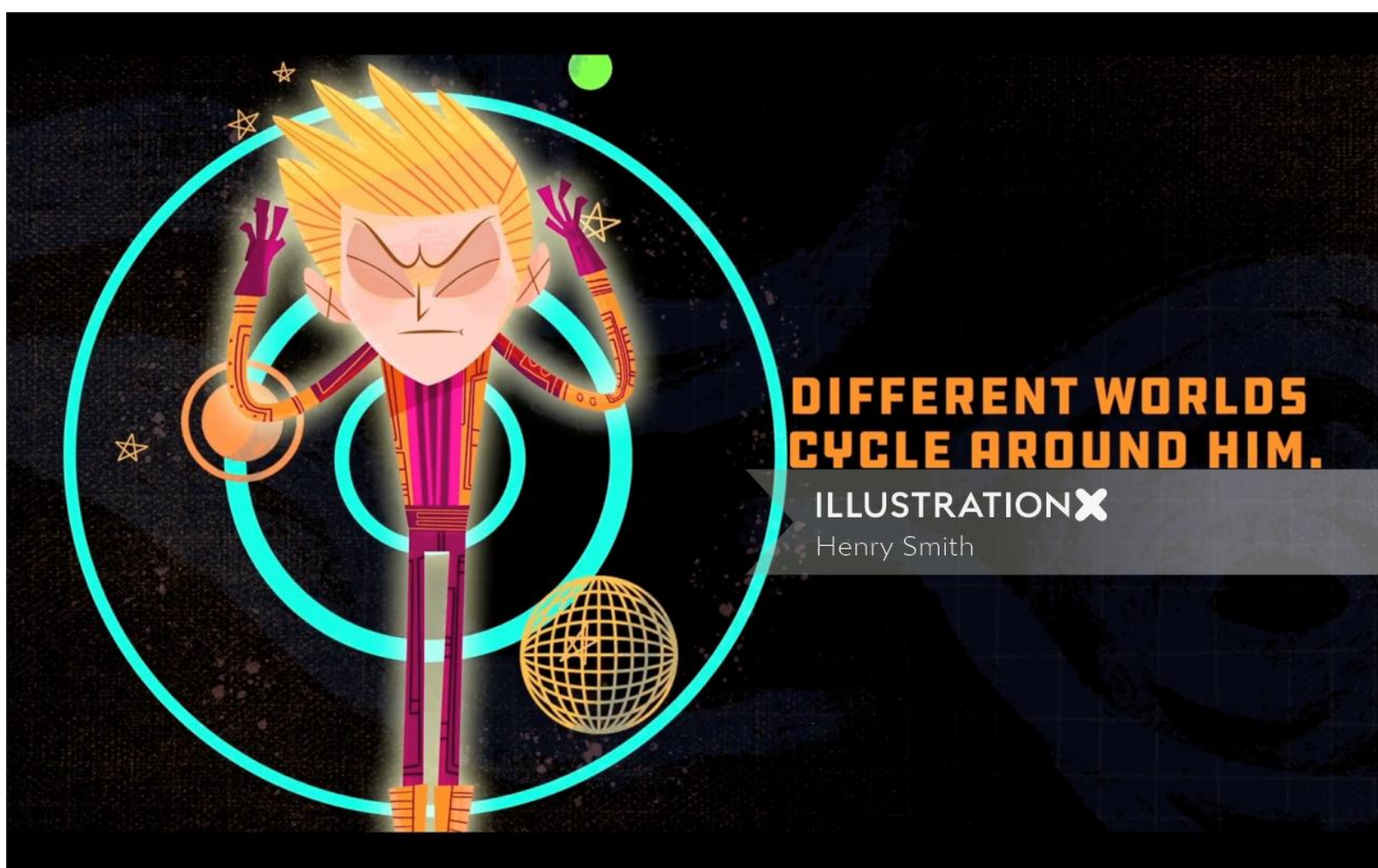
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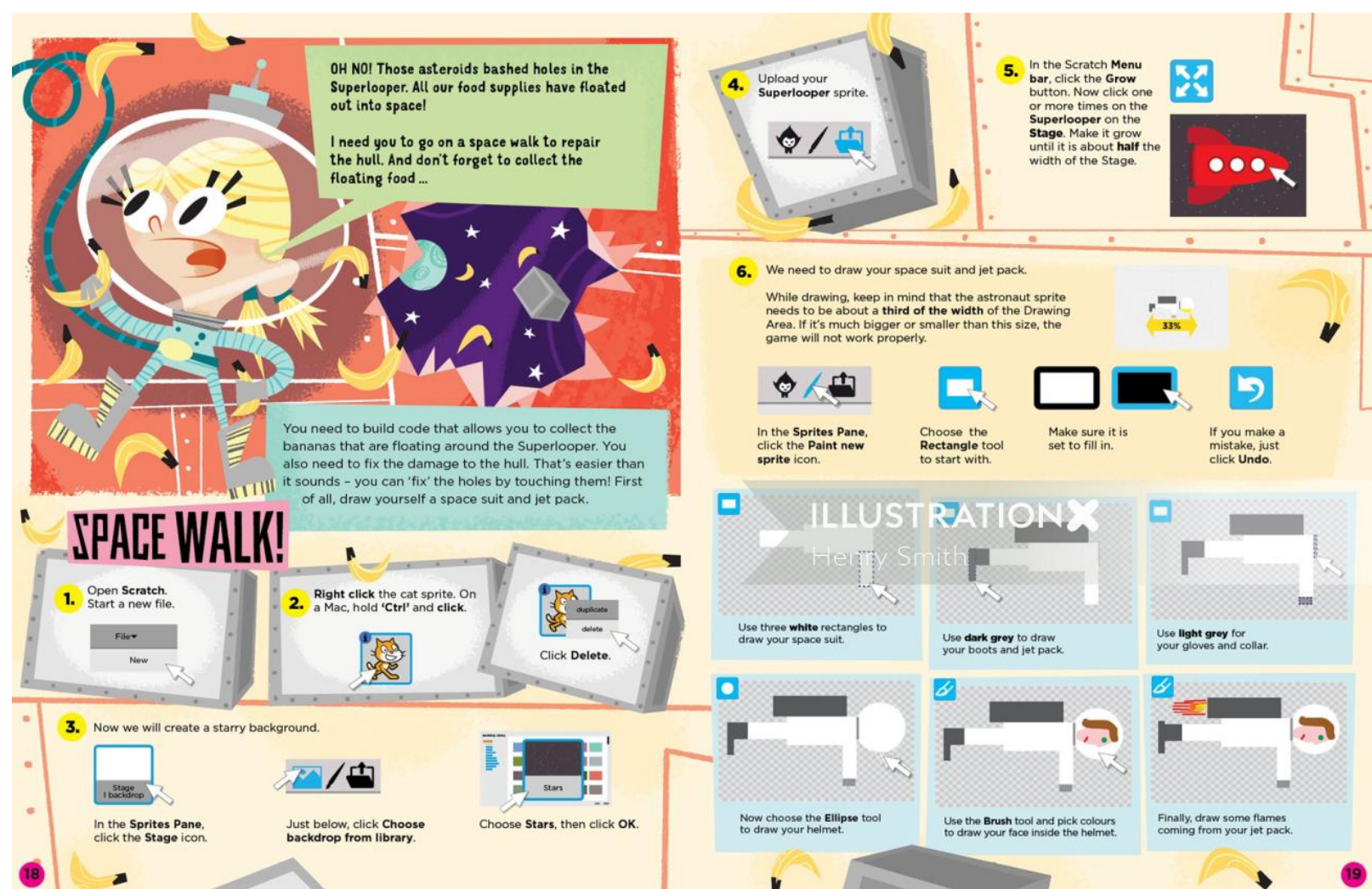
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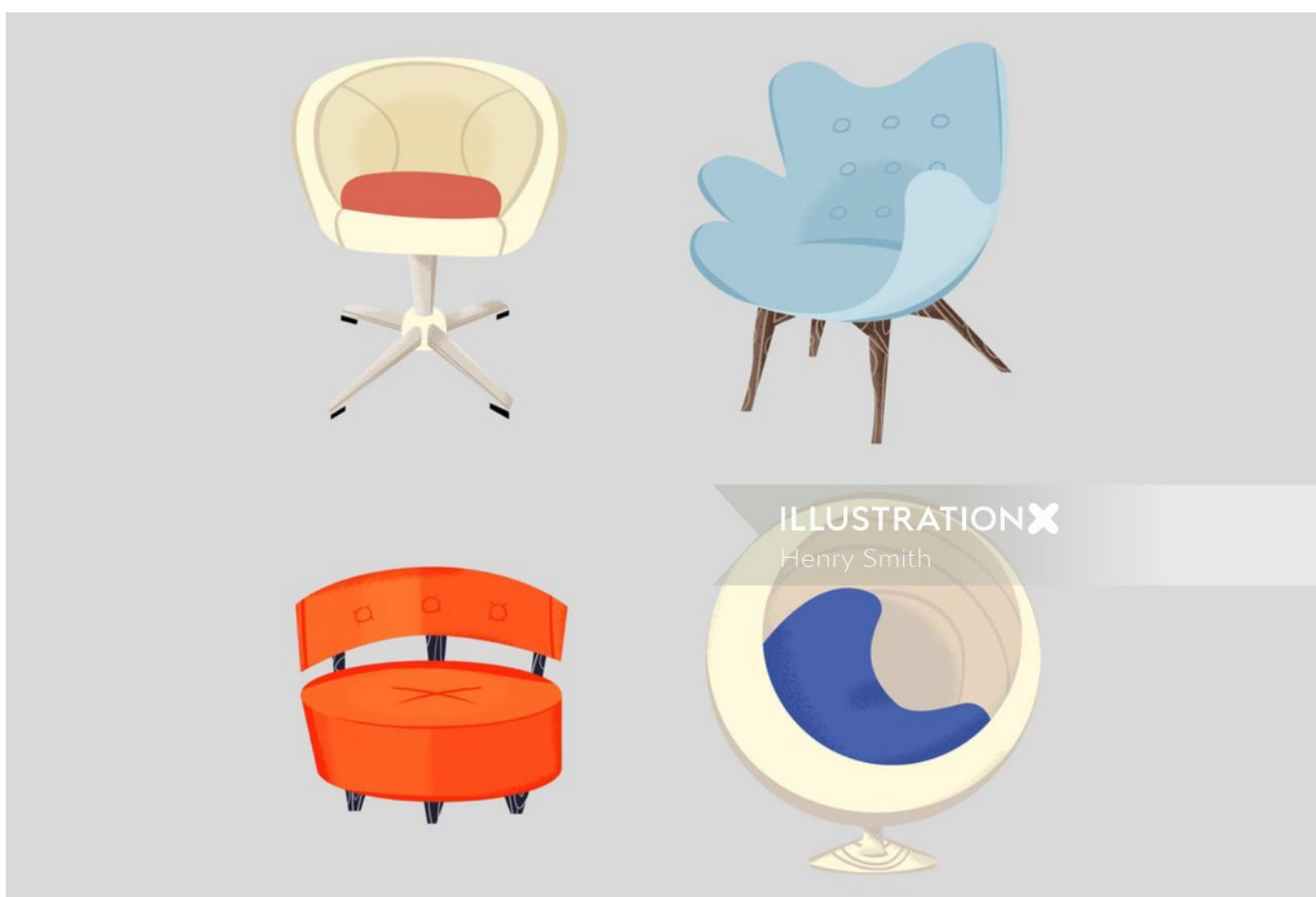
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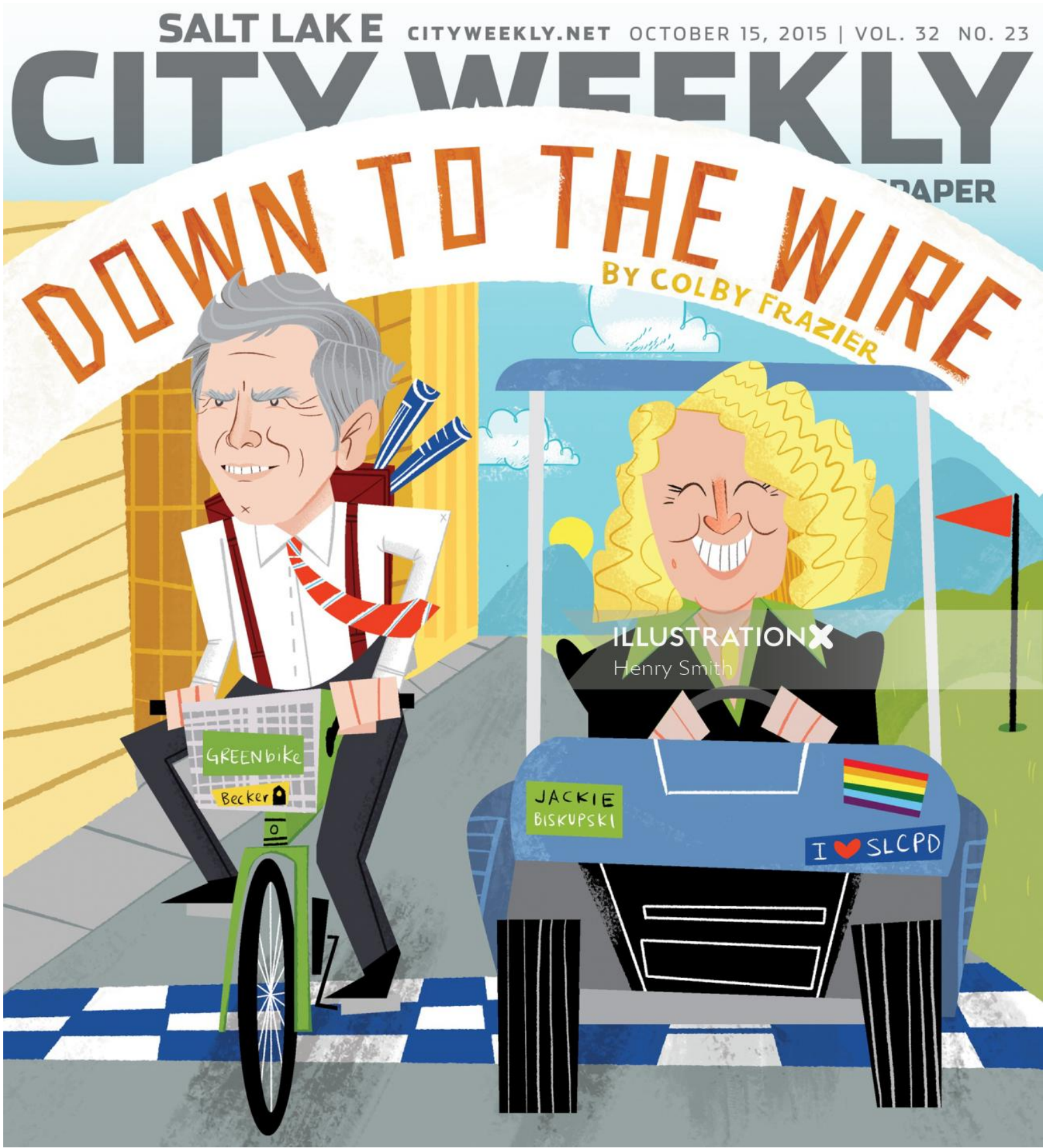


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Need advice?

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