

Anima tu nombre

Actividad del grupo de carreras de tecnología de la información



Paso 1

Ir a <https://tinyurl.com/Newnamescratch>.

Esto te llevará a Scratch, el sitio web de codificación de MIT.



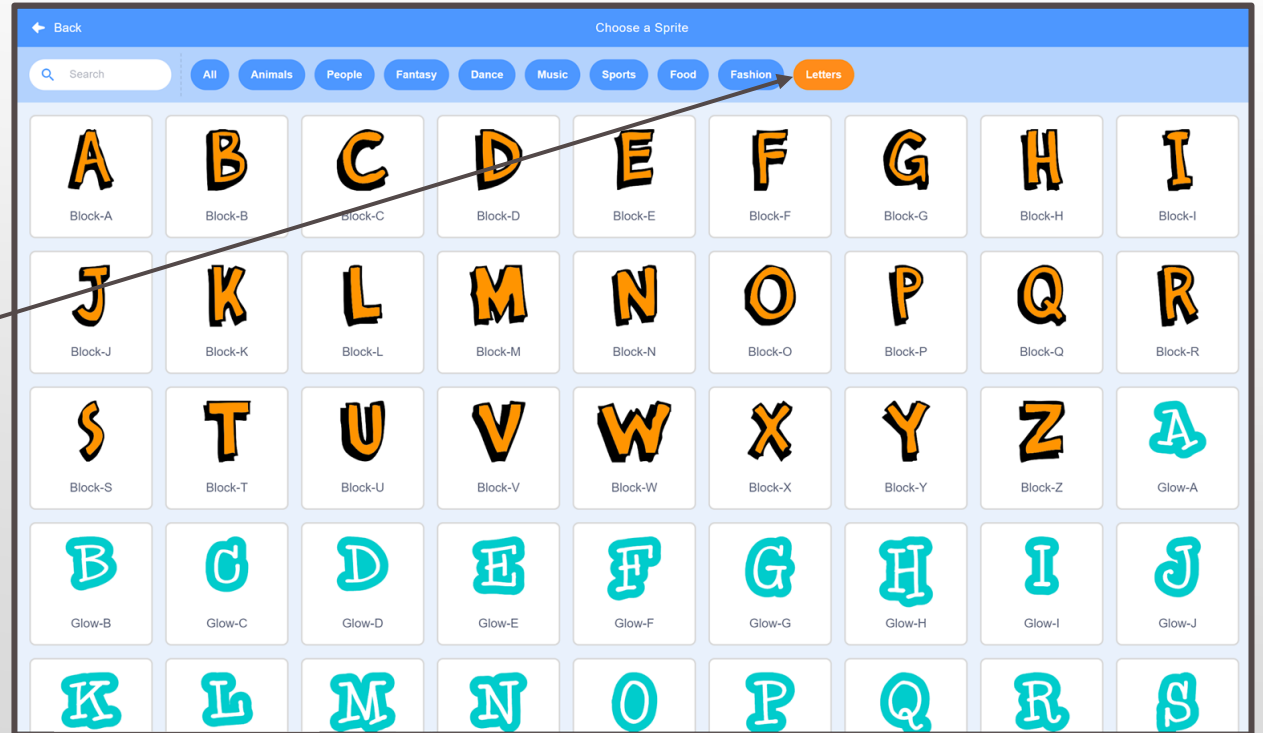
Paso 2

Haz clic en el icono del gato para empezar.

The image shows the Scratch programming environment. The 'Code' tab is active, displaying a 'Motion' block palette on the left. A 'Tutorials' window is open in the center, featuring a green background with the word 'ANIZA' in large, colorful, stylized letters. A play button icon is overlaid on the letters. The Scratch stage is visible on the right, showing the Scratch cat sprite. The bottom right corner of the interface contains a blue circular icon with a white cat silhouette, which is the 'Start' button. A black arrow points from the text box on the left to this icon.


Paso 3

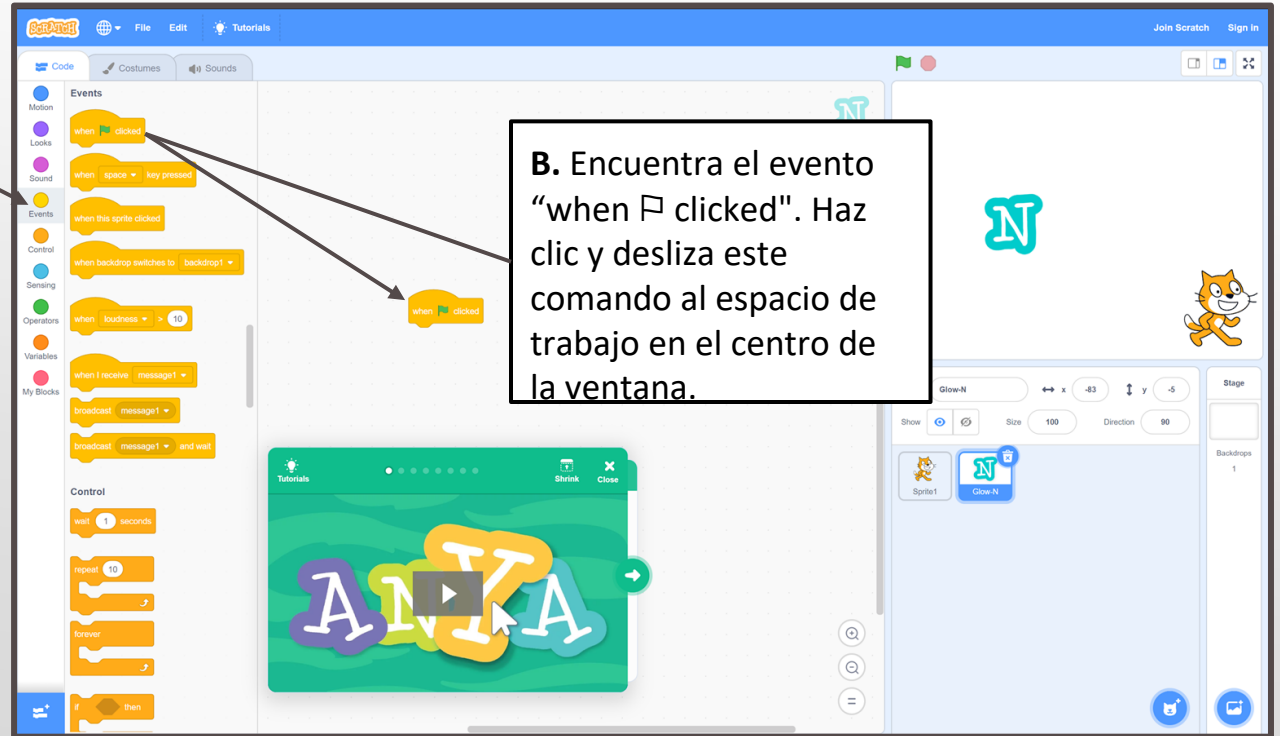
Selecciona el menú "Letters" y haz clic en la primera letra de tu nombre. Se llaman Sprites.



Paso 4

A. En el panel izquierdo, selecciona la pestaña "Events".

B. Encuentra el evento "when  clicked". Haz clic y desliza este comando al espacio de trabajo en el centro de la ventana.



The screenshot shows the Scratch code editor interface. On the left sidebar, the 'Events' tab is selected. A 'when clicked' block is being dragged from the sidebar to the workspace. The workspace contains a 'Tutorials' window with the word 'ANITA' and a play button. The stage area shows a blue 'Glow-N' sprite and a green 'Glow-N' backdrop.

Paso 4, Cont.

A. Selecciona la pestaña "Sound".

B. Encuentra el comando "start sound". Haz clic y desliza este comando a la zona que está debajo del comando "when clicked" para que se conecten.

The image shows the Scratch web interface with the 'Sound' menu open. The menu lists various sound-related blocks: 'play sound', 'start sound', 'stop all sounds', 'change pitch', 'set pitch', 'clear sound effects', 'change volume', 'set volume', and 'volume'. A 'when clicked' block is visible in the 'Events' section. A 'Tutorials' window is also open, showing a 'when this sprite clicked' block with a 'start sound' block being dragged into its stack. A green arrow in the tutorial window points to the 'start sound' block. The 'Sprite' panel on the right shows a 'Glow-N' sprite with a volume slider.

Paso 5, Cont.

A. Selecciona la pestaña "Control".

B. Encuentra el comando "forever". Conecta este comando debajo del comando "when clicked".

The screenshot shows the Scratch code editor interface. On the left, the 'Control' block palette is open, displaying various control blocks. A 'when clicked' block is selected in the main workspace, and a 'forever' loop block is being attached to its bottom. A callout box labeled 'A.' points to the 'Control' category in the palette. Another callout box labeled 'B.' points to the 'forever' block being attached. In the center, a tutorial window titled 'Tutorials' displays the word 'ANITA' in colorful, stylized letters. On the right, the 'Sprite' panel shows a 'Glow-A' sprite selected. The 'Stage' panel shows a single backdrop.

Paso 5, Cont.

A. Selecciona la pestaña de "Looks".

B. Desliza y suelta el comando "change (color) effect by (25)" dentro del comando "forever".

The screenshot shows the Scratch editor interface. On the left, the 'Looks' tab is selected in the sidebar. The main workspace contains a script starting with a 'when clicked' event, followed by a 'forever' loop containing a 'change color effect by 25' block. A tutorial window is open in the foreground, displaying a video player with a play button and a mouse cursor over the video. The right sidebar shows the 'Sprite' area with a 'Glow-A' costume selected.

Paso 6

B. Con la tercera letra seleccionada en el panel inferior derecho, vuelve a la pestaña "Events".

C. Desliza y suelta "when clicked" al espacio de trabajo central.

A. Repite el paso 3 y selecciona la tercera letra de tu nombre. (Recuerda que puedes mover los sprites haciendo clic y arrastrándolos en el panel superior derecho, y que puedes eliminar sprites y letras en el panel inferior derecho).

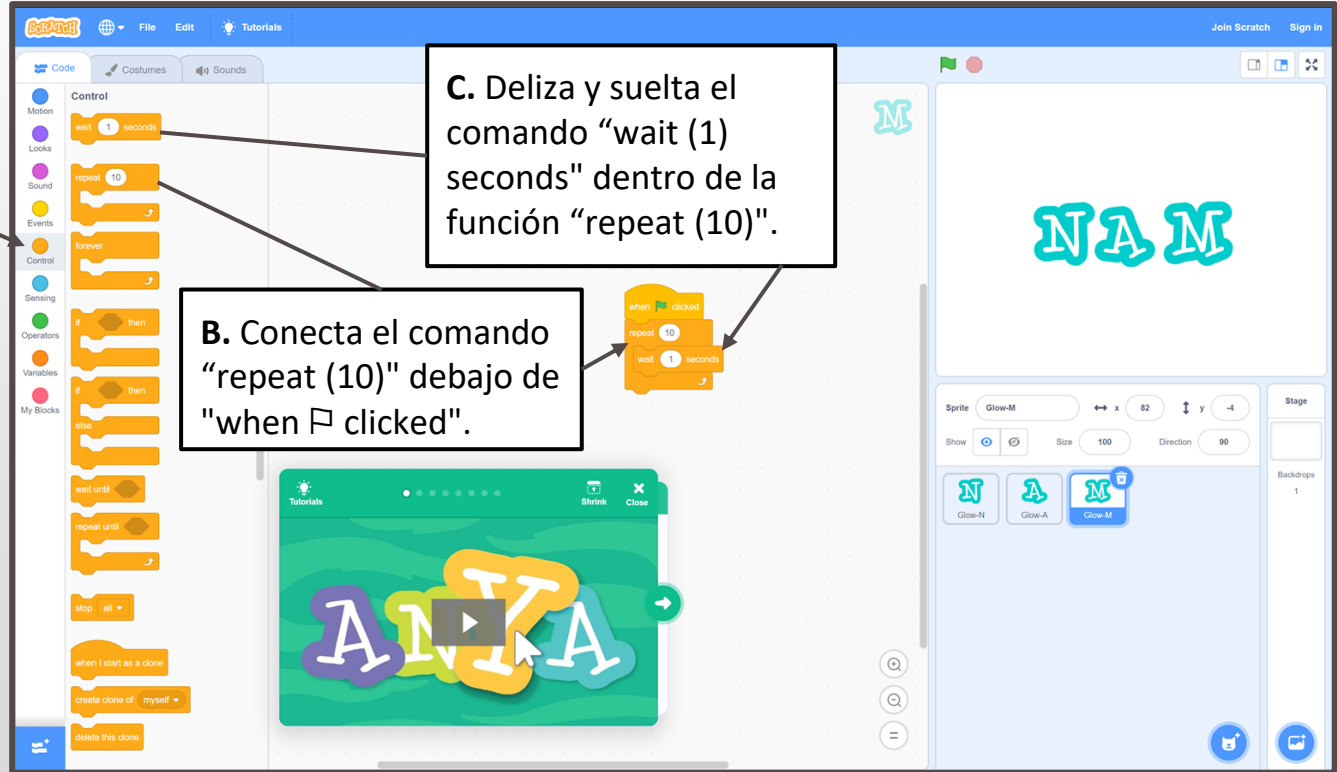
The image shows the Scratch programming environment. On the left, the 'Events' block palette is open, showing various event triggers. A 'when clicked' block is being dragged from the palette towards the center workspace. In the center, a tutorial window titled 'Tutorials' is open, displaying a video player with a play button and a mouse cursor over it. On the right, the main workspace shows the name 'NAM' in large, stylized letters. Below the workspace, the 'Sprite' panel shows three letter sprites: 'Glow-N', 'Glow-A', and 'Glow-M'. The 'Glow-M' sprite is selected. The 'Stage' panel shows a single backdrop. The top of the Scratch interface includes the 'Scratch' logo, 'File', 'Edit', and 'Tutorials' menus, and a 'Scratch Sign In' button.

Paso 6, Cont.

A. Selecciona la pestaña "Control".

B. Conecta el comando "repeat (10)" debajo de "when clicked".

C. Deliza y suelta el comando "wait (1) seconds" dentro de la función "repeat (10)".



Paso 6, Cont.

A. Selecciona la pestaña "Motion".

B. Desliza y suelta el comando "turn (15) degrees" en la función "repeat (10)", encima de "wait (1) seconds".

Nota: Si no hay más letras en tu nombre, continúa al paso 9.

The image shows the Scratch code editor interface. On the left, the 'Motion' tab is selected in the code blocks palette. The code area contains a 'repeat 10' loop block. Inside the loop, a 'turn 15 degrees' block is being dragged from the palette and placed above a 'wait 1 seconds' block. A 'Tutorials' window is open in the foreground, displaying a video player with the text 'ANIZA' and a play button. The stage area on the right shows the text 'NAM' in a stylized font.

Paso 7

B. Con la cuarta letra seleccionada en el panel inferior derecho, vuelve a la pestaña "Events".

A. Repite el paso 3 y selecciona la cuarta letra de tu nombre.

C. Desliza y suelta "when clicked" en el espacio de trabajo central.

The screenshot displays the Scratch programming environment. On the left, the 'Code' panel is open to the 'Events' tab, showing various event blocks like 'when clicked', 'when space key pressed', and 'when this sprite clicked'. A 'when clicked' block is being dragged from the 'Events' panel into the central workspace. The central workspace is a light blue grid. On the right, the 'Stage' area shows the text 'NAME' in large, stylized letters. Below the stage, the 'Sprite' panel shows a selection of letters: 'Glow-N', 'Glow-A', 'Glow-M', and 'Glow-E'. The 'Glow-E' sprite is selected. At the bottom, a video player shows a sequence of letters: A, N, I, K, A, with a play button in the center.

Paso 7, Cont.

A. Selecciona la pestaña "Control".

B. Conecta dos comandos de "repeat (10)" debajo de "when clicked".

The screenshot shows the Scratch IDE interface. On the left, the 'Control' block palette is open, showing various control blocks like 'wait 1 seconds', 'repeat (10)', 'forever', 'if', 'if then', 'wait until', 'repeat until', 'stop all', 'when I start as a clone', 'create clone of myself', and 'delete this clone'. In the center, a script area shows a 'when clicked' event block connected to two 'repeat (10)' blocks. A tutorial window titled 'Tutorials' is open in the foreground, displaying a video player with a play button and a mouse cursor over the video. The video content shows the letters 'A', 'N', 'I', 'Z', 'A' in a stylized font. The background of the Scratch stage shows the text 'NAME' in a stylized font.

Paso 7, Cont.

A. Desliza y suelta un comando "change size by (10)" dentro de cada función "repeat (10)".

Nota: Si no hay más letras en tu nombre, continúa al paso 9.

B. Modifica el segundo comando para que sea "change size by (-10)".

Paso 8

Repite alguno o todos los pasos del 4 al 7 para el resto de las letras de tu nombre.

También puedes intentar crear tu propio código. Por ejemplo, con la función de giro, intenta cambiar "wait (1) seconds" por un tiempo más corto, como "wait (.5) seconds", para un giro más rápido.

O bien, intenta aplicar varios conjuntos de códigos a la misma letra. Por ejemplo, intenta programar una letra para que cambie de color y gire al mismo tiempo.



Paso 9

Si algo no funciona como quieres, revisa tu código de nuevo para ver qué puede estar mal. No te preocupes si no consigues algo a la primera. Sigue probando hasta que encuentres una combinación que funcione.

Cuando hayas terminado, haz clic en la bandera verde para probar tu código.

The screenshot displays the Scratch interface. On the left, the 'Code' tab is active, showing a script for a sprite named 'Glow-E'. The script begins with a 'when green flag clicked' block, followed by a 'repeat 10 times' loop containing 'change size by 10'. This is followed by another 'repeat 10 times' loop with 'change size by -10'. The script then sets the size to 100%, changes the color effect by 25, sets the color effect to 0, clears graphic effects, shows the sprite, hides it, and finally goes to the front layer. A 'Tutorials' window is open in the center, showing a video player with the letters 'ANMA' and a play button. The stage area on the right shows the letters 'N', 'A', 'M', and 'E' in a stylized font. A callout box points to the green flag icon in the top right corner of the code editor.

¿Qué es lo siguiente?

Pasa a la Actividad 2: Juego de reventar globos.

Allí, crearás tu propio juego. Incluso puedes retar a tus amigos y familiares a jugar cuando hayas terminado.

