

Juego de reventar globos

Actividad del grupo de carreras de tecnología de la información



Paso 1

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

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



Paso 2

Haz clic en el icono del gato para empezar.

The screenshot shows the Scratch programming environment. On the left, the 'Code' area is active, displaying a script for a tutorial window. The script includes the following blocks:

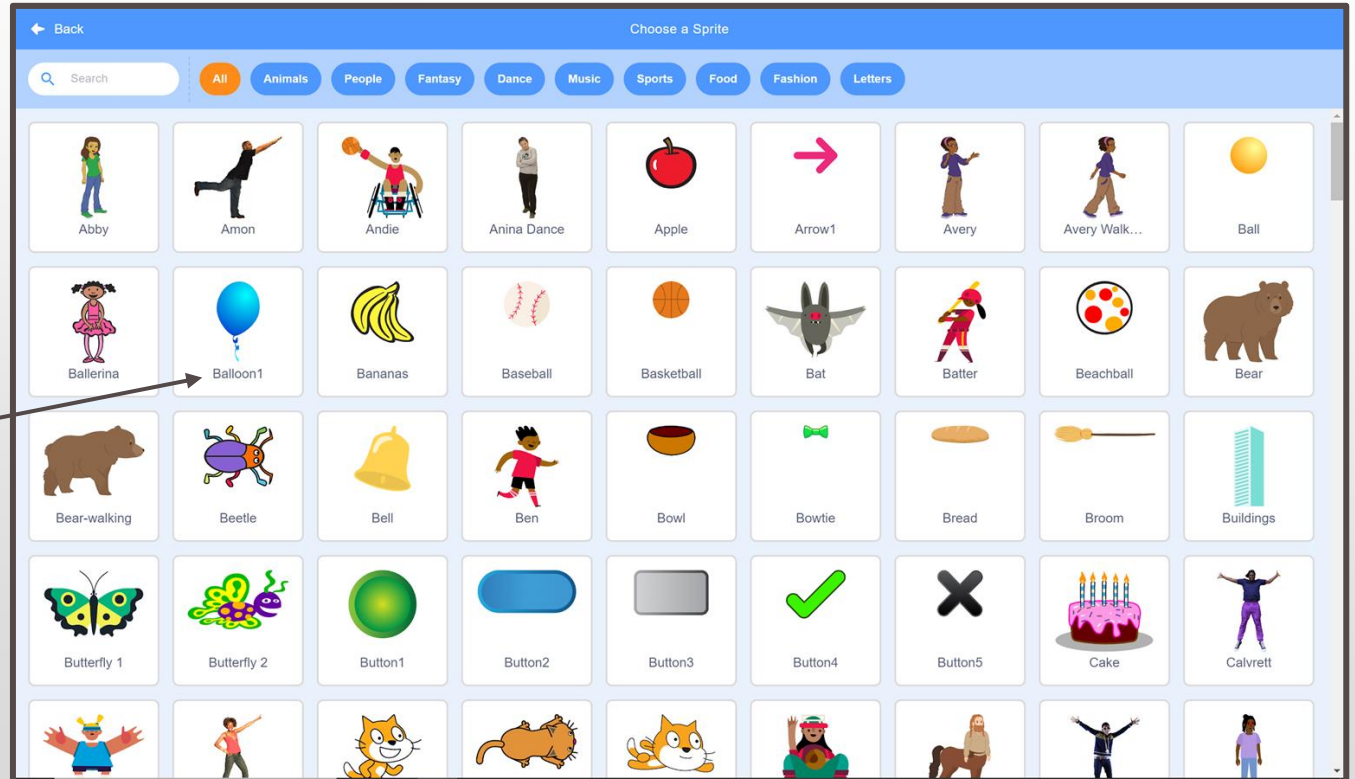
- switch backdrop to backdrop1
- switch backdrop to backdrop1 and wait
- next backdrop
- change color effect by 25
- set color effect to 0
- clear graphic effects
- backdrop number
- play sound pop until done
- start sound pop
- stop all sounds
- change pitch effect by 10
- set pitch effect to 100
- clear sound effects

In the center, a tutorial window titled 'Tutoriales' is displayed, showing a purple background with yellow and blue balloons. A play button is visible over the balloons. A green arrow points from the play button to the 'Scratch' logo in the bottom right corner of the interface.

The right side of the interface shows the 'Stage' area, which is currently empty. Below the stage, the 'Sprite' area is visible, showing a 'Scratch' logo and a 'Backdrops' list with 'Backdrops 1'.

Paso 3

Selecciona el Sprite "Balloon1".



Paso 4

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

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

The screenshot displays the Scratch code editor interface. On the left, the 'Code' panel is open, showing the 'Events' block palette. The 'when this sprite clicked' block is highlighted in yellow. An arrow points from this block to the workspace. In the workspace, a blue balloon sprite is visible. Another arrow points from the 'when this sprite clicked' block in the workspace to the 'when this sprite clicked' block in the palette. A small window titled 'Tutorials' is open in the workspace, showing a video player with a play button and a green arrow. The right side of the screen shows the 'Stage' area with a blue balloon sprite and the 'Sprite' and 'Stage' panels.

Paso 4, Cont.

A. Selecciona la pestaña "Sound".

B. Encuentra el comando "start sound (pop)". Haz clic y desliza este evento a la zona que está debajo del comando "when this sprite clicked" para que los dos se conecten.

The screenshot shows the Scratch interface with the 'Sound' tab selected in the left sidebar. The code area contains a 'when this sprite clicked' event block connected to a 'start sound Pop' block. A tutorial window is open in the foreground showing a yellow balloon and a blue balloon on a purple background. The tutorial window has a play button and a close button.

Paso 5

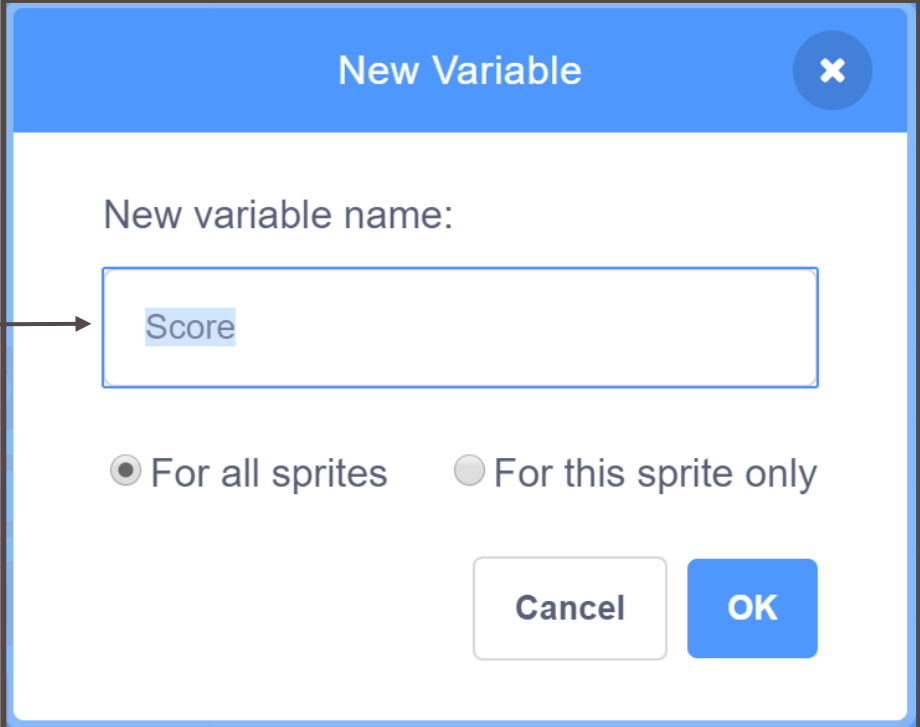
A. Selecciona la pestaña "Variables".

B. Haz clic en "Make a variable".

The screenshot displays the Scratch IDE interface. On the left sidebar, the 'Variables' tab is selected, indicated by a box labeled 'A. Selecciona la pestaña "Variables".'. Within the 'Variables' section, the 'Make a Variable' button is highlighted, with a box labeled 'B. Haz clic en "Make a variable".' pointing to it. The main workspace shows a blue balloon sprite on a stage. The code area contains a 'when this sprite clicked' event block followed by a 'start sound Pop' block. A video player is visible at the bottom of the workspace, showing a video with a play button and a right arrow. The right sidebar shows the 'Sprite' panel with 'Balloon1' selected and the 'Stage' panel with 'Backdrops 1'.

Paso 5, Cont.

En la ventana que aparece, ingresa "Score" en el campo "New variable name" y haz clic en OK.



New Variable

New variable name:

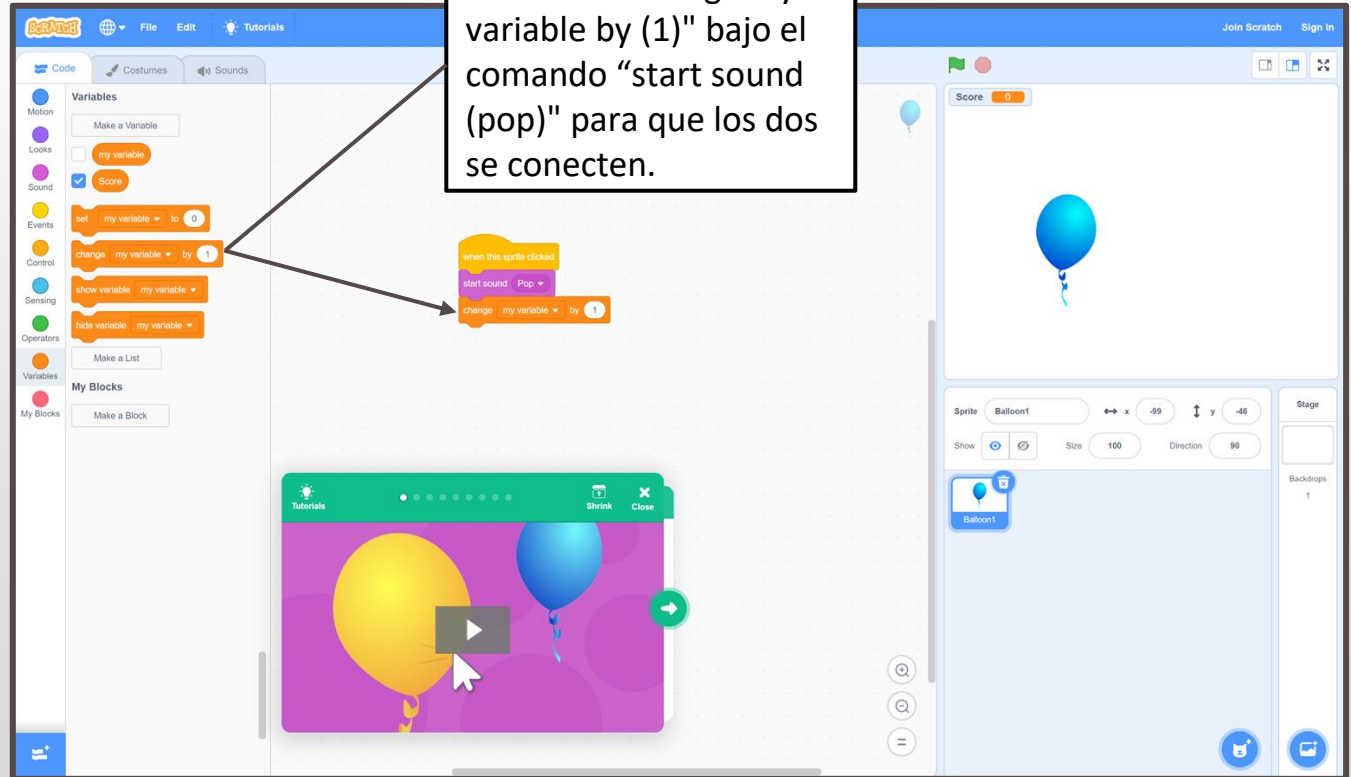
Score

For all sprites For this sprite only

Cancel OK

Paso 6

Desliza y suelta el comando "change my variable by (1)" bajo el comando "start sound (pop)" para que los dos se conecten.



Paso 7

¡Hagamos que el globo se mueva!

B. Desliza y suelta el evento "when clicked" en el espacio de trabajo, pero no lo conectes a los comandos existentes.

A. Selecciona la pestaña "Events".

The image shows the Scratch code editor interface. On the left, the 'Events' block palette is open, displaying various event triggers. A box labeled 'A.' points to this palette. In the center workspace, a blue balloon sprite is visible. A box labeled 'B.' points to a 'when clicked' event block being dragged from the palette to the workspace. Below the workspace, a 'Tutorials' window is open, showing a video player with a play button and a right arrow. On the right side of the editor, the 'Stage' area shows a score of 0 and a blue balloon sprite on the stage. The 'Sprite' panel below the stage shows 'Balloon1' selected.

Paso 7, Cont.

A. Selecciona la pestaña "Control".

B. Desliza y suelta la función "forever" debajo del comando "when clicked" para que los dos se conecten.

C. Desliza y suelta el comando "wait (1) seconds" en la función "forever".

The image shows the Scratch code editor interface. On the left, the 'Control' category is selected in the block palette. The code area contains a script starting with 'when clicked' followed by a 'forever' loop containing a 'wait 1 seconds' block. A tutorial window is open in the center, showing a yellow balloon and a blue balloon on a purple background with a play button. On the right, the stage area shows a blue balloon on a white background. The bottom right of the stage shows the 'Sprite' area with 'Balloon1' selected.

Paso 7, Cont.

A. Selecciona la pestaña "Motion".

B. Desliza y suelta el comando "go to random position" en la función "forever" por encima de "wait 1 seconds".

The image shows the Scratch programming environment. On the left, the 'Motion' tab is selected in the 'Code' area. The 'Motion' block palette is visible, showing various movement blocks. In the center, a 'forever' loop is being constructed. The 'forever' block contains a 'go to random position' block and a 'wait 1 seconds' block. A mouse cursor is shown dragging the 'go to random position' block into the 'forever' loop. Below the code area, a 'Tutorials' window is open, displaying a video player with a play button and a right arrow. On the right, the stage area shows a blue balloon sprite on a white background. The 'Sprite' panel at the bottom right shows the 'Balloon1' sprite with its current position (x: -99, y: -46) and rotation (90 degrees).

Paso 7, Cont.

A.
Selecciona la pestaña de "Looks".

B. Desliza y suelta el comando "change color effect by (25)" en la función "forever" por encima de "go to random position".

Paso 8

A. Selecciona la pestaña "Events".

B. Desliza y suelta el evento "when clicked" en el espacio de trabajo, pero no lo conectes a los comandos existentes.

The screenshot displays the Scratch programming environment. On the left, the 'Events' block palette is open, showing various event triggers such as 'when clicked', 'when space key pressed', and 'when this sprite clicked'. A box labeled 'A' points to this palette. In the center workspace, three 'when clicked' blocks are shown floating, with a box labeled 'B' pointing to one of them. Below the workspace, a preview window shows a yellow and a blue balloon on a purple background, with a play button and a right arrow. On the right, the stage area shows a blue balloon sprite on a white background, with a 'Join Scratch' and 'Sign In' link at the top right. The bottom right corner features a search icon, a play/pause icon, and a close icon.

Paso 8, Cont.

A. Selecciona la pestaña "Variables".

B. Desliza y suelta el comando "set my variable to (0)" debajo del comando "when clicked".

Paso 9

The image shows the Scratch code editor interface. On the left, the 'Variables' panel is open, showing a variable named 'Score' with a value of 0. The main workspace contains three scripts:

- Script 1:** 'when this sprite clicked' - start sound 'Pop', change 'Score' by 1.
- Script 2:** 'when green flag clicked' - 'forever' loop containing 'change color effect by', 'go to random position', and 'wait 1 seconds'.
- Script 3:** 'when green flag clicked' - set 'my variable' to 0.

A large orange block is overlaid on the workspace, containing the following steps:

- my variable
- Score
- Rename variable
- Delete the "my variable" variable

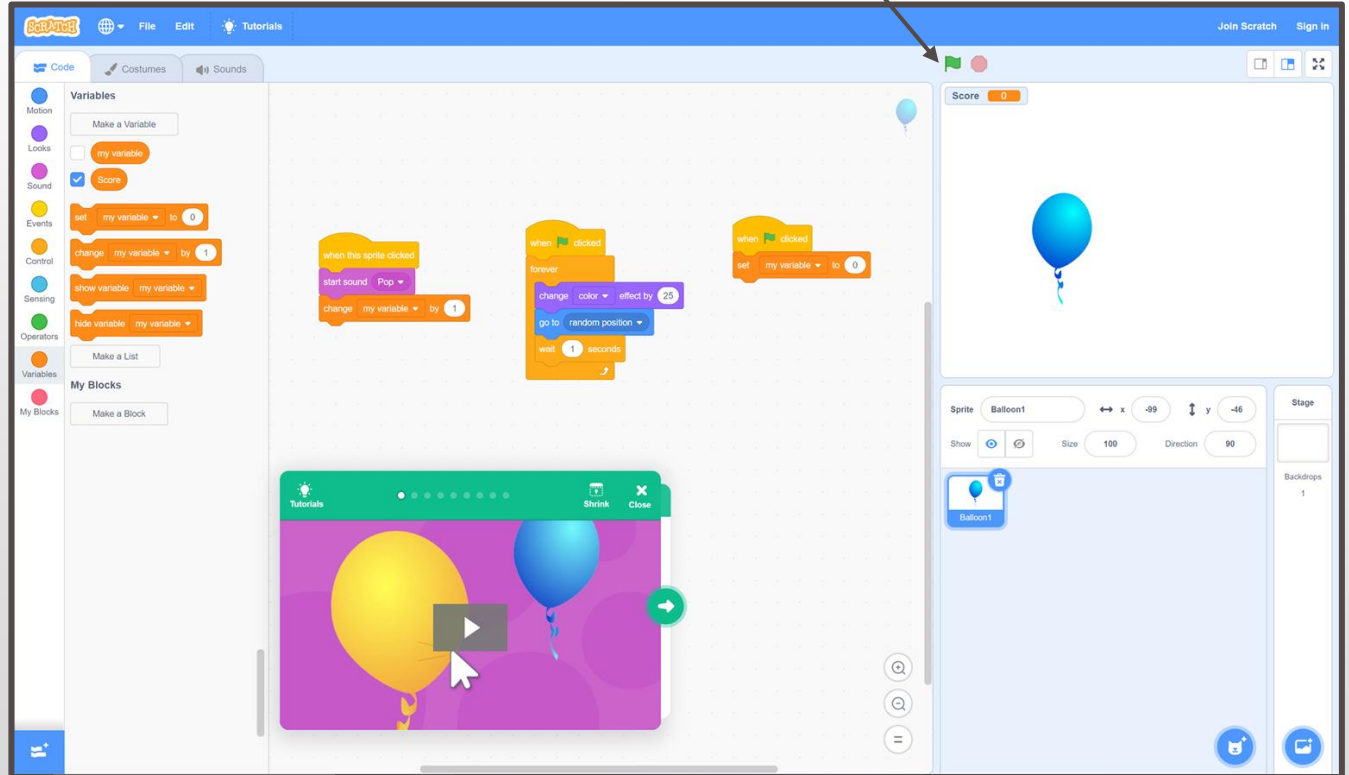
Arrows point from this block to the 'change Score by 1' block in the first script and the 'set my variable to 0' block in the third script. A text box in the center reads: 'Para las dos funciones variables, cambia "my variable" por "Score".'

The right side of the editor shows the stage with a 'Score' variable display at 0 and a blue balloon sprite. The bottom right shows the sprite control panel for 'Balloon1' with x: -76, y: 95, size: 100, and direction: 90.

Paso 10

Si algo no funciona como esperas, revisa tu código de nuevo y mira cuál puede ser el problema. No te preocupes si no consigues algo a la primera. Sigue probando hasta que encuentres una combinación que funcione.

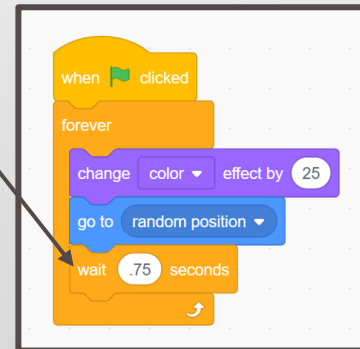
¡Haz clic en la bandera verde para probar tu código!



Paso 11

¡Desafía a tus amigos o a tu familia a jugar a tu juego!

¿Quién puede pulsar más globos en 30 segundos? Si el globo es demasiado lento, intenta volver a tu segundo conjunto de códigos: cambia “wait (1) seconds” por “wait (.75) seconds” haciendo clic en el número y escribiendo uno nuevo. Puedes ajustar el número más alto o más bajo según sea necesario, así:



¿Qué es lo siguiente?

A continuación, completa el cuestionario "¿Cómo me siento? La actividad "¿Qué estoy pensando?" que se encuentra en la guía de actividades para reflexionar sobre tu exploración en Scratch.

