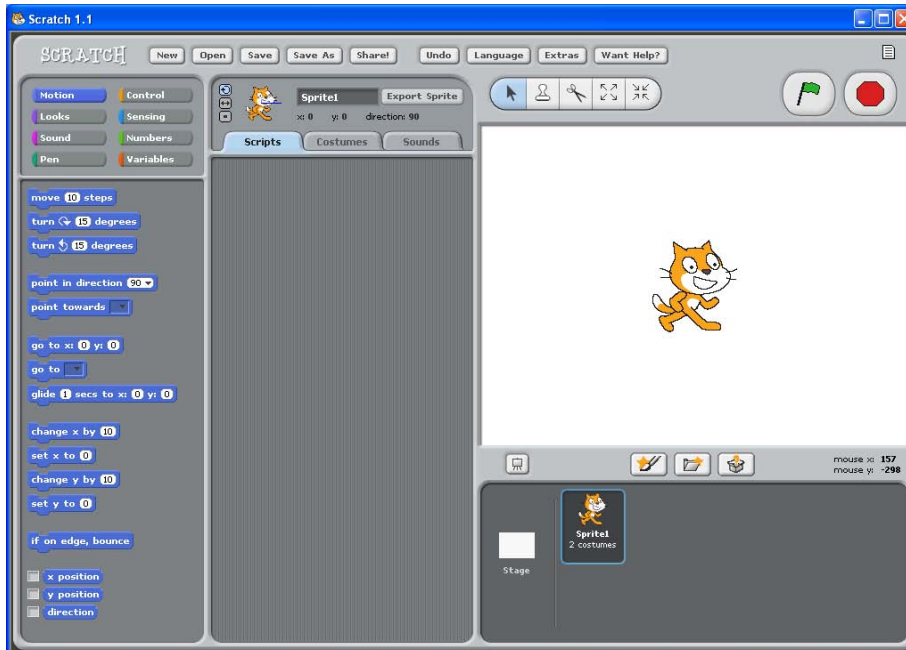


Scratch Clock Project

In this project you will experiment with importing backgrounds that are not part of the standard set that comes with scratch and also experiment with editing the size of Sprites. Start by downloading a clock face image

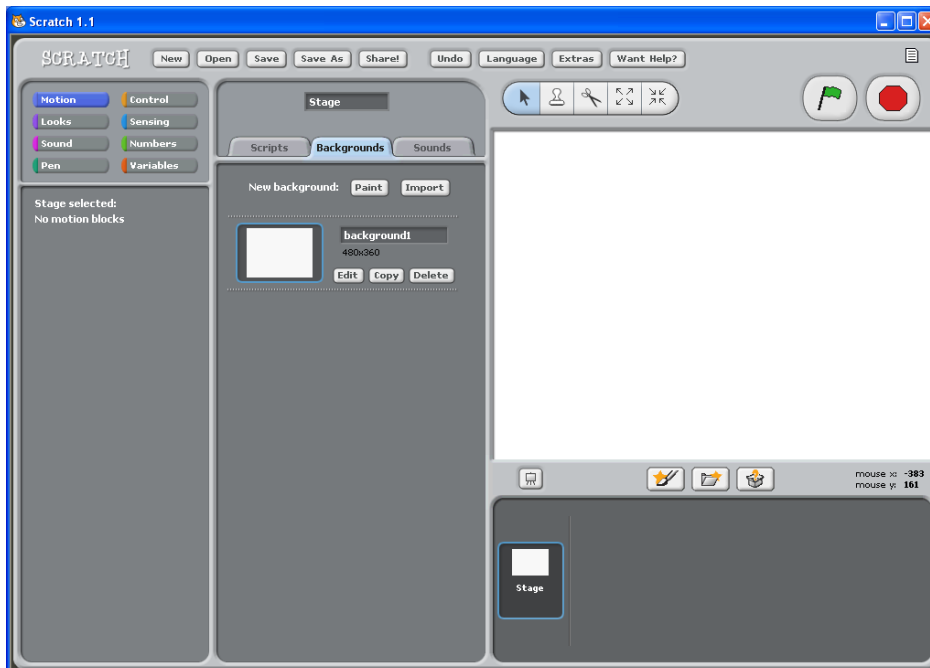
Start a new project



Click on the scissors and select the cat sprite to delete it

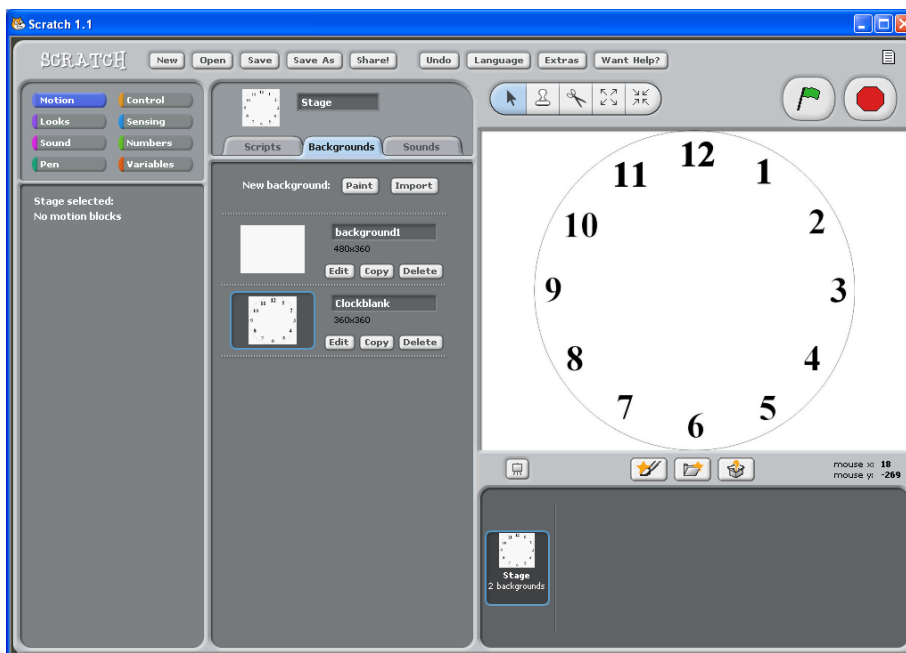
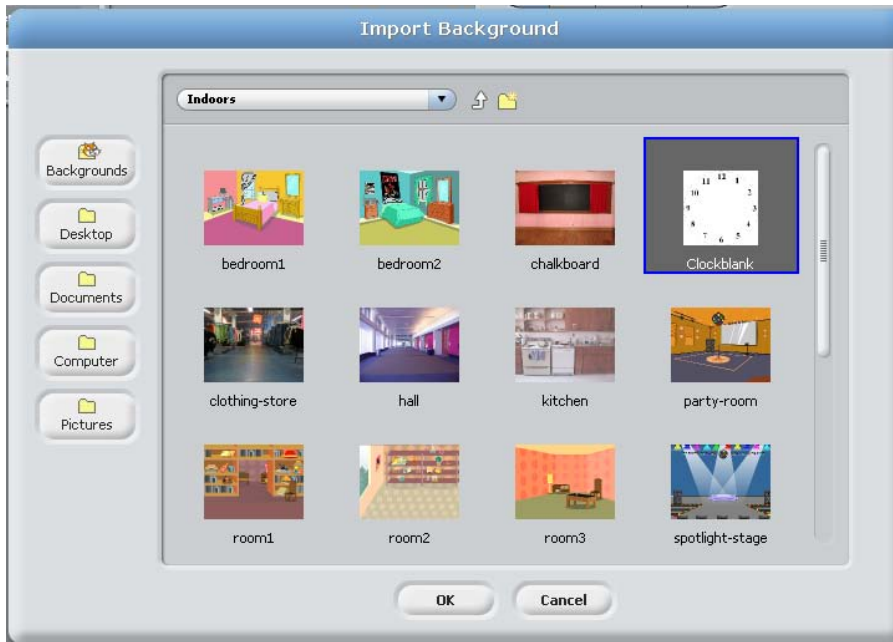
Double click the **stage** button

Select the centre tab entitled **backgrounds**



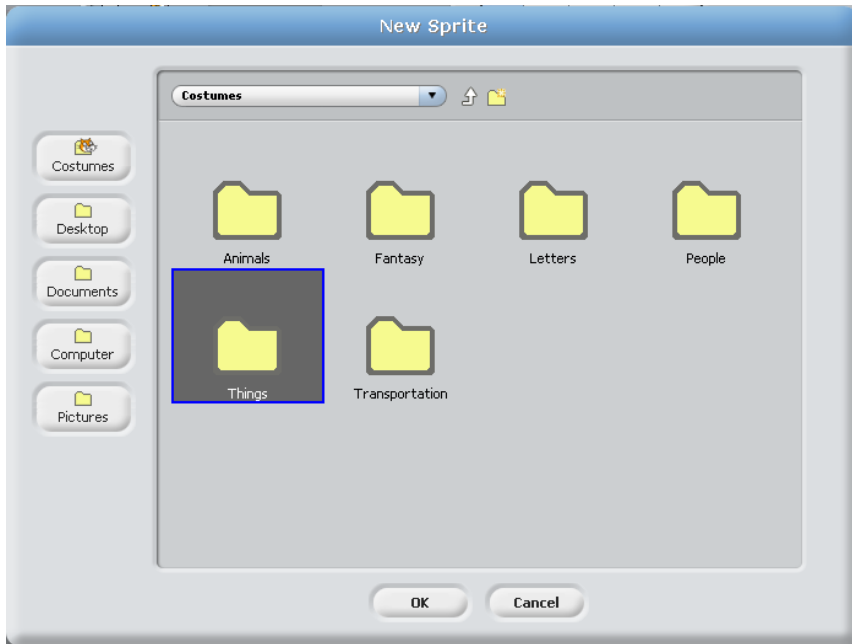
Scratch Clock Project

Click the **import** button and browse for the **clock face** (note that this isn't part of the standard files supplied with Scratch and so you may have to browse away from the files initially presented – you can import any background file in jpeg format)



Scratch Clock Project

Click the centre button below the stage in order to import a new sprite

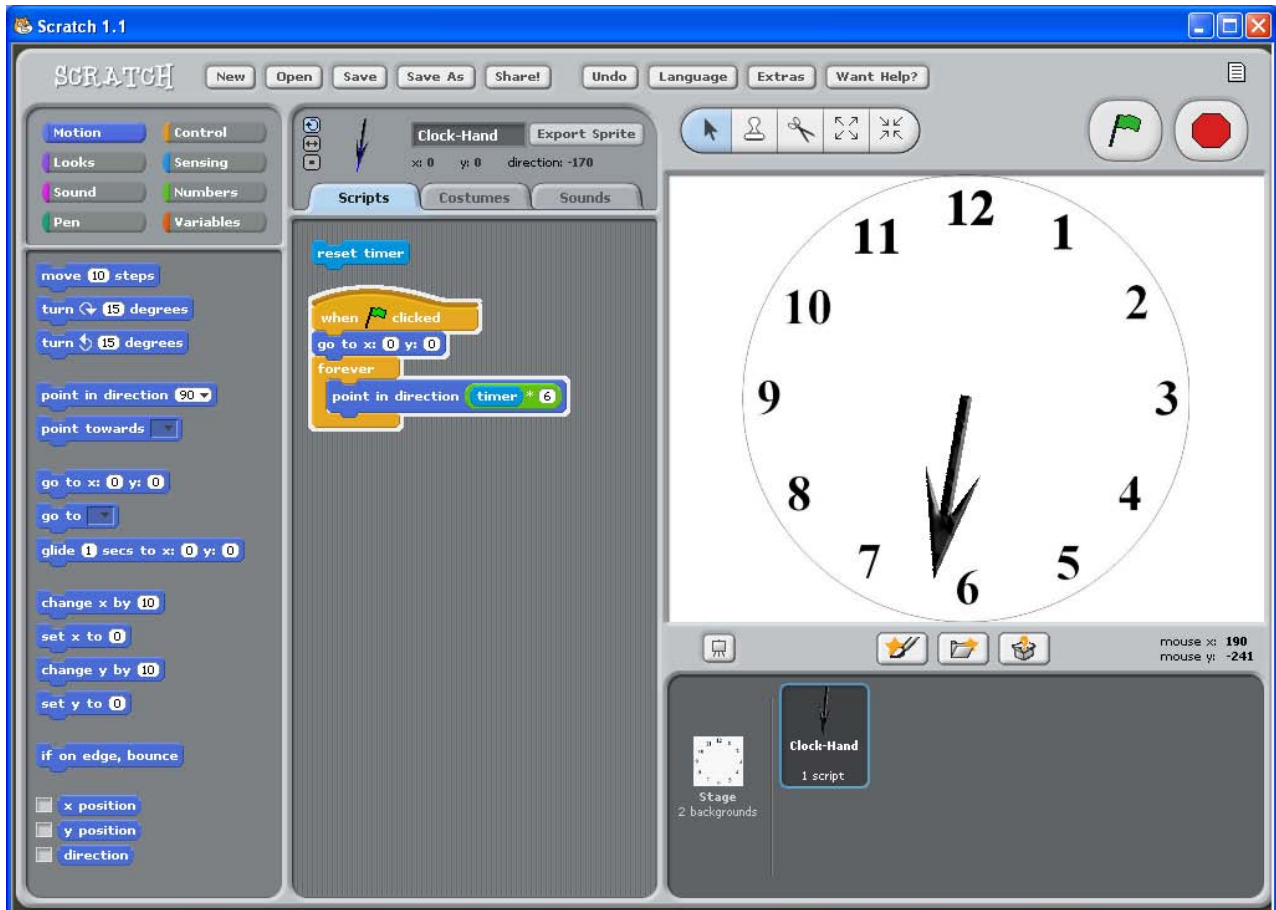


Select the **Things** folder



Select the clock hand and click OK

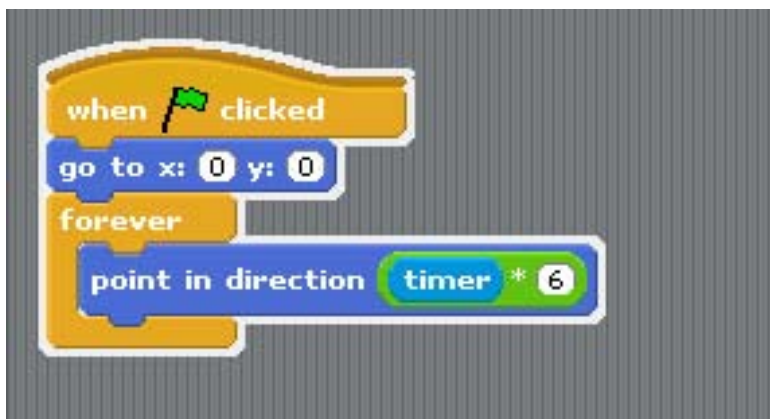
Scratch Clock Project



Note that the script automatically centres the hand on the page when you run the script

Note the time on the clock had is set to 6.

This roughly corresponds to the speed of a second hand on a clock.

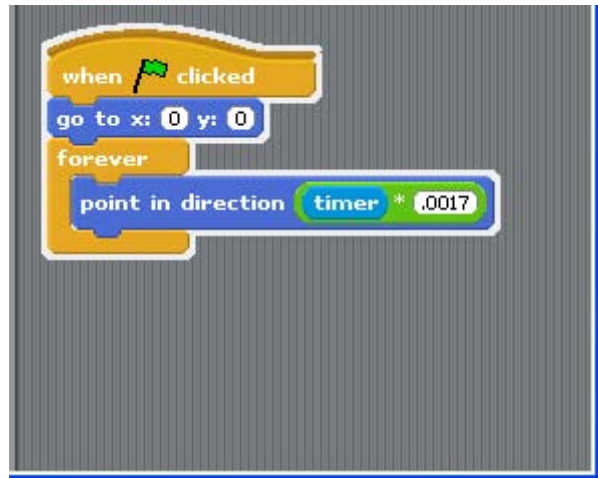
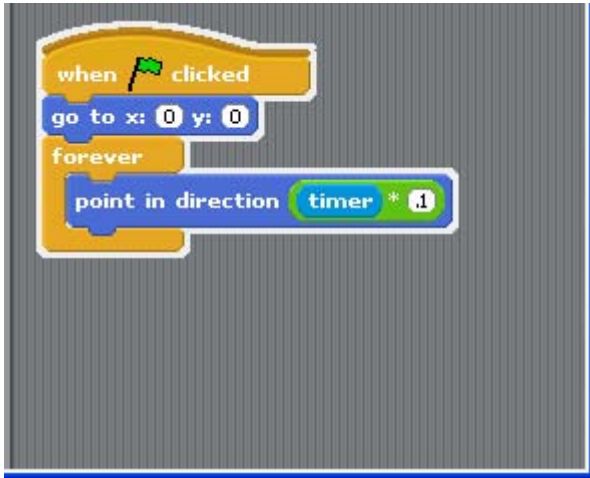


Import two other clock hands

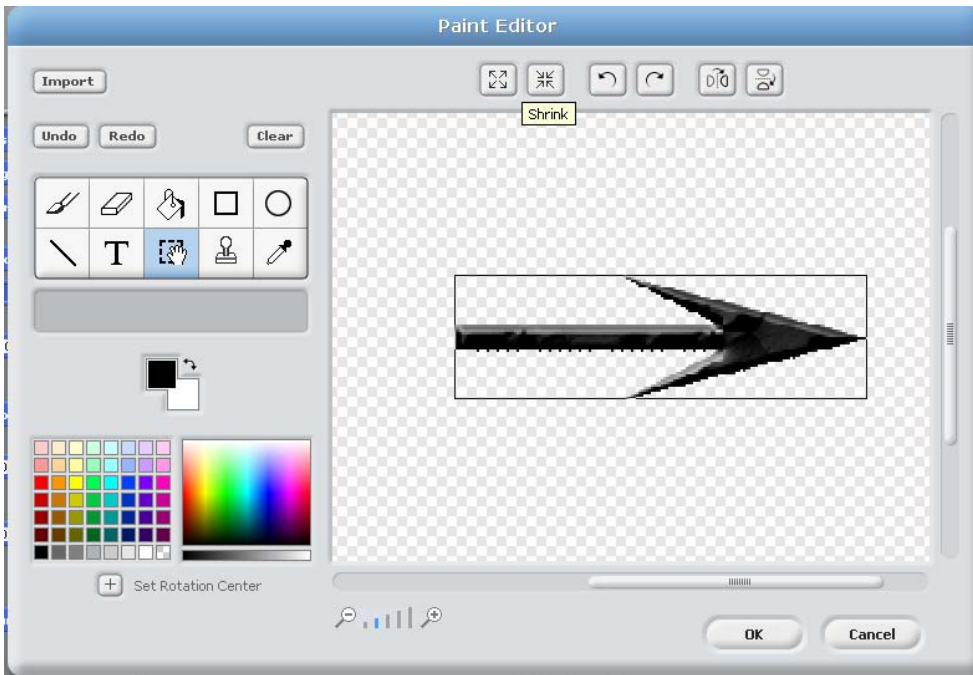
Rename all the hands as Hour, Minute and Second so that you don't get them mixed up

Scratch Clock Project

Set the speed of the other hands to 0.1 and 0.0017 (these speeds roughly correspond to the speeds of minute and hour hands on a clock)



Edit the size of the hands



Scratch Clock Project

You have made a clock!!

