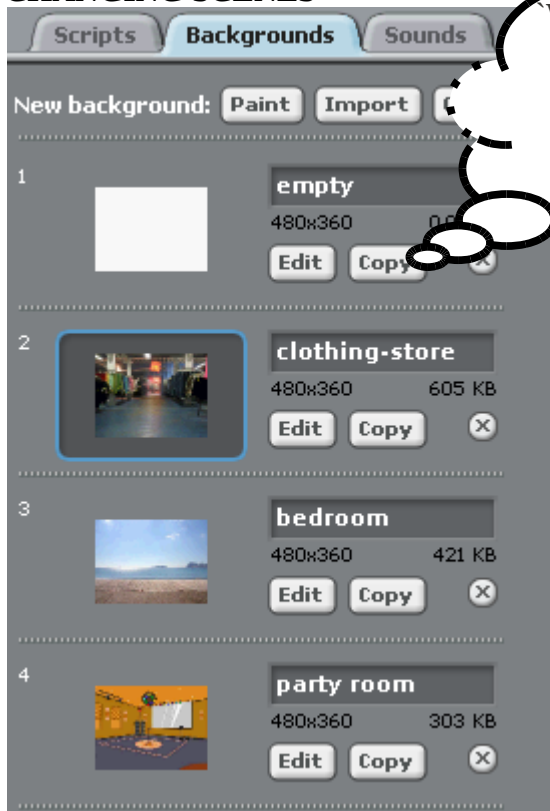
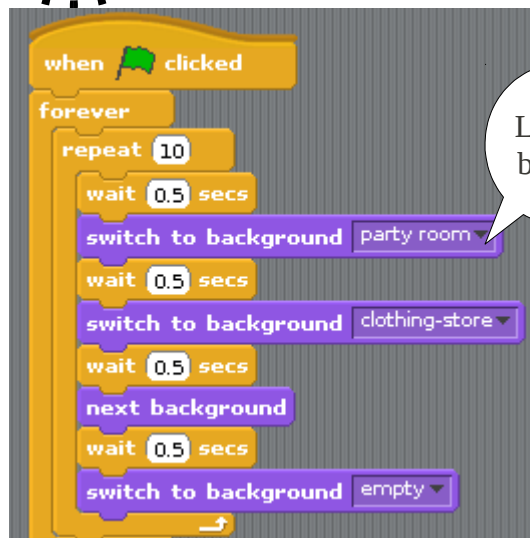


SCRATCH Lesson 5 17 may 2010 Hudson School  
**CHANGING SCENES**



With STAGE selected click  
 Backgrounds  
 Copy a few times  
 Click Edit – Import  
 Scenes  
 rename



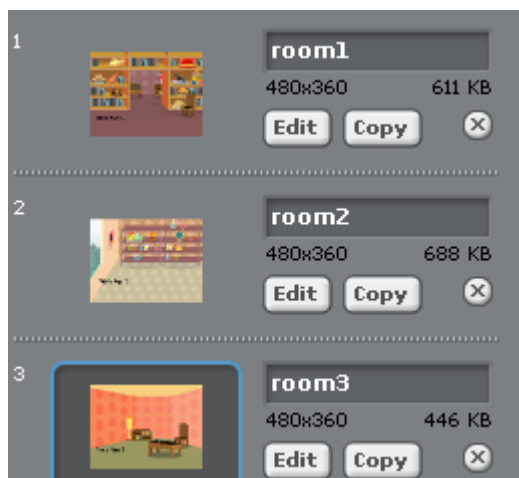
Looks  
 blocks

**ANOTHER EXAMPLE:**

1. Insert your buttons  
 >>>>>>



2. Copy your  
 background  
 stages



When the Stage selected put in  
 these blocks



with the left arrow sprite selected put in these blocks **DO NOT ADD THE STOP SCRIPT AT THE END**

**Looks tab**

**Variable tab** make a Variable named 'PAGE'

Make a variable  
Delete a variable  
PAGE  
set PAGE to 0  
change PAGE by 1  
show variable PAGE  
hide variable PAGE

Add some words in your last scene

**Operators Tab**

when RightButton clicked  
switch to costume Rightbutton2  
wait 0.1 secs  
if PAGE = 1  
change PAGE by 1  
broadcast Show2  
switch to costume Rightbutton1  
else  
if PAGE = 2  
change PAGE by 1  
broadcast Show3  
switch to costume Rightbutton1  
else  
switch to costume Rightbutton1  
think Hmm...This is the last page. for 2 secs  
stop script  
switch to costume Rightbutton1  
stop script

Insert page  
PAGE  
Variable Is called page

The only difference for the right arrow is to add the stop block at the end

RightBut..

- If you are making multiple levels create a variable named level and just change it by 1 every time you want to move to the next level (ie when the plant is complete).
- Whenever the game goes to the next level, broadcast something ( call it "Next Level")
- [when I receive [Next Level])  
[next background]
- For the title to change, make a sprite and make a costume for each level, with each costume including the title and their level number, and arrange the costumes in the same order as you did with the Stage. Then put the following script in the sprite:
- [when I receive [Next Level])  
[next costume]