

Skywriting Plane

Create a Skywriting program using Scratch

Select an appropriate background

Select the airplane sprite

Select the cloud sprite – Shrink the cloud until it's small enough to fit inside the airplane

Add the appropriate code to the sprites



Skywriting

by mmeyer99 (unshared)



x: 29 y: 0

Scripts

Costumes

Sounds

- Motion
- Looks
- Sound
- Pen
- Data
- Events
- Control
- Sensing
- Operators
- More Blocks

```

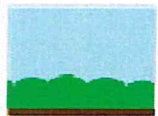
when green flag clicked
  forever loop
    go to mouse-pointer
    move 10 steps
    turn 15 degrees
    turn 15 degrees
    point in direction 90
    point towards mouse-pointer
    go to x: 52 y: 50
    go to mouse-pointer
    glide 1 secs to x: 52 y: 50
    change x by 10
    set x to 0
    change y by 10
    set y to 0
  
```

```

when green flag clicked
  forever loop
    go to mouse-pointer
  
```

Sprites

New sprite:



Stage
2 backdrops

New backdrop:



Airplane



Cloud



Skywriting

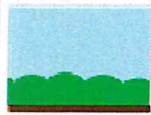
by mmeyer99 (unshared)



x: -6 y: 29

Sprites

New sprite: [Icons for creating a new sprite]



Stage
2 backdrops



Airplane



Cloud

New backdrop:

Scripts Costumes Sounds

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: -44 y: -180

go to mouse-pointer

glide 1 secs to x: -44 y: -180

change x by 10

set x to 0

change y by 10

set y to 0

```

when green flag clicked
  go back 1 layers
  clear
  forever loop
    go to Airplane
    if mouse down? then
      stamp
  
```