

Scratch

Movimiento, posiciones X e Y



Receta #4:
Juego de saltar

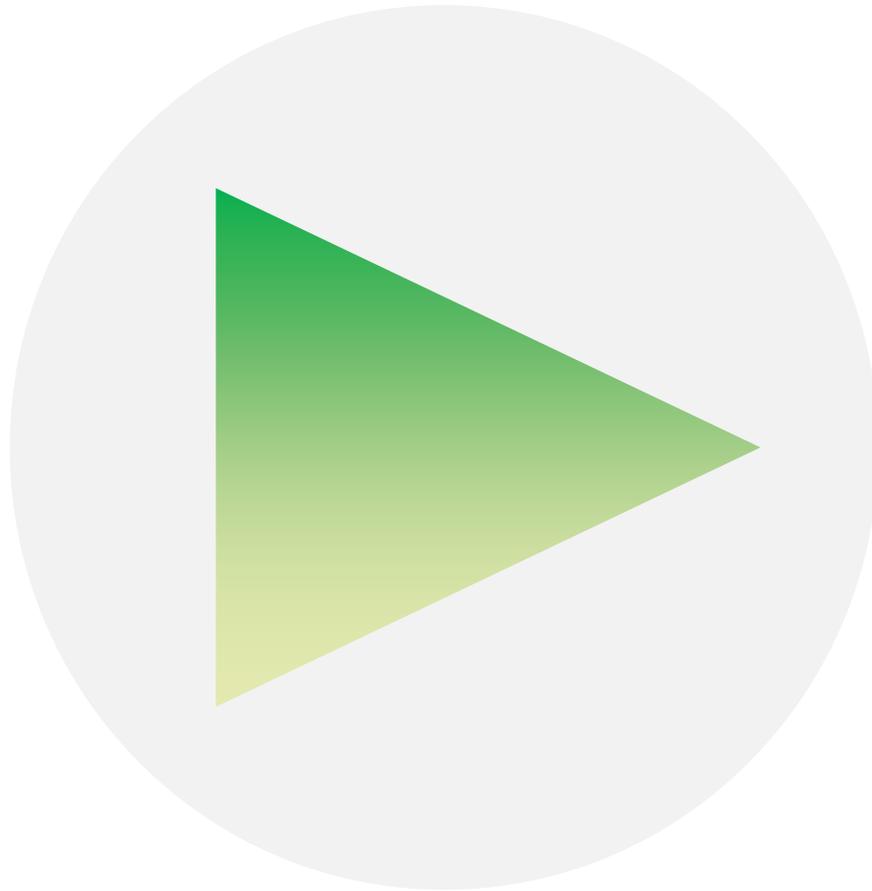


Para ingresar a Scratch

- ▶ Ingresa en scratch.mit.edu
- ▶ Inicia sesión presionando 
- ▶ Para comenzar a trabajar presiona 



Instrucciones

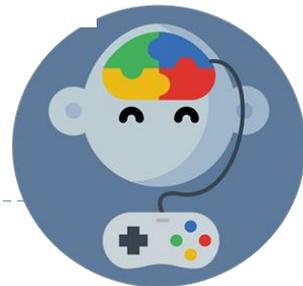
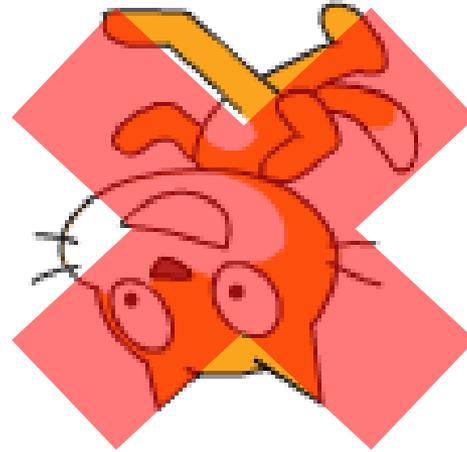
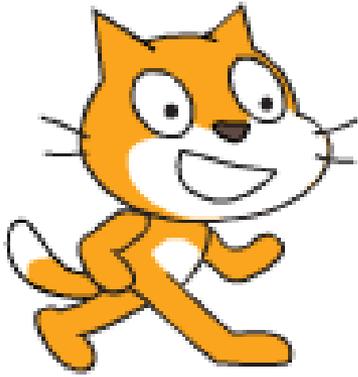


Pantalla principal

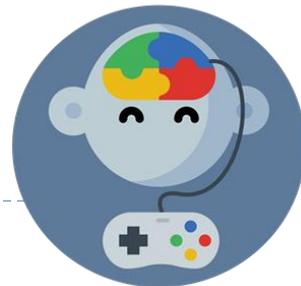
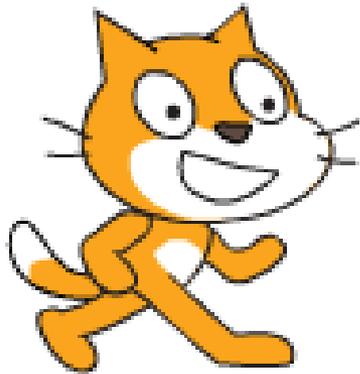
The screenshot displays the Scratch main interface. At the top left, the window title is 'Untitled-4' and the user is identified as 'por jorgemolinan (no compartido)'. The top right contains 'Compartir' and 'Ver página del proyecto' buttons. The central workspace shows a Scratch cat character. The block palette on the right is open, with the 'Movimiento' category highlighted by a red circle. The 'Movimiento' category includes blocks such as 'mover 10 pasos', 'girar 15 grados', 'apuntar en dirección 90', 'apuntar hacia puntero del ratón', 'ir a x: 0 y: 0', 'deslizar en 1 segs a x: 0 y: 0', 'cambiar x por 10', 'fijar x a 0', 'cambiar y por 10', and 'fijar y a 0'. The bottom left panel shows the 'Objetos' area with 'Objeto2' selected. The bottom right corner features a search icon and a zoom level of '100%'.



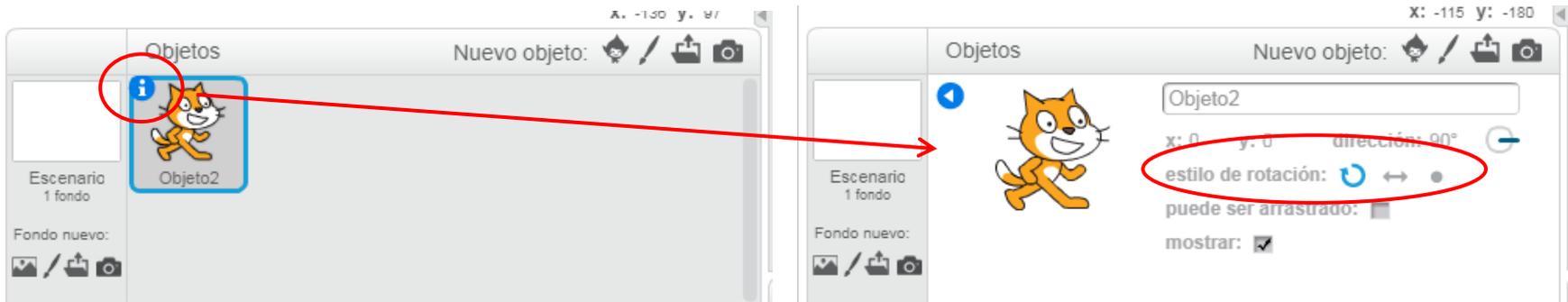
Girar el personaje



Girar el personaje

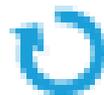


Estilo de rotación



estilo de rotación: fijo

estilo de rotación:





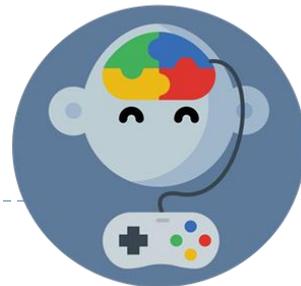
Crear variable para puntos

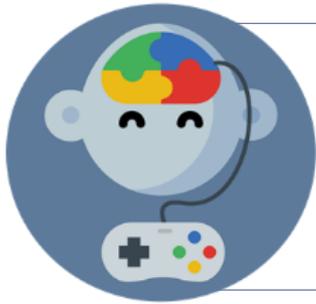
► Crearemos dos «variables» llamadas:

- Numero1
- Numero2



Poner su valor en 0 al reiniciar el juego





EduJuega.cl

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