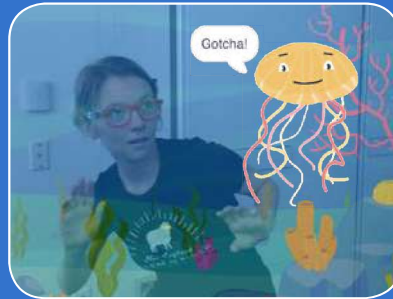


Video Sensing Cards



Interact with projects using
Video Sensing.

scratch.mit.edu

Scratch

Set of 7 cards

Video Sensing Cards

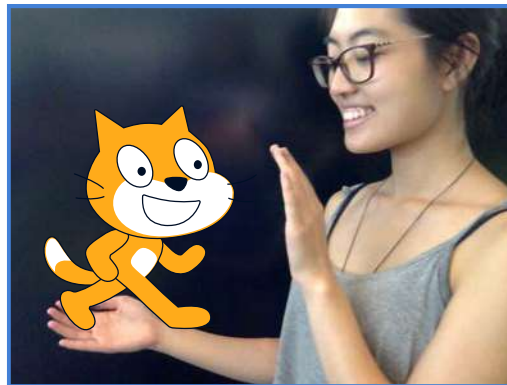
Try these cards in any order:

- **Pet the Cat**
- **Animate**
- **Pop a Balloon**
- **Play the Drums**
- **Keep Away Game**
- **Play Ball**
- **Start an Adventure**

Pet the Cat



Make the cat meow when you touch it.



Video Sensing

1



Pet the Cat

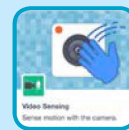
scratch.mit.edu



GET READY

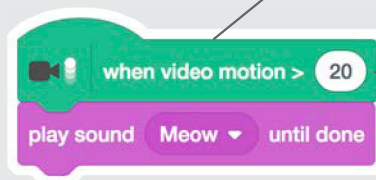


Click the **Extensions** button
(at the bottom left of the screen).



Choose **Video Sensing**
to add the video blocks.

ADD THIS CODE



This will start when it
senses video motion on
a sprite.

Type a number between
1 and 100 to change the
sensitivity.

1 will start with very little
movement, 100 requires
a lot of movement.

TRY IT

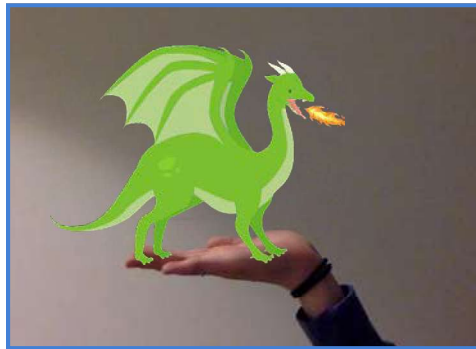
Move your hand to pet the cat.



Animate



Move around to bring a sprite to life.



Video Sensing

2

Scratch

Animate

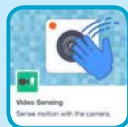
scratch.mit.edu



GET READY



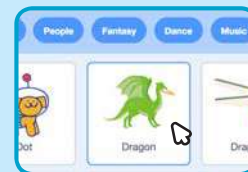
Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite to animate.



Pick a sprite with more than one costume.



Scroll over sprites in the Sprite Library to see their different costumes.

ADD THIS CODE



```
when video motion > 20
  switch costume to dragon-c
  wait 0.5 seconds
  switch costume to dragon-a
```

Choose one costume.

Choose a different costume.

TRY IT

Move around to animate the dragon.



Pop a Balloon



Use your finger to pop a balloon.



Video Sensing

3

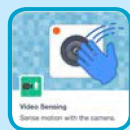
Scratch

Pop a Balloon

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GET READY



Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like Balloon1.

ADD THIS CODE



```
when video motion > 10
  play sound Pop until done
  change color effect by 25
  go to random position
```

Type a larger number to make it harder to pop.

TRY IT

Use your finger to pop the balloon.



Play the Drums



Interact with sprites that play sounds.

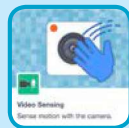


Play the Drums

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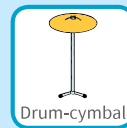
GET READY



Click the **Extensions** button, then choose **Video Sensing**.



Drum



Drum-cymbal

Choose two sprites, like Drum and Drum-cymbal.

ADD THIS CODE

Click on a drum to select it, then add its code.



Drum

```
when video motion > 10
  set size to 100 %
  change size by 20
  start sound High Tom
  wait 0.1 seconds
  change size by -20
```

Type a minus sign to get smaller.



Drum-cymbal

```
when video motion > 10
  switch costume to drum-cymbal-a
  start sound Crash Cymbal
  wait 0.1 seconds
  switch costume to drum-cymbal-b
```

Choose a costume.

TRY IT

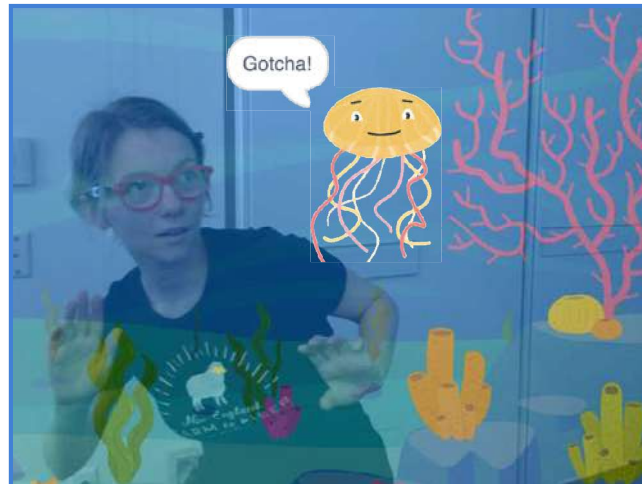
Use your hands to play the drums!



Keep Away Game



Move around to avoid a sprite.



Video Sensing

5

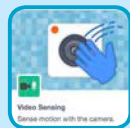


Keep Away Game

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GET READY



Click the **Extensions** button, then choose **Video Sensing**.

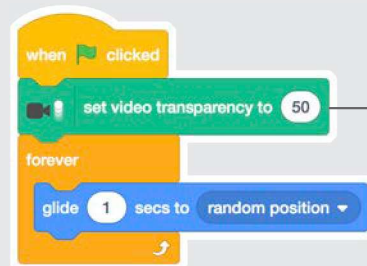


Choose a backdrop, like **Ocean**.

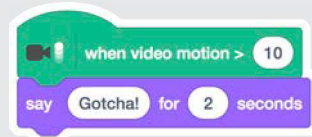


Choose a sprite, like **Jellyfish**.

ADD THIS CODE



Type a number between 0 and 100. (0 to show the video, 100 to make the video transparent.)



TRY IT

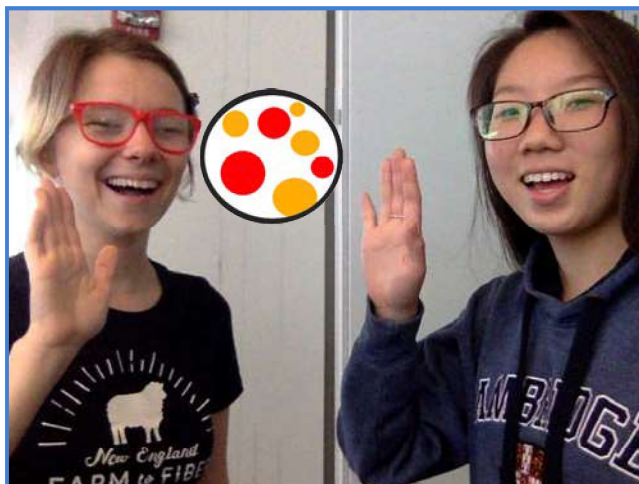
Move around to avoid the jellyfish.



Play Ball



Use your body to move a sprite across the screen.



Video Sensing

6

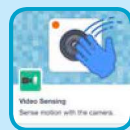


Play Ball

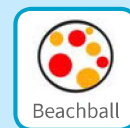
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GET READY

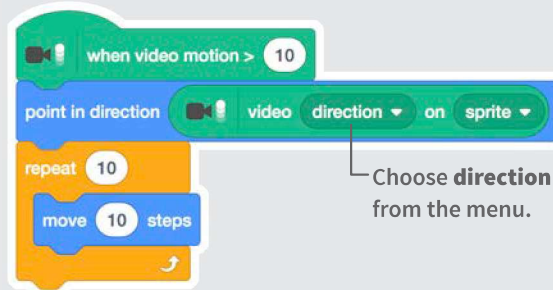
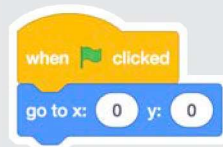
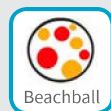


Click the **Extensions** button, then choose **Video Sensing**.



Choose a sprite, like Beachball.

ADD THIS CODE



Choose **direction** from the menu.

TRY IT



Use your hands to push the beach ball around the screen. Try it with a friend!

Start an Adventure!



Interact with a story by
moving your hands.



Video Sensing

7



Start an Adventure!

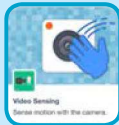
scratch.mit.edu



GET READY



Click the **Extensions** button.



Choose **Video Sensing**.



Choose a backdrop.



Winter



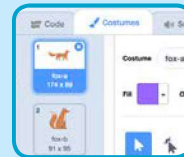
Choose a sprite.



Fox



Click the **Costumes** tab to see your sprite's other costumes.



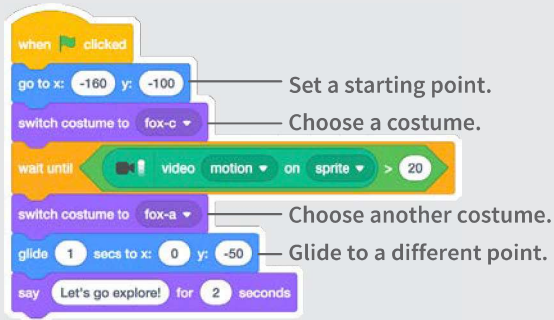
ADD THIS CODE



Click the Code tab.



Insert the **video motion on sprite** block into the **greater than** block from the Operators category.



TRY IT

Click the green flag. Then wave to wake up the fox.