Video Sensing Cards
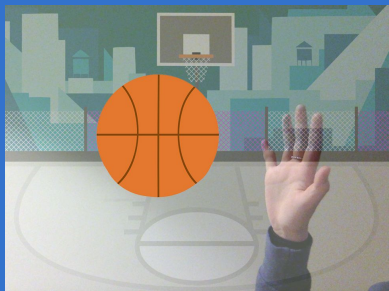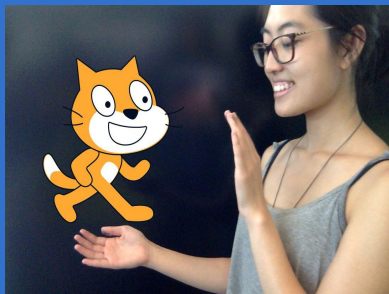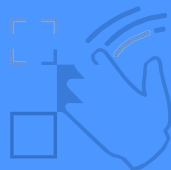

Interact with projects using video sensing.
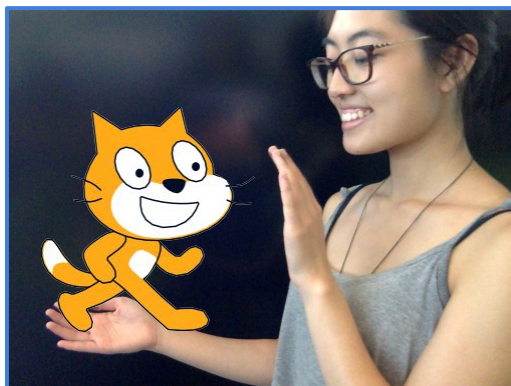
scratch

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

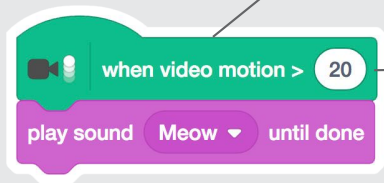Make the cat meow when you touch it.

SCRATCH

Pet the Cat

GET READY

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

Choose Video Sensing
to add the video blocks.

Video Sensing
Sense motion with the camera.

ADD THIS CODE

Cat

when video motion > 20

play sound Meow ▾ until done

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

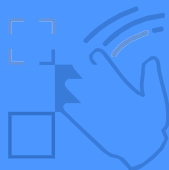Type a number between 1 and 100 to change the sensitivity.

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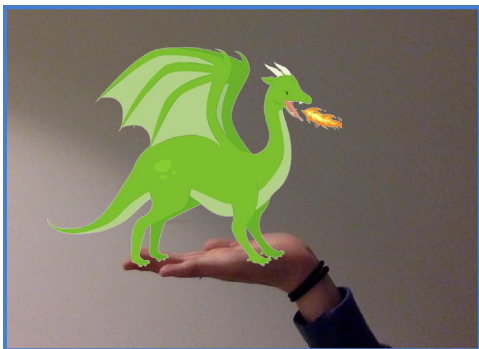
TRY IT

Move your hand to pet the cat.

Animate

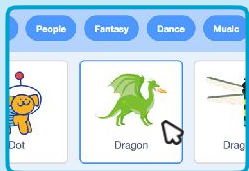Move around to bring a sprite to life.

Scratch

Animate

GET READY

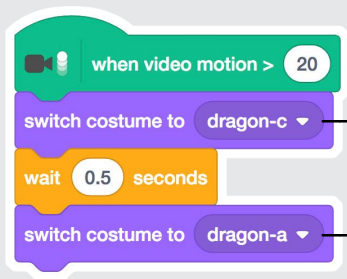Click the **Extensions** button, then choose **Video Sensing**.

Choose a sprite to animate.

Dragon

Pick a sprite with more than one costume.

| People | Fantasy | Dance | Music |

Dot | Dragon | Drag

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

ADD THIS CODE

Dragon

```
when video motion > 20
switch costume to  dragon-c ▾        Choose one costume.
wait 0.5 seconds
switch costume to  dragon-a ▾        Choose a different
                                      costume.
```
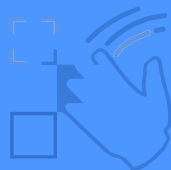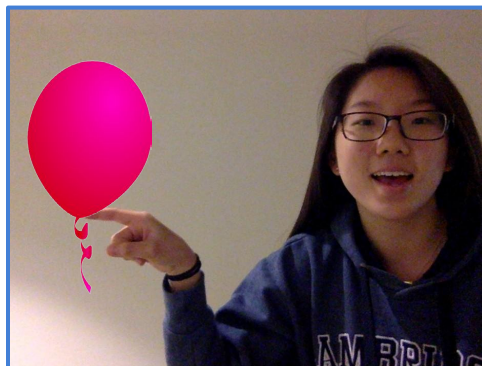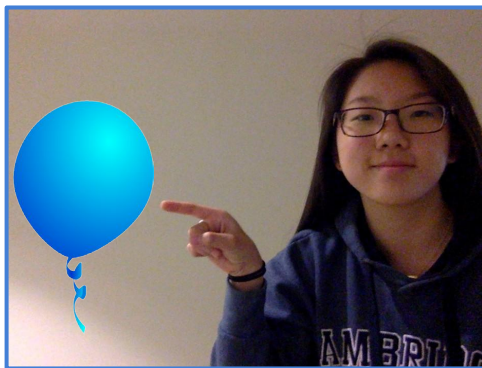
TRY IT

Move around to animate the dragon.
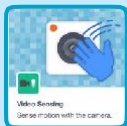
Pop a Balloon

Use your finger to pop a balloon.
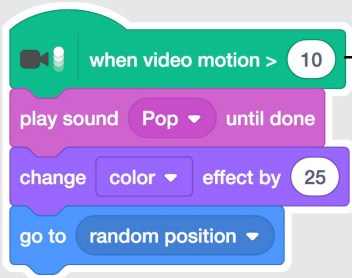
Pop a Balloon

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GET READY

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

Choose a sprite, like Balloon1.

Balloon1

ADD THIS CODE

Balloon1

when video motion > 10

play sound Pop until done

change color effect by 25
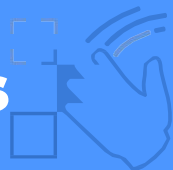
go to random position

Type a larger number to make it harder to pop.

TRY IT

Use your finger to pop the balloon.

Play the Drums

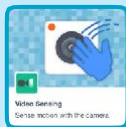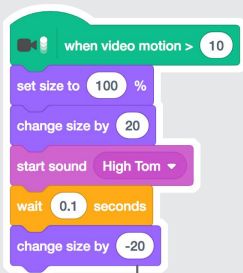Interact with sprites that play sounds.

Play the Drums

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GET READY

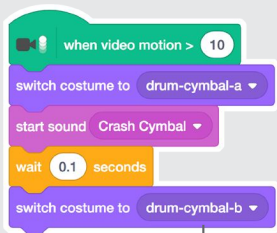Click the **Extensions** button, then choose **Video Sensing**.

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

Drum-cymbal

```
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.

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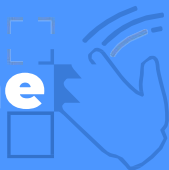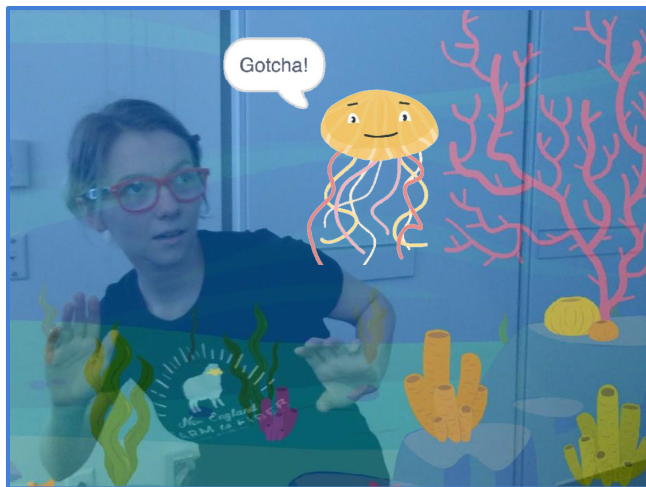
Choose a different costume.

TRY IT

Use your hands to play the drums!
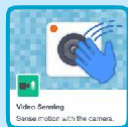
Keep Away Game

Move around to avoid a sprite.

Keep Away Game

GET READY

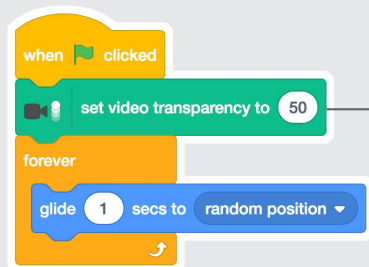**Click the Extensions** button, then choose **Video Sensing**.

Choose a backdrop, like Ocean.

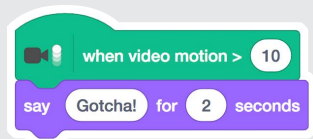Choose a sprite, like Jellyfish.

ADD THIS CODE

```
when 🏳 clicked
set video transparency to 50
forever
    glide 1 secs to random position ▼
```

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

```
when video motion > 10
say Gotcha! for 2 seconds
```
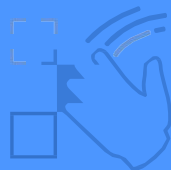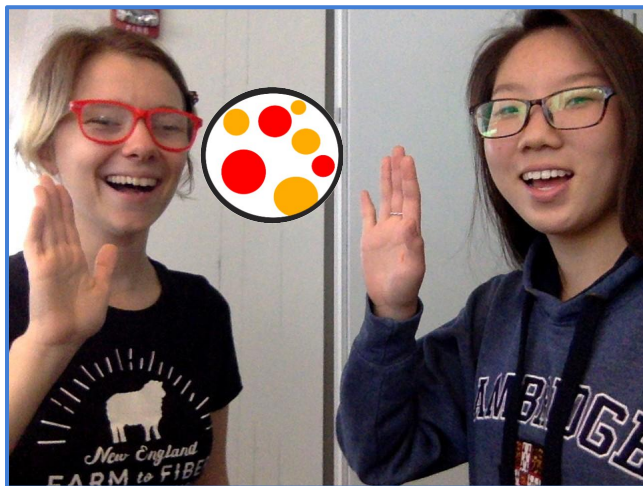
TRY IT

Move around to avoid the jellyfish.

Play Ball

Use your body to move a sprite across the screen.

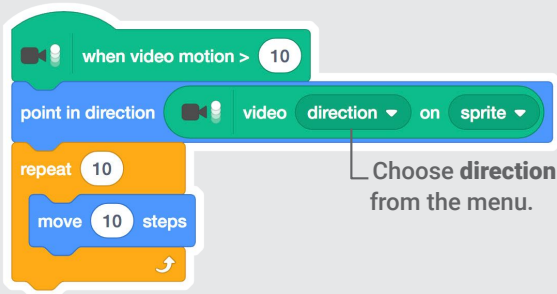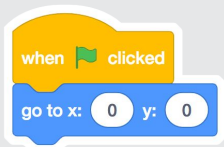SCRATCH

Play Ball

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GET READY

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

Choose a sprite, like Beachball.

Beachball

ADD THIS CODE

Beachball

```
when [green flag] clicked
go to x: 0 y: 0
```

```
when video motion > 10
point in direction [video] direction ▼ on sprite ▼
repeat 10
  move 10 steps
```
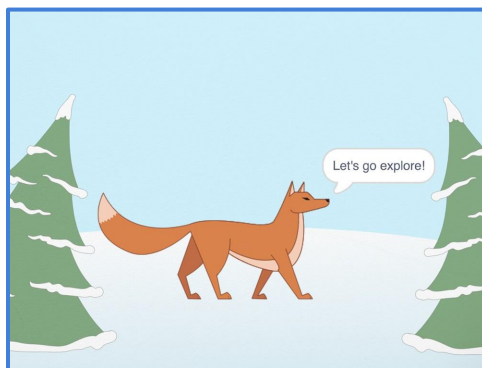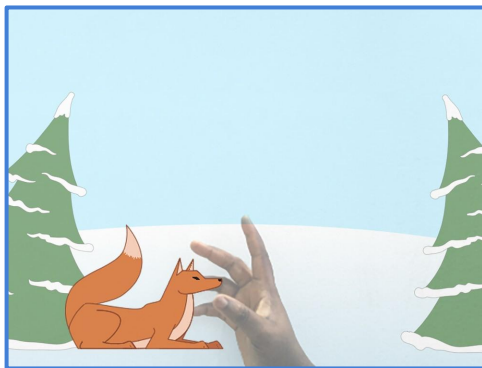
Choose **direction** from the menu.

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.

SCRATCH

Start an Adventure!

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.

when ⚑ clicked
go to x: -160 y: -100 — Set a starting point.
switch costume to fox-c — Choose a costume.
wait until video motion on sprite > 20
switch costume to fox-a — Choose another costume.
glide 1 secs to x: 0 y: -50 — Set the position your sprite will glide to.
say Let's go explore! for 2 seconds

TRY IT

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