

# Școala Gimnazială Kiss Ferenc Mădăraș

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## Fișa de lucru M5

The image displays four sequential screenshots of a Scratch project, illustrating the development of a character's movement and actions. Each screenshot shows the character on the stage and the corresponding Scratch code blocks in the Scripts area.

- Top Screenshot:** The character is standing with arms raised. The code includes:
  - When green flag clicked: Go to x: 169, y: 277.
  - When green flag clicked: Go to cursor mouse.
  - When green flag clicked: Go to x: 169, y: 277.
  - When green flag clicked: Go to cursor mouse.
  - When green flag clicked: Go to x: 169, y: 277.
  - When green flag clicked: Go to cursor mouse.
- Second Screenshot:** The character is in a shooting stance, and a basketball is visible. The code includes:
  - When green flag clicked: Go to x: 50, y: 634.
  - When green flag clicked: Go to cursor mouse.
  - When green flag clicked: Go to x: 50, y: 634.
  - When green flag clicked: Go to cursor mouse.
  - When green flag clicked: Go to x: 50, y: 634.
  - When green flag clicked: Go to cursor mouse.
- Third Screenshot:** The character is in a jumping shooting stance. The code includes:
  - When green flag clicked: Go to x: 100, y: 100.
  - When green flag clicked: Go to Amon.
  - When green flag clicked: Go to x: 100, y: 100.
  - When green flag clicked: Go to Amon.
  - When green flag clicked: Go to x: 100, y: 100.
  - When green flag clicked: Go to Amon.
- Bottom Screenshot:** The character is in a jumping shooting stance. The code includes:
  - When green flag clicked: Go to x: 200, y: 200.
  - When green flag clicked: Go to x: 200, y: 200.
  - When green flag clicked: Go to x: 200, y: 200.
  - When green flag clicked: Go to x: 200, y: 200.
  - When green flag clicked: Go to x: 200, y: 200.
  - When green flag clicked: Go to x: 200, y: 200.