Interact with projects using video sensing.
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.
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.
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

Choose one costume.

Choose a different costume.

TRY IT

Move around to animate your sprite.
Pop a Balloon

Use your finger to pop a balloon.
Pop a Balloon

GET READY

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

Choose a sprite, like **Balloon1**.

ADD THIS CODE

![Scratch code blocks](image)

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
scratch.mit.edu

GET READY
Click the Extensions button, then choose Video Sensing.
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 different costume.

TRY IT
Use your hands to play the drums!
Keep Away Game

Move around to avoid a sprite.

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

Choose a sprite, like **Beachball**.

**ADD THIS CODE**

- **Beachball**
  - **when** `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.

Let's go explore!
Start an Adventure!
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GET READY

Click the **Extensions** button.

Choose a backdrop.

Choose a sprite.

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

Choose **Video Sensing**.

ADD THIS CODE

Click the **Code** tab.

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

Set a starting point.

Choose a costume.

Choose another costume.

Set the position your sprite will glide to.

TRY IT

Click the green flag.

Then wave to wake up the fox.