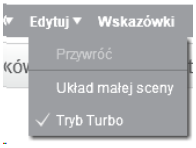
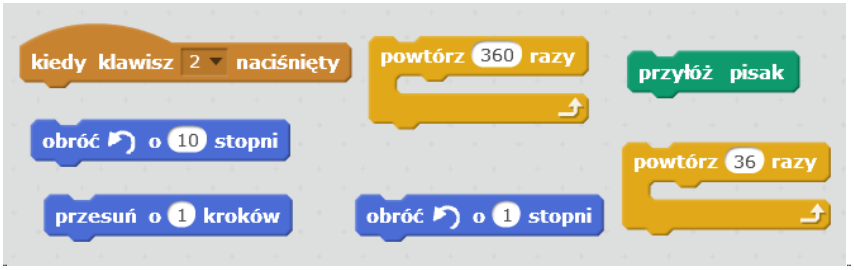
Rysowanie w programie Scratch cz. 2

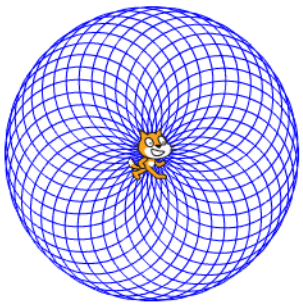
Zadanie 1. Ustawianie duszka na środku sceny, czyszczenie sceny.

Zadanie 2. Połącz bloczki tak, żeby kot rysował odpowiednie rysunki

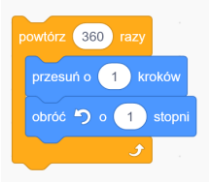
(aby kot nie przesłaniał rysunków zmniejsz go o połowę).

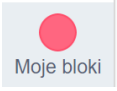
W poniższych zadaniach warto włączyć tryb turbo aby rysunek szybciej się tworzył. 



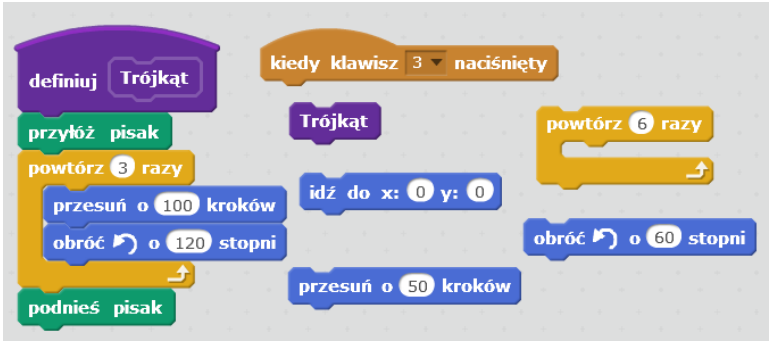


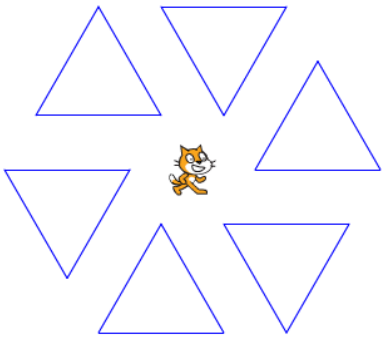
Podpowiedź:

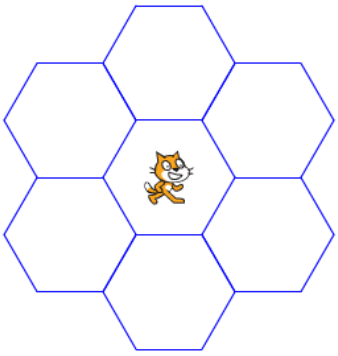


W poniższym zadaniu aby stworzyć blok „definiuj” kliknij w skryptach „moje bloki” 

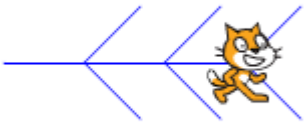
i wybierz opcję „stwórz blok”. Nazwij nowy blok „Trójkąt”.

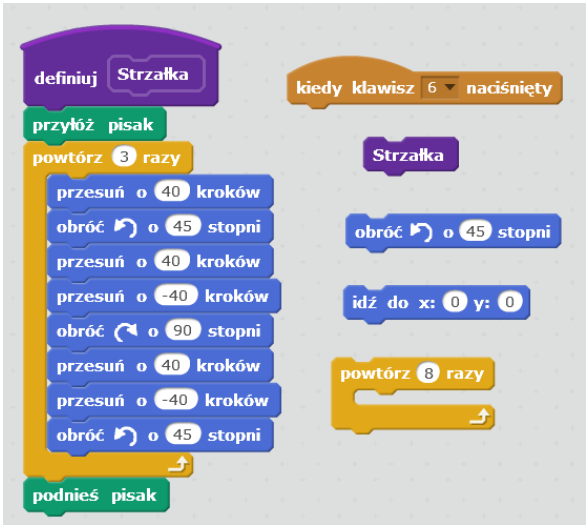


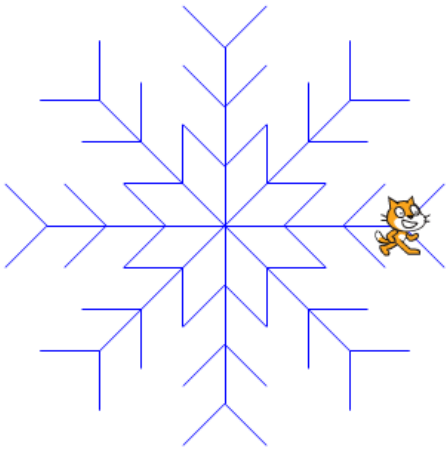


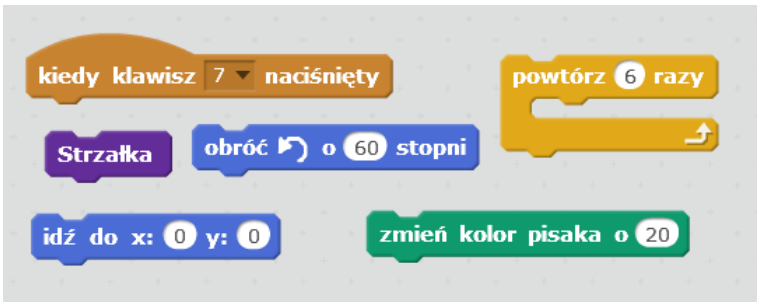


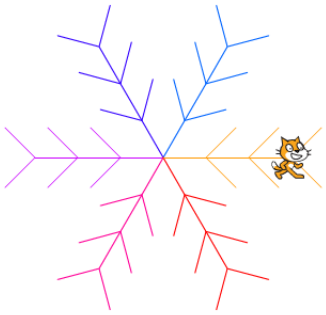
Podpowiedź do zadania poniżej: sprawdź definicję strzałki z zadania 6.







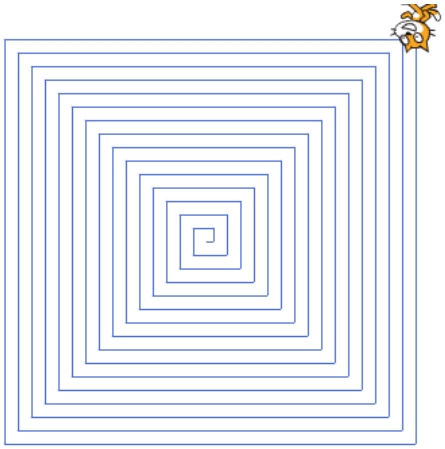
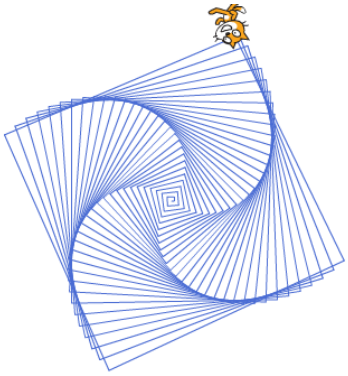




Ocena 5

W poniższym zadaniu stwórz zmienną o nazwie „krok”.

Ocena 5+



Ocena 6