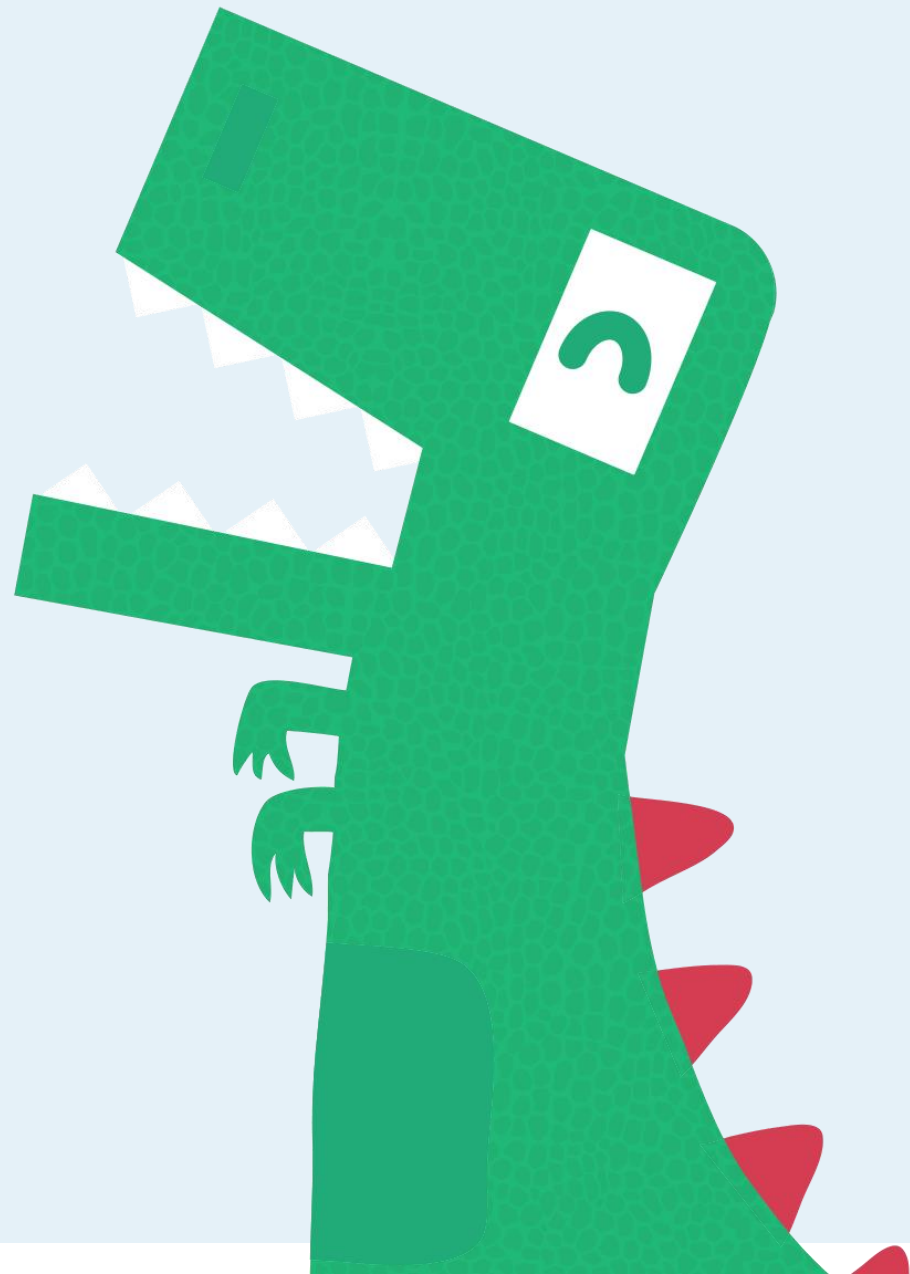


Student workbook

# Balloon pop

Code Playground



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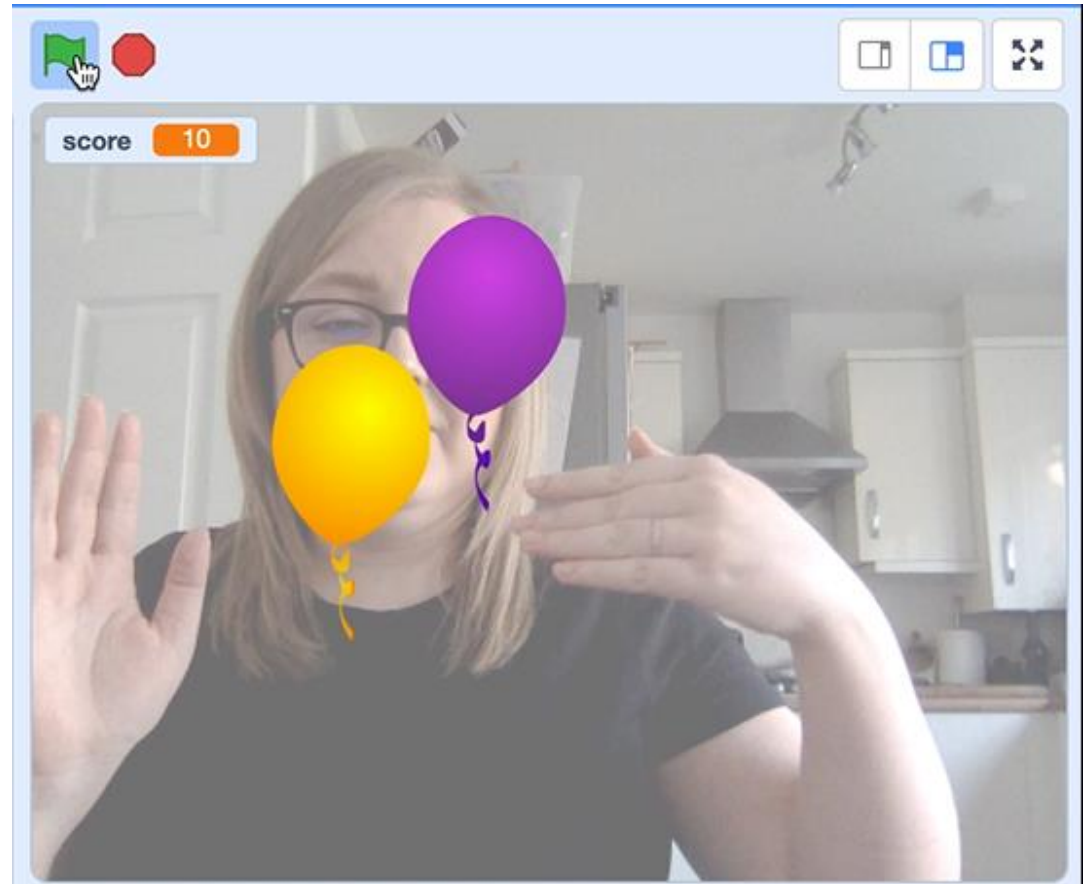
# Balloon pop

Code Playground Live

Pop the balloons by using your webcam to earn points. But be careful! Pop the wrong balloons and you could lose points.

This project is designed for Scratch 3.0 and will show you the basics of using the video sensing extension.

Hope you enjoy the project!



# Balloon pop

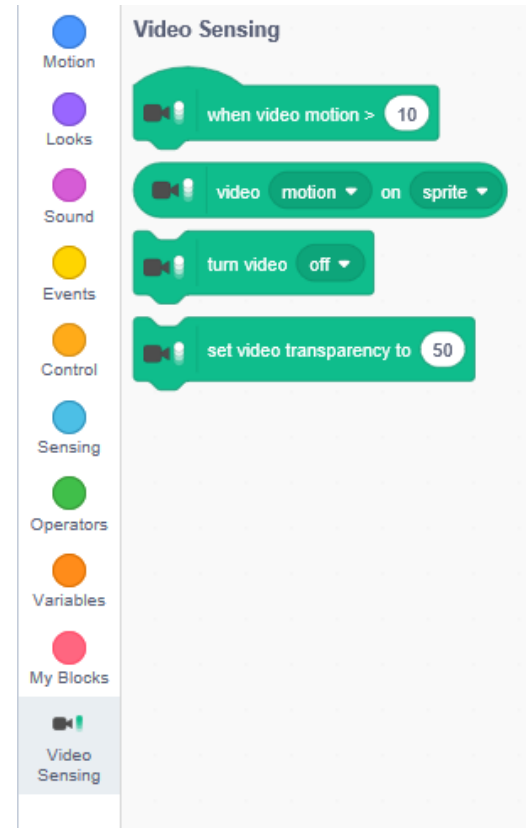
Code Playground Live

## Step 1

The 'Video Sensing' blocks are found in the extension library – you'll need to add them yourself manually. They work really well with the colour sensing blocks which you'll find already in the light blue 'Sensing' tab.

You'll get four new blocks as shown to the right.

The 'Video Sensing' blocks use a camera, so make sure your device either has a built in webcam, or you attach one before you begin!



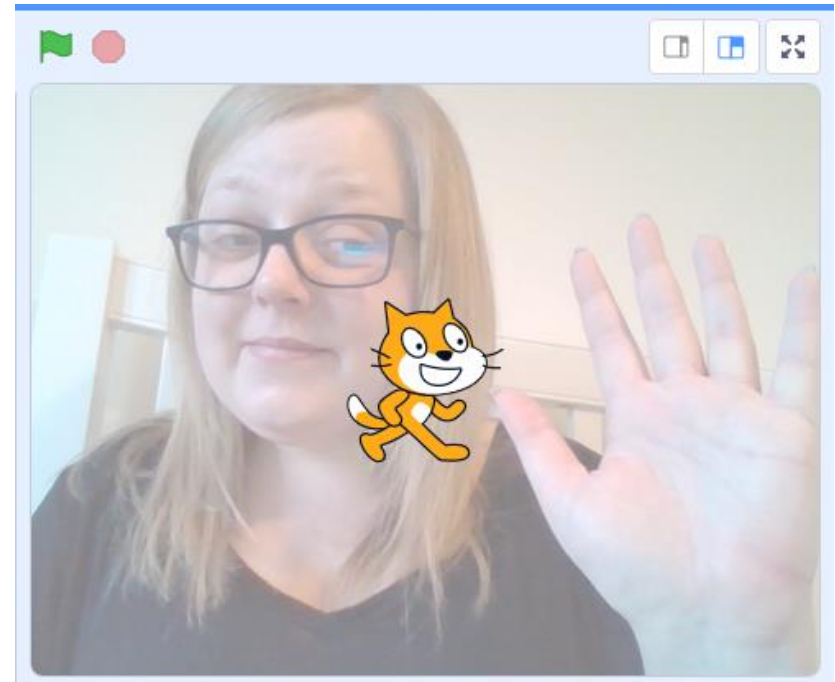
# Balloon pop

Code Playground Live

## Step 1 (cont.)

Adding the video sensing extension will add your video feed to the backdrop of your game screen. If this doesn't work, try refreshing your project and starting again, or check your computer privacy settings for allowing access to your camera.

Your video transparency will be automatically set to 50, which gives the slight faded effect you can see here.



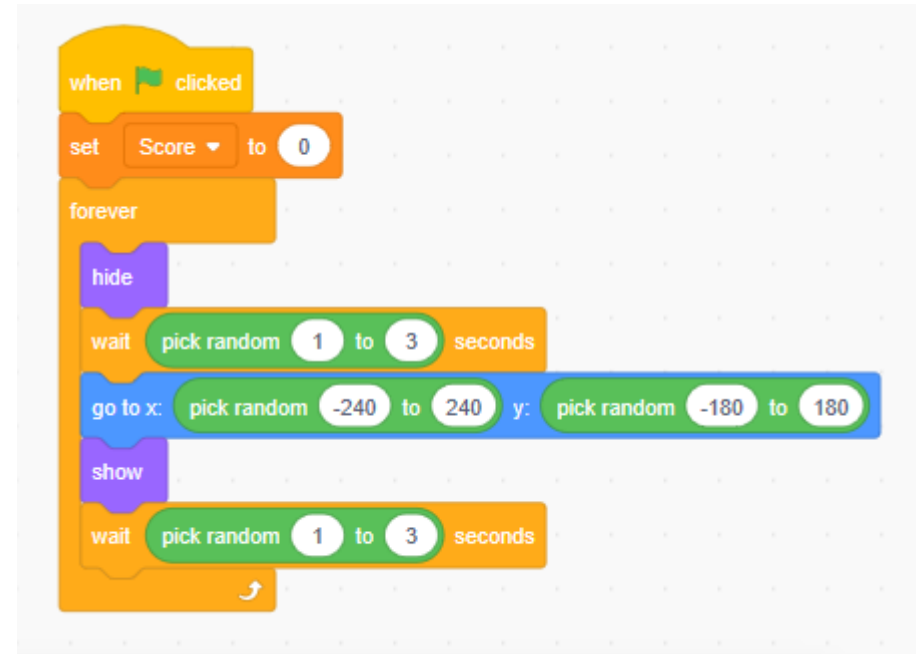
# Balloon pop

Code Playground Live

## Step 2

Find the balloon sprite in the sprite library, and add it to your project.

Add this script to your balloon sprite. This script controls the balloon's movement.

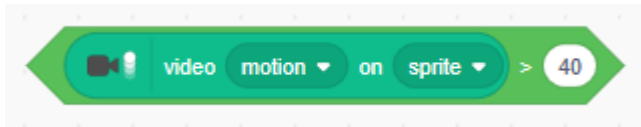


# Balloon pop

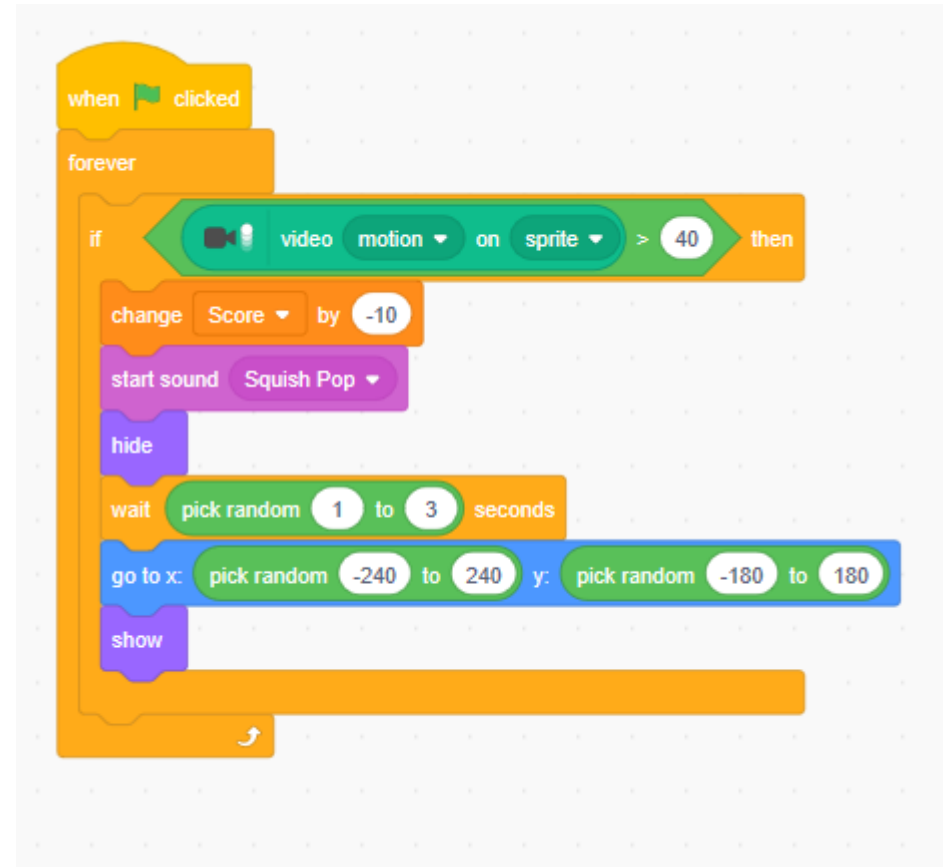
Code Playground Live

## Step 3

Add these blocks to your balloon sprite. This script controls what happens when you pop the balloon.



\*\*Top tip – this block determines your video sensitivity. The higher the number, the less sensitive the video and the more motion you will need to pop the balloon!



# Balloon pop

Code Playground Live

## Level up!

- Can you add in a win or game over feature?
- Can you add an object that you want to avoid?
- Can you make the code for this project more efficient?
- Think about ways video sensing can be added to your future projects to make them more interactive.

# Notes

## Code Playground

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