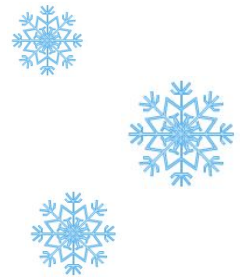


Normal

Scratch ★

Make it snow!

Create a Scratch project where snowflakes fall from the top of the screen to the bottom of the screen. Use the snowflake costume or draw your own.



Hard

Scratch ★

Everything at Normal, plus:

Add a gentle (or strong!) breeze. Make the snowflakes move sideways as they fall, so they are falling at an angle. Combine this with fast moving snowflakes to create a blizzard!

Ultra

Scratch ★★

Everything at Hard, plus:

When a snowflake reaches the edge, make it start falling from the top again. How about having some fun with trying to build up a pile of snow at the bottom of the screen?

Tools

Things to remember from Sushi Cards

Remember that a sprite's position is controlled with **x** and **y** values. To move **down** you **subtract** from the **y** value.

You can use the "touching" block to detect when a sprite reaches the edge.



To keep doing something over and over, put the code inside a "forever" block.

Tips

Ideas, help, etc.

Start with just one snowflake. Once you have one working, you can **duplicate** it!

Try adjusting the speed of the movement to make the snow look like it's falling softly or heavily. Changing the value by a smaller amount makes the movement slower.

Why not add an extra effect by making each snowflake turn as it falls? Try a really small number of degrees for a gentler snowfall.

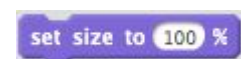
Tricks

New code you'll need to know

If you're only moving a sprite up or down, then you can use the following blocks for motion:



You can change a sprite's size using the "set size" block: (100% is the original size)



There's lots of ways you could build up a pile of snow. Perhaps you make a "Pile of snow" sprite! Or you could try out the "stamp" block...

