A worksheet on Scratch for the etwinning program 23-24 "coding Robogames"

A creation of an interactive Christmas Card on Scratch 3

The purpose of the activity is to create an interactive Christmas card.

   Our scenario is in a snowy landscape, for example a snowman and a reindeer are talking. The snowman tells the reindeer that he has a gift for him for the Christmas holidays and that he should click on the gift. The user clicks on the gift and the previous scene appears with Christmas or Happy new year wishes. You can use the previous scene to write your Christmas wishes to create a second scene.
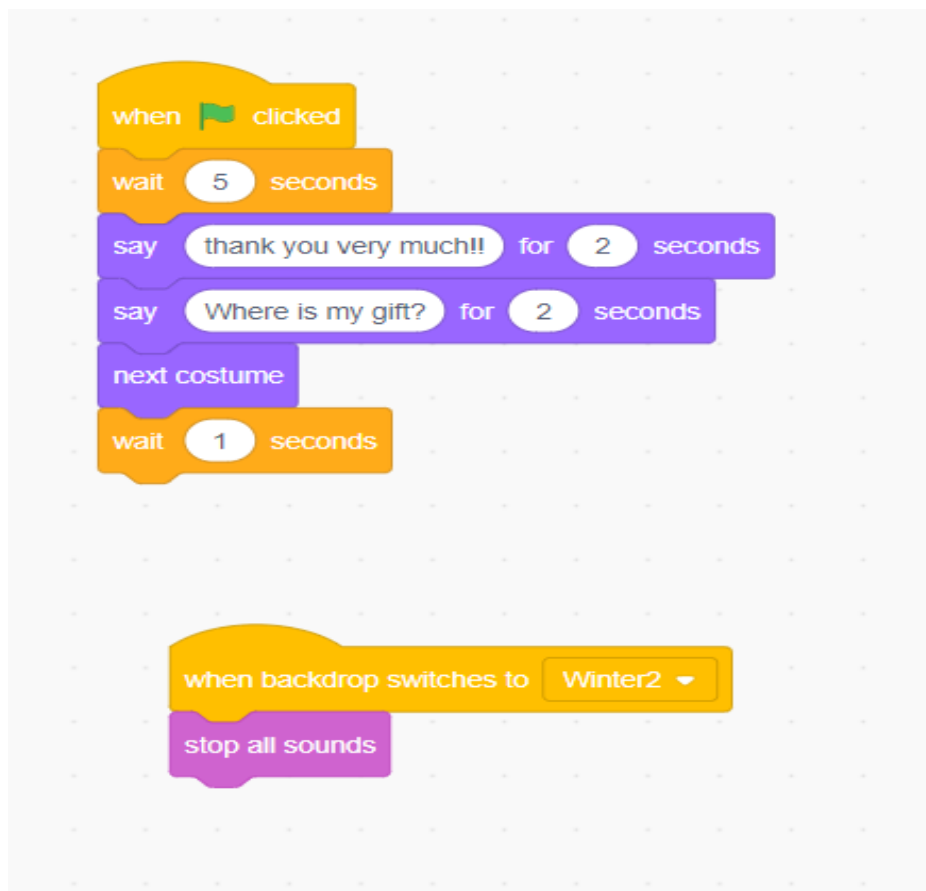
The photos with the next costumes of the snowman, the reindeer and a file with the sound will be downloaded to your computers ,on the other hand, they are very easy to create on your own.

The links of the projects you will create can be added to the collection: https://scratch.mit.edu/studios/34285921
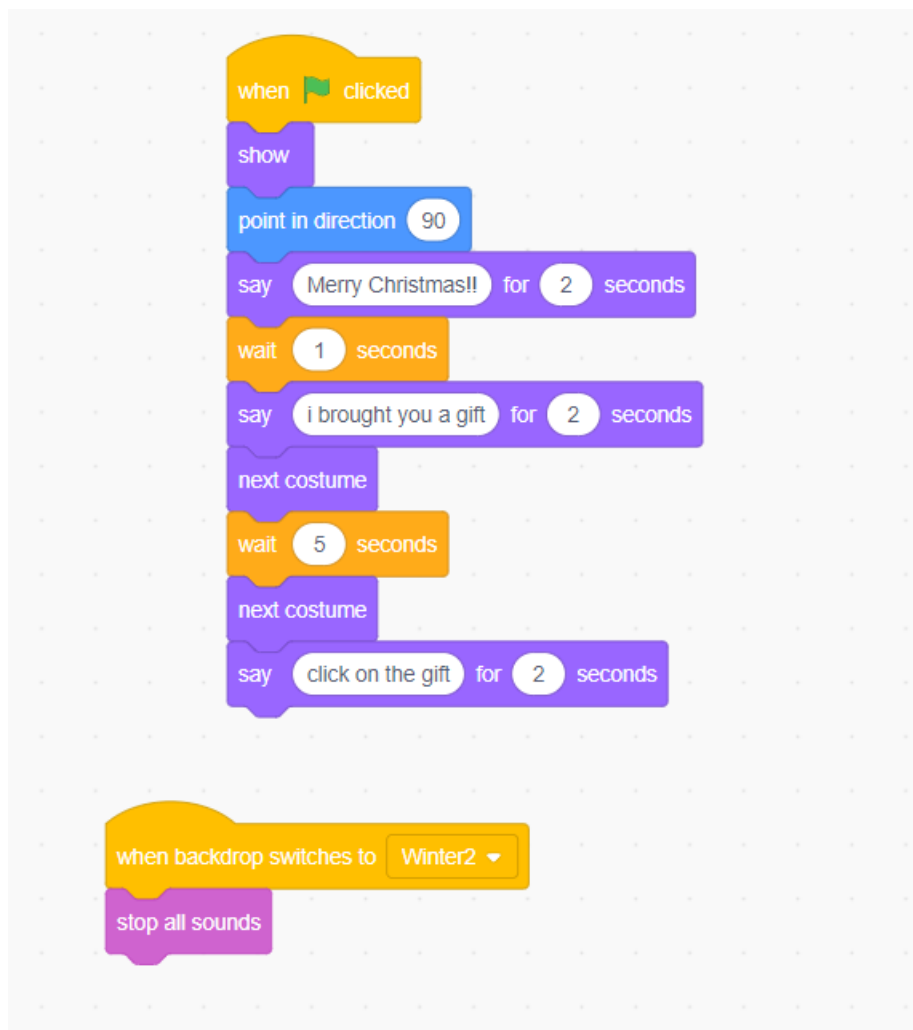
Here are the instructions for all the students to make it:

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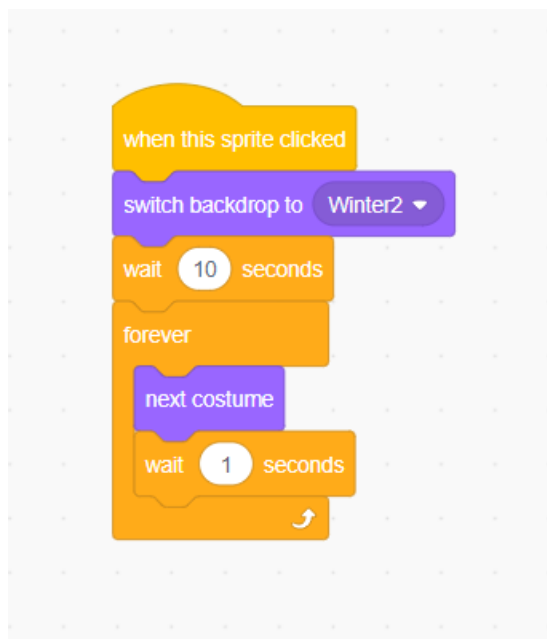
The commands for the reindeer:

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The snowman:

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The gift:


```
when this sprite clicked
switch backdrop to Winter2 ▾
wait 10 seconds
forever
    next costume
    wait 1 seconds
```

The backdrop:

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when space ▾ key pressed
stop all sounds
switch backdrop to Winter2 ▾

when 🏳 clicked
switch backdrop to Winter ▾ and wait
play sound All I Want for Christmas Is You ▾ until done