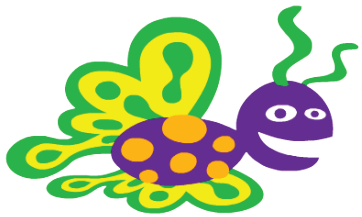
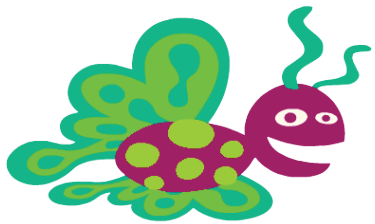
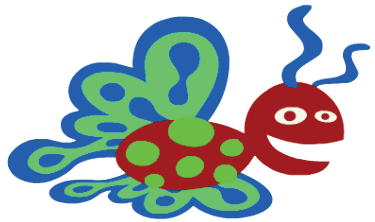
Spremeni barvo

S pritiskom na gumb spremeni barvo figure.



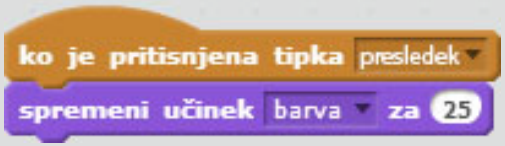




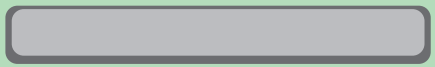
Spremeni barvo

PRIPRAVI SE

PREIZKUSI TO KODO



NAREDI TO!



Pritisni tipko za presledek za spremembo barve.

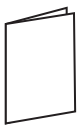
DODATEN NASVET

Izbiraš lahko med različnimi učinki v meniju:

ali vtipkaj drugo število. Potem ponovno pritisni tipko presledek.

Za izbris učinka klikni na gumb Stop.

Ustvari kartico



1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

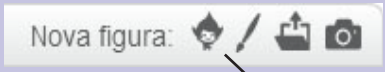
3. Izreži po črtkanih črtah.

Ples po ritmu

Zapleši ob ritmih bobna.

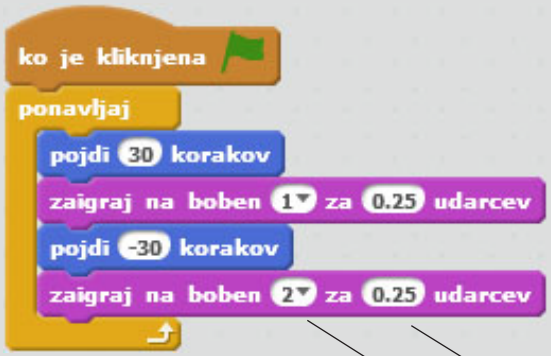
Ples po ritmu

PRIPRAVI SE



Izberi plesalca ali kakšno drugo figuro.

PREIZKUSI TO KODO



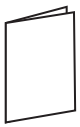
Vpiši to število.

Določi vrsto bobna.

NAREDI TO!

Klikni na zeleno zastavico za pričetek.

Ustvari kartico



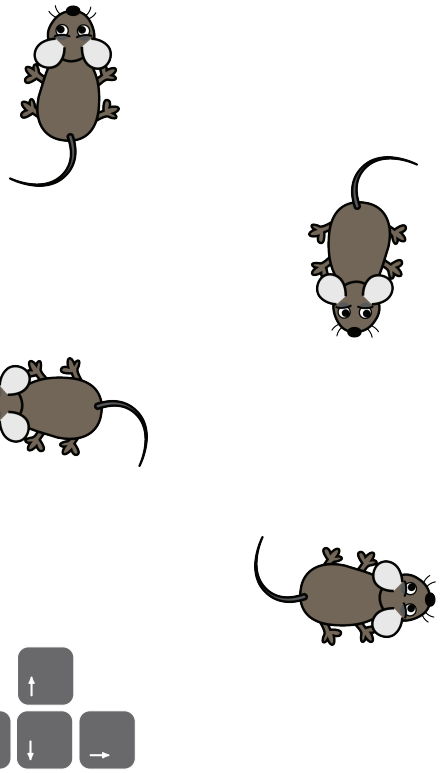
1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

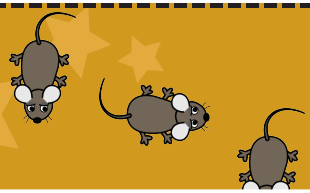
3. Izreži po črtkanih črtah.

Premikanje s smernimi tipkami

Uporabi smerne tipke za premik figure.

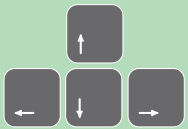


Premikanje s smernimi tipkami



PREIZKUSI TO KODO

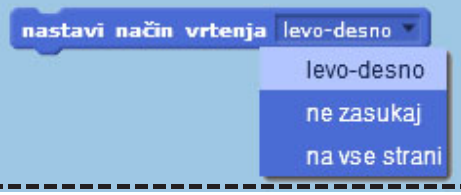
NAREDI TO!



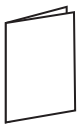
Uporabi smerne tipke za premikanje!

DODATEN NASVET

Ali je tvoja figura obrnjena na glavo?
Spremeniš lahko tudi smer vrtenja figure.



Ustvari kartico



1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

3. Izreži po črtkanih črtah.

Reci kaj!

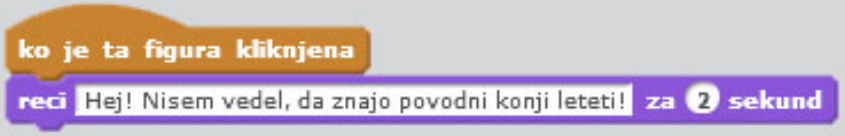
Kaj želiš, da pove tvoja figura?

Reci kaj!

PRIPRAVI SE

Izberi figuro.

PREIZKUSI TO KODO

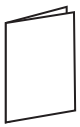


Vtipkaj poljubno besedilo.

NAREDI TO!

Klikni na figuro za začetek pogovora.

Ustvari kartico



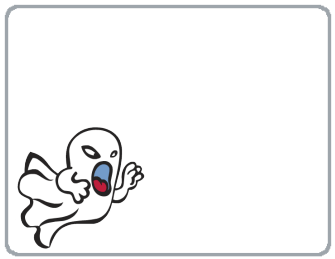
1. Prepogni kartico na pol.

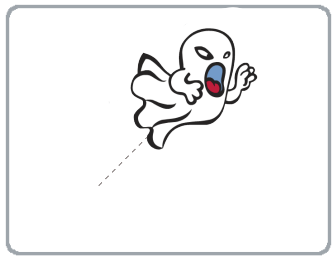
2. Na hrbtno stran nanesi lepilo.

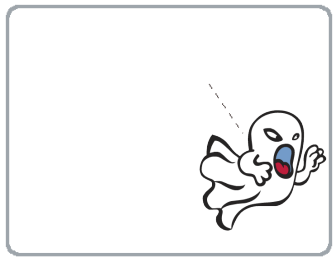
3. Izreži po črtkanih črtah.

Drsenje

Premakni figuro iz ene točke v drugo.







Drsenje

PRIPRAVI SE

Uvozi videz ali sam naslikaj figuro.

PREIZKUSI TO KODO

Preizkusi različna števila.

kako dolgo naj traja | vodoravni položaj | navpični položaj

NAREDI TO!

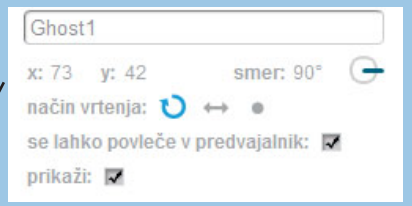
Klikni na zeleno zastavico za pričetek.

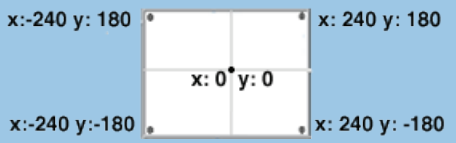
DODATEN NASVET

Če želiš videti trenutni položaj figure:

Klikni na ℹ.

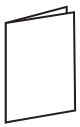
Položaj x y je prikazan tu.





Tu sta položaj x in položaj y na odru.

Ustvari kartico



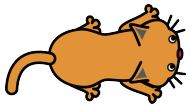
1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

3. Izreži po črtkanih črtah.

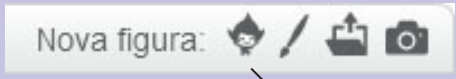
Sledi miški!

Sledi miškinemu kazalcu.



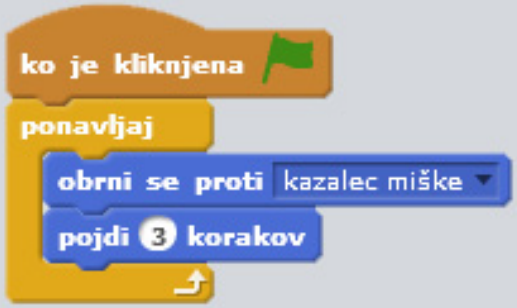
Sledi miški!

PRIPRAVI SE



Choose the cat or another costume.

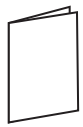
PREIZKUSI TO KODO



NAREDI TO!

Klikni na zeleno zastavico za pričetek.

Ustvari kartico



1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

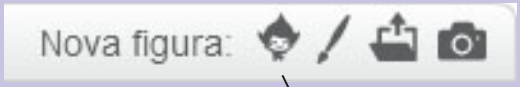
3. Izreži po črtkanih črtah.

Plesni obrat

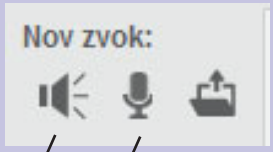
Play a sound clip and do a body twist.

Plesni obrat

PRIPRAVI SE

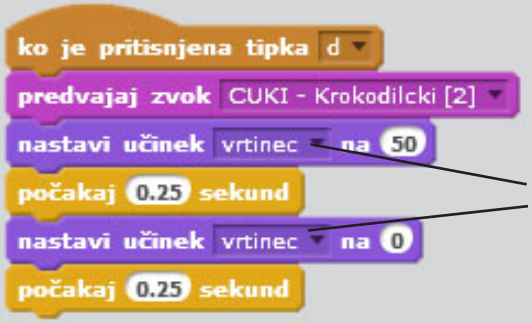


Izberi sličico človeka, ki je pripravljen na ples.



Izberi ali posnemi zvočni posnetek. Naj bo kratek!

PREIZKUSI TO KODO



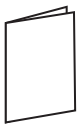
Izberi vrtiinec iz menija.

NAREDI TO!

D

Pritisni tipko za pričetek.

Ustvari kartico



1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

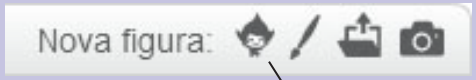
3. Izreži po črtkanih črtah.

Interaktivni vrtinec

Zavrtinči sličico s premikom miške.

Interaktivni vrtinec

PRIPRAVI SE



Izberi veverico ali kakšno drugo sličico.

PREIZKUSI TO KODO

Vstavi blok miška x.

Izberi vrtinec iz menija.

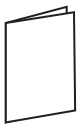
NAREDI TO!

Klikni na zeleno zastavico za pričetek.

DODATEN NASVET

Opazuj, kako se spreminja položaj x in y, ko premikaš miško.

Ustvari kartico



1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

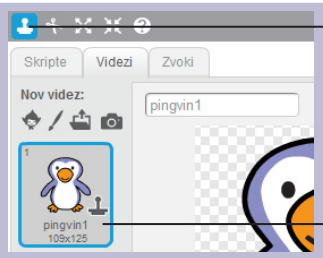
3. Izreži po črtkanih črtah.

Animiraj pingvina

Ustvari enostavno animacijo.

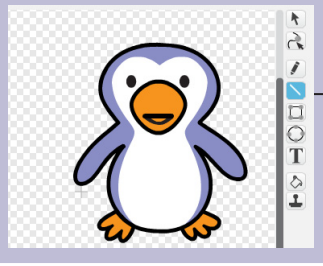
Animiraj pingvina

PRIPRAVI SE



Za podvojitev klikni na orodje štampiljka.

Klikni na figuro, da podvojiš videz.



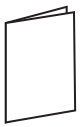
Uporabi orodja za risanje, da bo nov pingvin videti drugače.

PREIZKUSI TO KODO

NAREDI TO!

Klikni na zeleno zastavico za pričetek.

Ustvari kartico



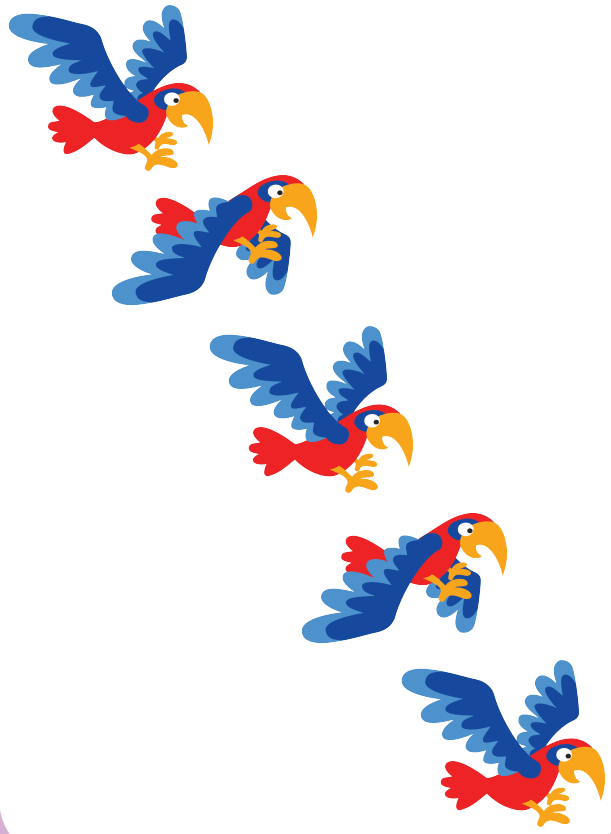
1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

3. Izreži po črtkanih črtah.

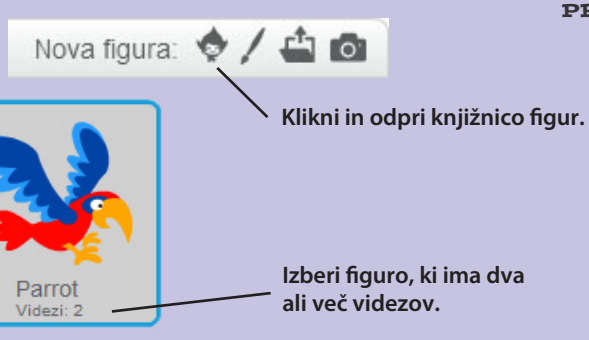
Premikajoča se animacija

Ustvari premikajočo se animacijo.



Premikajoča se animacija

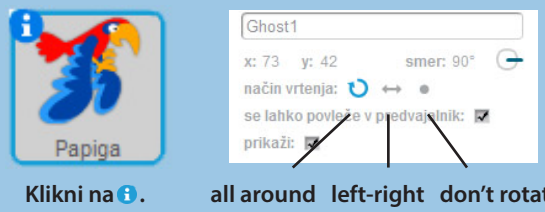
PRIPRAVI SE



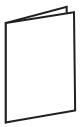
PREIZKUSI TO KODO

DODATEN NASVET

Ali je tvoja figura postavljena na glavo?
Figuri lahko spremeniš način vrtenja.



Ustvari kartico



1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

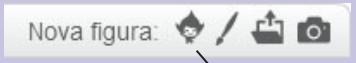
3. Izreži po črtkanih črtah.

Gumb presenečenja

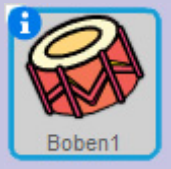
Naredi si svoj "gumb presenečenja".

Gumb presenečenja

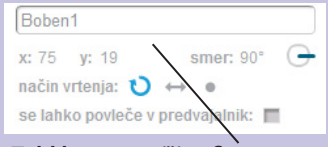
PRIPRAVI SE



Izberi boben (iz kategorije Stvari).



Kikni na ℹ.



Tu lahko spremeniš ime figure.

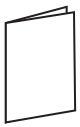
PREIZKUSI TO KODO

Vstavi blok NAKLJUČNO ŠTEVILO

NAREDI TO!

Klikni na boben, da vidiš (in slišiš), kaj se zgodi.

Ustvari kartico



1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

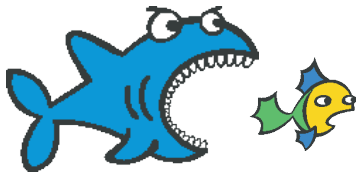
3. Izreži po črtkanih črtah.

Štetje točk

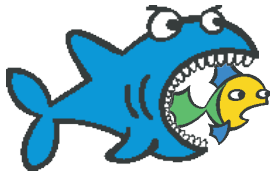
Štej točke v igri.

točke 0

točke 0



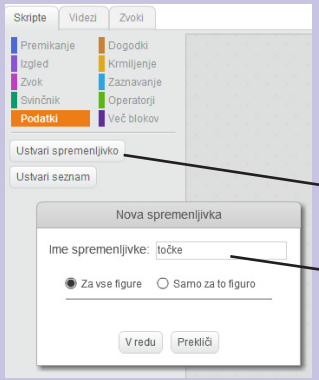
točke 1



Štetje točk

točke 1

PRIPRAVI SE

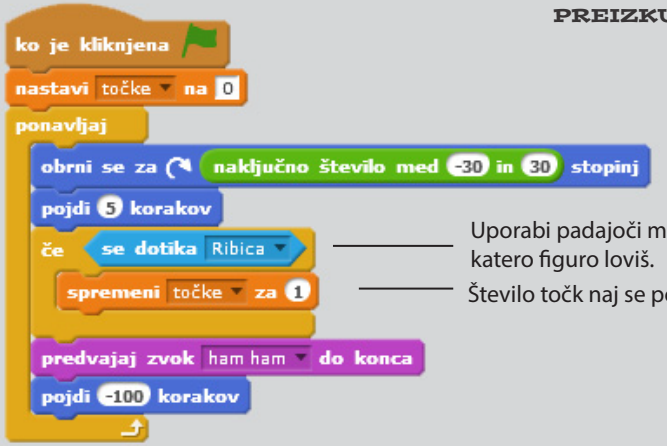


Izberi Podatki

Klikni Ustvari spremenljivko

Vpiši "točke" v ime spremenljivke in klikni V redu.

PREIZKUSI TO KODO



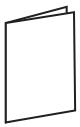
Uporabi padajoči meni in izberi, katero figuro loviš.

Število točk naj se poveča za 1.

NAREDI TO!

Klikni na zeleno zastavico za pričetek.

Ustvari kartico



1. Prepogni kartico na pol.

2. Na hrbtno stran nanesi lepilo.

3. Izreži po črtkanih črtah.