

# Juego de reventar globos

Actividad del grupo de carreras de tecnología de la información



# Paso 1

Ir a <https://tinyurl.com/Newclickergame>.

Esto te llevará a Scratch, el sitio web de codificación de MIT.

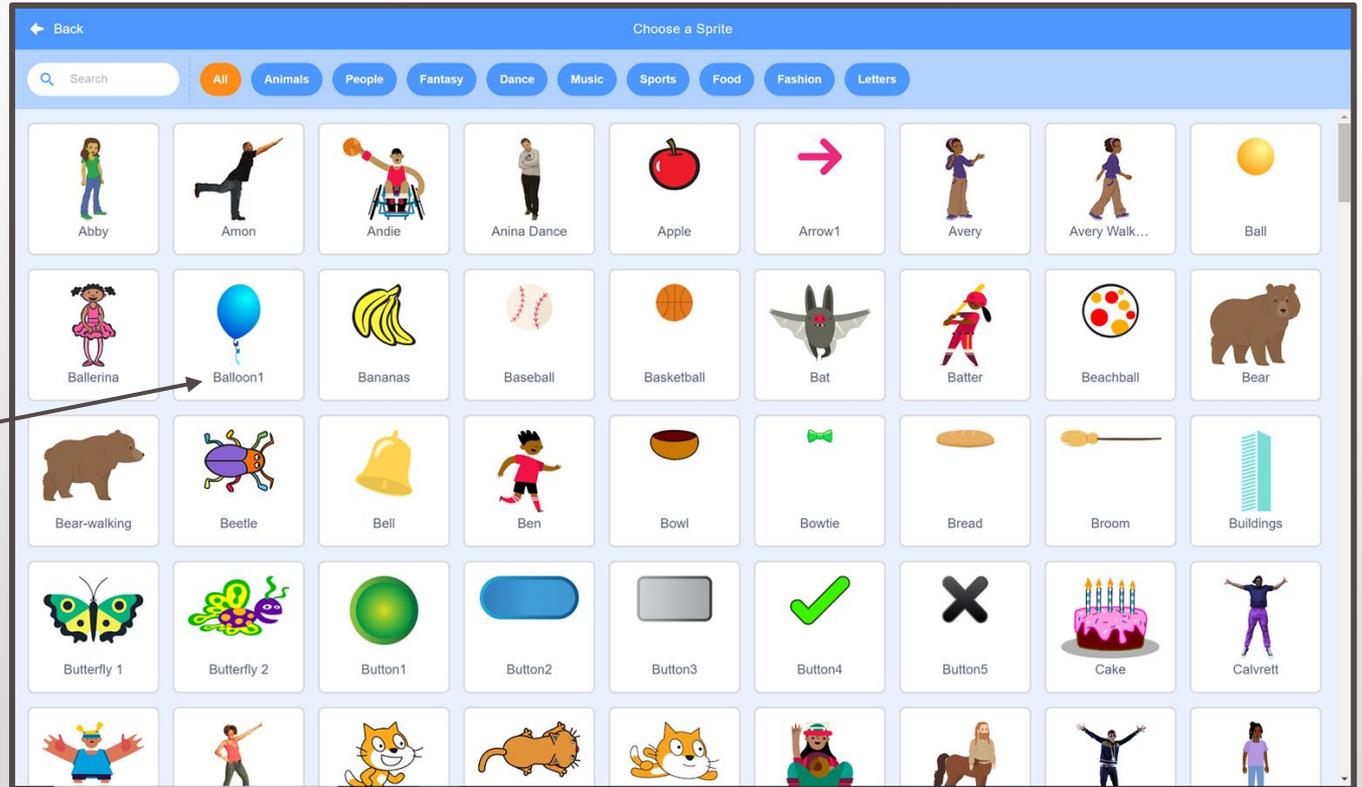


# Paso 2

Haz clic en el icono del gato para empezar.

The screenshot shows the Scratch IDE interface. The top menu bar includes 'Scratch', 'File', 'Edit', 'Tutorials', 'Join Scratch', and 'Sign In'. The left sidebar contains various block categories: Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks. The main workspace displays a stage with a purple background and two balloons (yellow and blue). A play button is positioned over the stage. The bottom right corner features a 'Stage' panel with a 'Backdrops' list containing 'Backdrops 1'. A cat icon is highlighted in the bottom right corner, and a green arrow points from a text box to it.

# Paso 3



Selecciona el  
Sprite "Balloon1".

# Paso 4

**A.** En el panel izquierdo, seleccione la pestaña "Events".

**B.** Encuentra el evento "when this sprite clicked". Haz clic y desliza este comando al espacio de trabajo en el centro de la ventana.

The screenshot displays the Scratch IDE interface. On the left, the 'Code' panel is open to the 'Events' category, showing a list of event blocks. The 'when this sprite clicked' block is highlighted. An arrow points from this block to the workspace. In the workspace, a blue balloon sprite is visible. Another arrow points from the 'when this sprite clicked' block in the workspace to the 'when this sprite clicked' block in the 'Events' palette. A small tutorial window titled 'Tutorials' is also visible in the workspace, showing a yellow and blue balloon with a play button. The right side of the IDE shows the 'Sprite' and 'Stage' panels, with 'Balloon1' selected in the sprite panel.

# Paso 4, Cont.

**A.** Selecciona la pestaña "Sound".

**B.** Encuentra el comando "start sound (pop)". Haz clic y desliza este evento a la zona que está debajo del comando "when this sprite clicked" para que los dos se conecten.

The screenshot shows the Scratch interface with the 'Sound' tab selected in the left sidebar. The code area contains a 'when this sprite clicked' event block connected to a 'start sound Pop' block. A tutorial window is open in the foreground showing a yellow balloon and a blue balloon on a purple background. The tutorial window has a play button and a close button.

# Paso 5

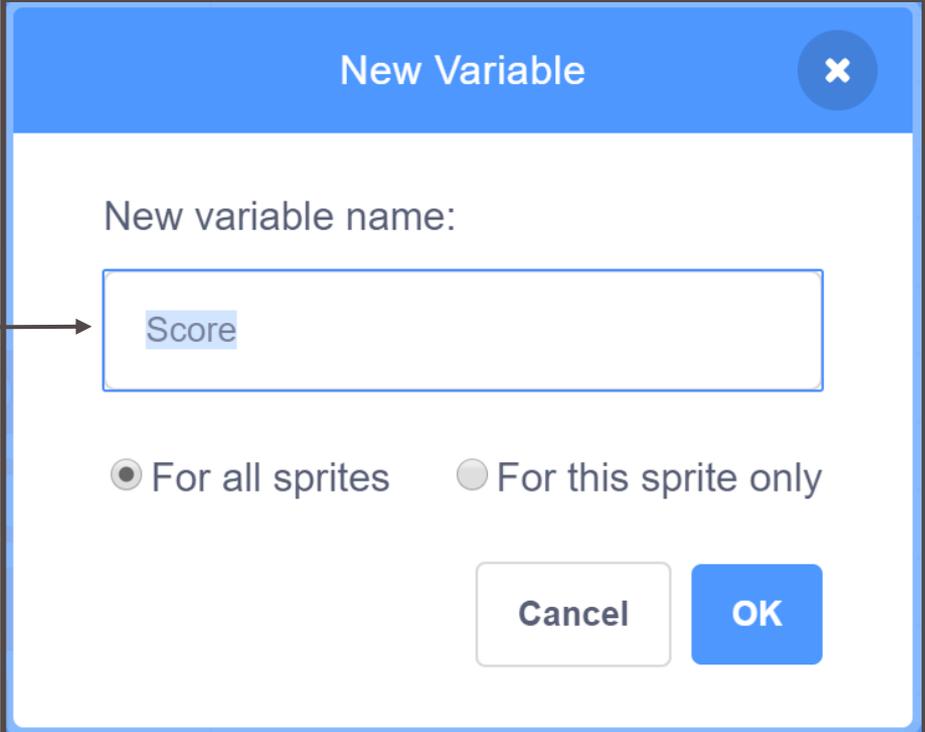
**A.** Selecciona la pestaña "Variables".

**B.** Haz clic en "Make a variable".

The image shows the Scratch IDE interface. On the left sidebar, the 'Variables' tab is selected, indicated by a box labeled 'A. Selecciona la pestaña "Variables".'. In the 'Variables' block palette, the 'Make a Variable' button is highlighted, indicated by a box labeled 'B. Haz clic en "Make a variable".'. The main workspace shows a blue balloon sprite on a stage. The code area contains a 'when this sprite clicked' event block followed by a 'start sound Pop' block. A video player window is open at the bottom, showing a tutorial with balloons. The right sidebar shows the 'Sprite' panel with 'Balloon1' selected and the 'Stage' panel with 'Backdrops 1'.

# Paso 5, Cont.

En la ventana que aparece, ingresa "Score" en el campo "New variable name" y haz clic en OK.



New Variable

New variable name:

Score

For all sprites  For this sprite only

Cancel OK

# Paso 6

Desliza y suelta el comando "change my variable by (1)" bajo el comando "start sound (pop)" para que los dos se conecten.

The screenshot displays the Scratch IDE interface. On the left, the 'Variables' category is selected in the 'Code' area, showing a list of variables including 'Score'. The 'Scripts' area contains a 'when this sprite clicked' block with a 'start sound Pop' block attached. A 'change my variable by 1' block is being dragged from the 'Variables' area towards the 'start sound' block. The 'Stage' area on the right shows a blue balloon sprite on a white background, with a 'Score' variable set to 0. The 'Sprite' area below the stage shows the selected 'Balloon1' sprite with its properties (x: -99, y: -46, size: 100, direction: 90). A 'Tutorials' window is open at the bottom, showing a video player with a play button and a right arrow. The Scratch logo is visible in the bottom left corner.

# Paso 7

¡Hagamos que el globo se mueva!

B. Desliza y suelta el evento "when clicked" en el espacio de trabajo, pero no lo conectes a los comandos existentes.

A. Selecciona la pestaña "Events".

The image shows the Scratch code editor interface. On the left, the 'Events' block palette is open, displaying various event triggers. A box labeled 'A.' points to this palette. In the center workspace, a blue balloon sprite is visible. A box labeled 'B.' points to a 'when clicked' event block being dragged from the palette to the workspace. Below the workspace, a 'Tutorials' window is open, showing a video player with a play button and a right arrow. On the right side of the editor, the 'Stage' area shows a score of 0 and a blue balloon sprite on the stage. The 'Sprite' panel below the stage shows 'Balloon1' selected.

# Paso 7, Cont.

**A.** Selecciona la pestaña "Control".

**B.** Desliza y suelta la función "forever" debajo del comando "when clicked" para que los dos se conecten.

**C.** Desliza y suelta el comando "wait (1) seconds" en la función "forever".

The image shows the Scratch code editor interface. On the left, the 'Control' category is selected in the block palette. The code area contains a 'when clicked' block connected to a 'forever' loop block. Inside the 'forever' loop, there is a 'wait 1 seconds' block. A small tutorial window titled 'Tutorials' is open in the center, showing a yellow balloon and a blue balloon on a purple background, with a play button and a close button. On the right, the stage area shows a blue balloon on a white background. The bottom right corner of the stage area shows the 'Sprite' panel with 'Balloon1' selected and its properties (x: -99, y: -46, size: 100, direction: 90).

# Paso 7, Cont.

**A.** Selecciona la pestaña "Motion".

**B.** Desliza y suelta el comando "go to random position" en la función "forever" por encima de "wait 1 seconds".

The image shows the Scratch programming environment. On the left, the 'Motion' tab is selected in the code area. The code area contains several blocks, including 'go to random position', 'go to x: -99 y: -46', 'glide 1 secs to random position', 'glide 1 secs to x: -99 y: -46', 'point in direction 90', 'point towards mouse-pointer', 'change x by 10', 'set x to -99', 'change y by 10', 'set y to -46', 'if on edge, bounce', and 'set rotation style left-right'. A 'Tutorials' window is open in the bottom center, showing a video player with a play button and a right arrow. On the right, the stage area shows a blue balloon sprite. The 'forever' loop in the code area contains a 'go to random position' block and a 'wait 1 seconds' block. A mouse cursor is positioned over the 'go to random position' block, indicating it is being dragged into the 'forever' loop.

# Paso 7, Cont.

**A.**  
Selecciona la pestaña de "Looks".

**B.** Desliza y suelta el comando "change color effect by (25)" en la función "forever" por encima de "go to random position".

# Paso 8

A. Selecciona la pestaña "Events".

B. Desliza y suelta el evento "when clicked" en el espacio de trabajo, pero no lo conectes a los comandos existentes.

The screenshot displays the Scratch programming environment. On the left, the 'Events' block palette is open, showing various event triggers such as 'when clicked', 'when space key pressed', and 'when this sprite clicked'. A box labeled 'A' points to this palette. In the center workspace, several code blocks are visible, including 'when this sprite clicked' blocks followed by 'start sound', 'change my variable', 'change color', 'go to random position', and 'wait' blocks. A box labeled 'B' points to a 'when clicked' block being dragged from the palette into the workspace. At the bottom, a preview window shows a yellow and blue balloon on a purple background with a play button. On the right, the 'Sprite' panel shows 'Balloon1' with a size of 100 and a direction of 90 degrees.

# Paso 8, Cont.

A. Selecciona la pestaña "Variables".

B. Desliza y suelta el comando "set my variable to (0)" debajo del comando "when clicked".

# Paso 9

The image shows the Scratch code editor interface. On the left, the 'Variables' panel is open, showing a variable named 'Score' with a value of 0. The main workspace contains three scripts:

- Script 1:** 'when this sprite clicked' - start sound 'Pop', change 'Score' by 1.
- Script 2:** 'when green flag clicked' - 'forever' loop containing 'change color effect by', 'go to random position', and 'wait 1 seconds'.
- Script 3:** 'when green flag clicked' - set 'my variable' to 0.

A large orange block is overlaid on the workspace, containing the following text:

- my variable
- Score
- Rename variable
- Delete the "my variable" variable

Two arrows point from this block to the 'change Score by 1' block in the first script and the 'set my variable to 0' block in the third script. A text box in the center of the workspace contains the instruction:

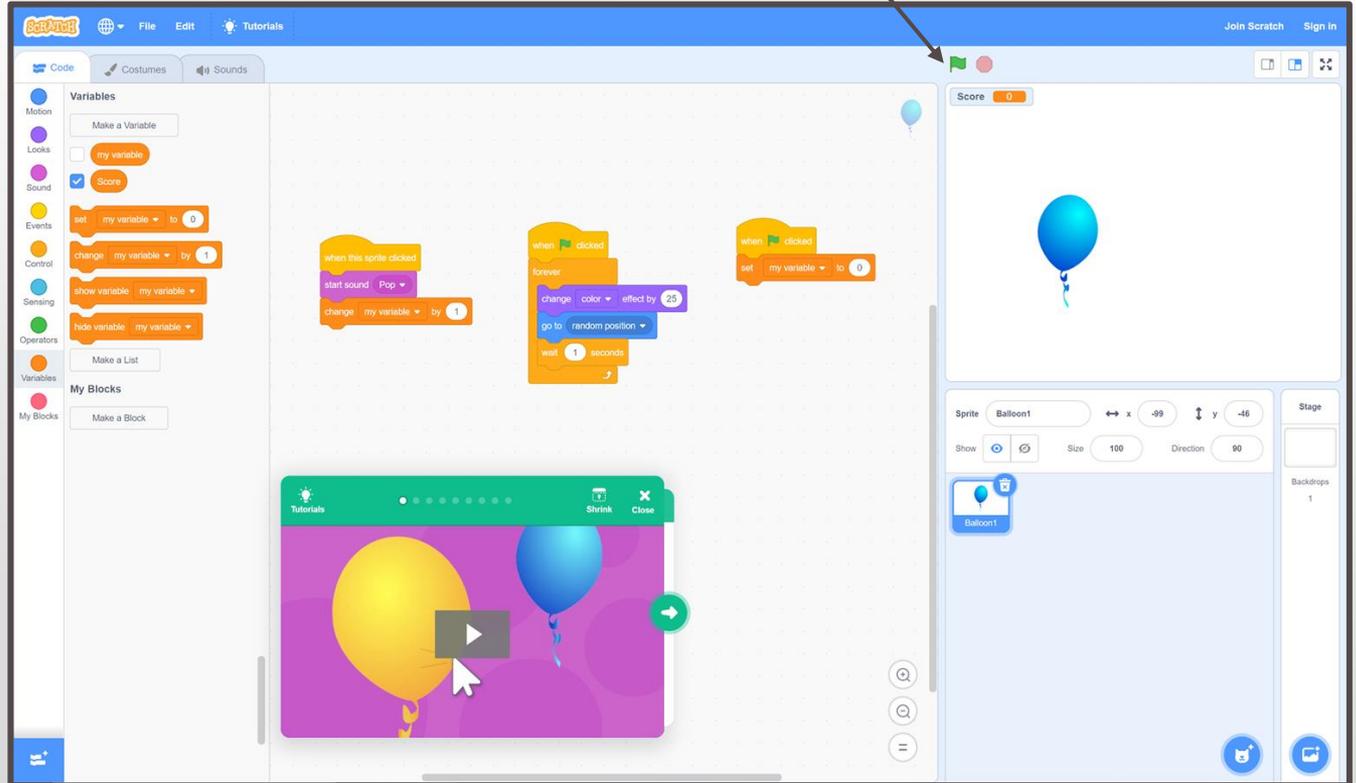
Para las dos funciones variables, cambia "my variable" por "Score".

The right side of the interface shows the stage with a blue balloon sprite and a 'Score' variable display showing 0. The bottom right corner shows the sprite control panel for 'Balloon1' with x: -76, y: 95, size: 100, and direction: 90.

# Paso 10

Si algo no funciona como esperas, revisa tu código de nuevo y mira cuál puede ser el problema. No te preocupes si no consigues algo a la primera. Sigue probando hasta que encuentres una combinación que funcione.

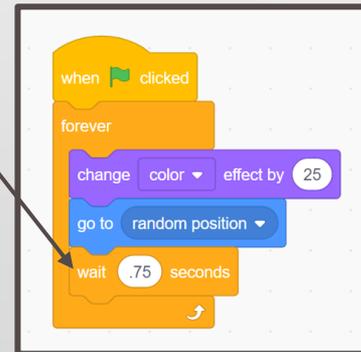
¡Haz clic en la bandera verde para probar tu código!



# Paso 11

¡Desafía a tus amigos o a tu familia a jugar a tu juego!

¿Quién puede pulsar más globos en 30 segundos? Si el globo es demasiado lento, intenta volver a tu segundo conjunto de códigos: cambia “wait (1) seconds” por “wait (.75) seconds” haciendo clic en el número y escribiendo uno nuevo. Puedes ajustar el número más alto o más bajo según sea necesario, así:



# ¿Qué es lo siguiente?

A continuación, completa el cuestionario "¿Cómo me siento? La actividad "¿Qué estoy pensando?" que se encuentra en la guía de actividades para reflexionar sobre tu exploración en Scratch.

