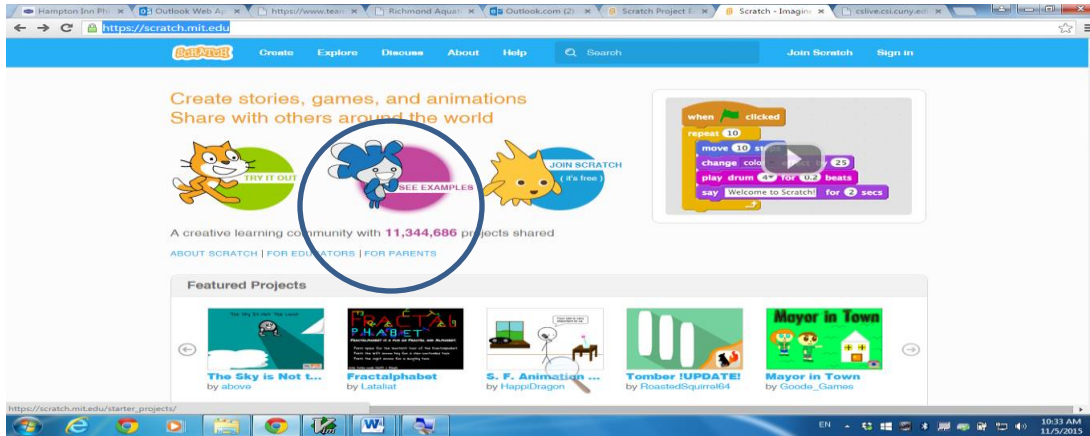
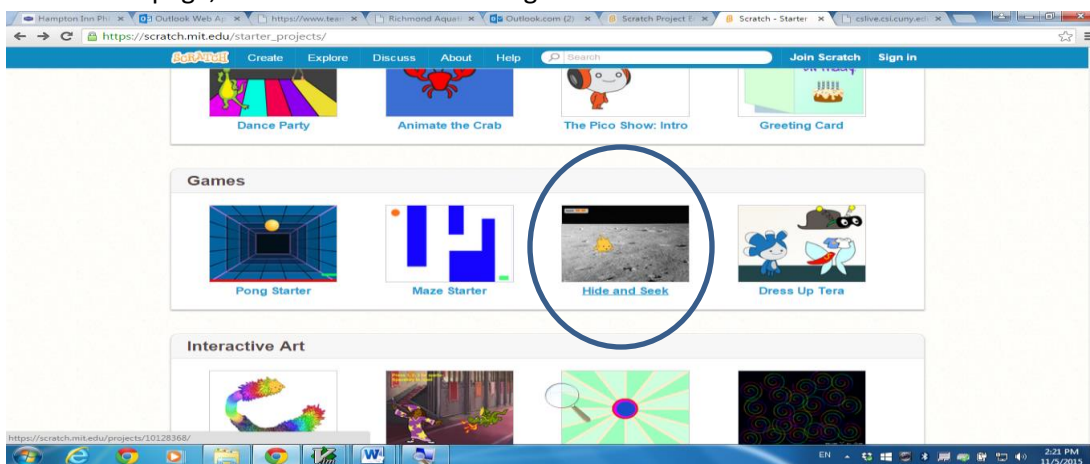


Scratch programming Example (3): change the game of “Hide and Seek”

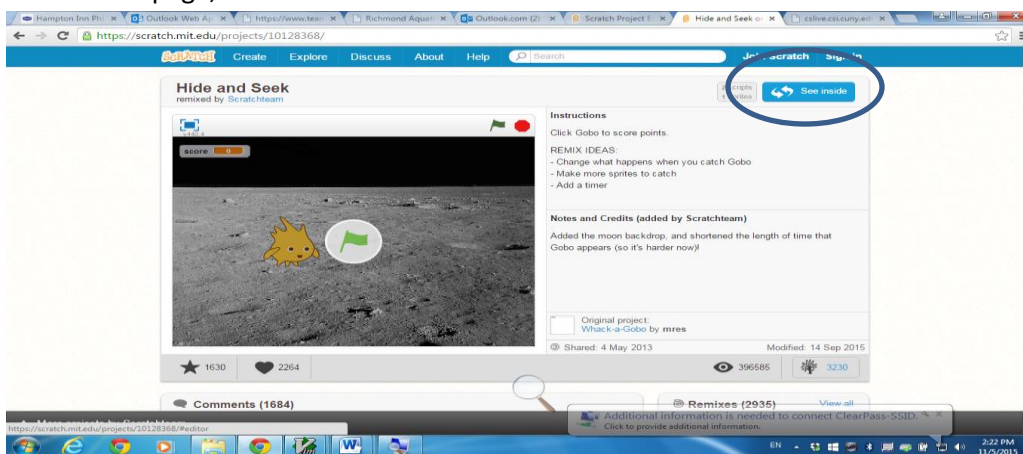
1. Go back to the web page <https://scratch.mit.edu/>, click “See Examples”.



2. On the new page, scroll down and click the game “Hide and Seek”.

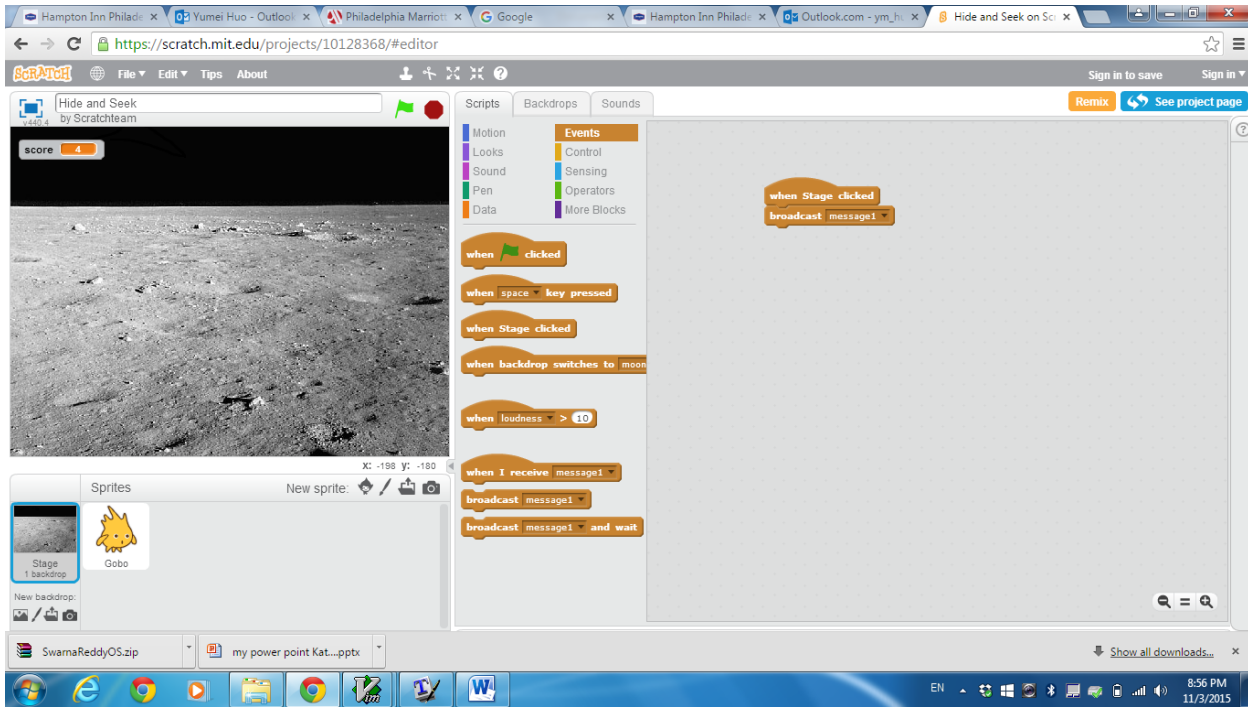


3. On the new page, click button ‘See Inside’.

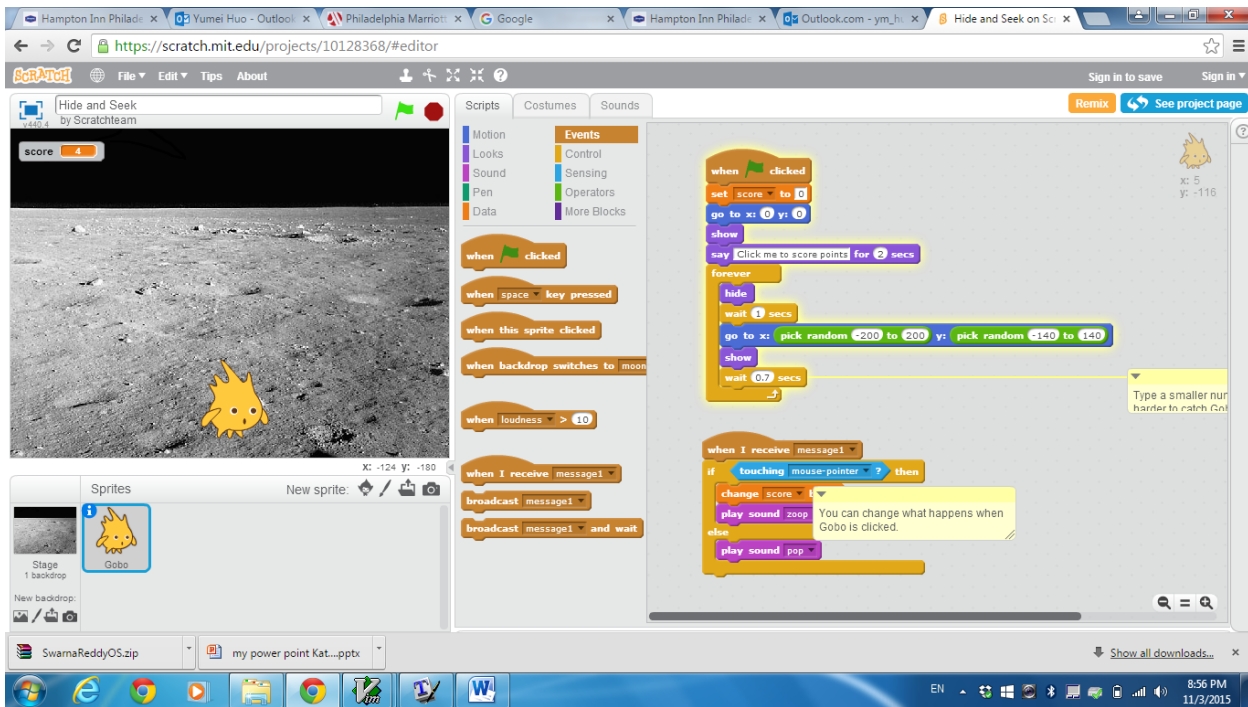


4. Study the stage and sprites in the example.
5. We will change the programs so that if we click and hit the sprite, we can hear one sound and otherwise, we hear another sound.

6. Click stage and change the program (scripts) as follows:



7. Click sprite and change the program (scripts) as follows:



8. Run the program and see the result.