

SCRATCH TAILERRA- Magoen istorioa

Web: <https://scratch.mit.edu/>

1. Agertokia aukeratu: Castle 2.
2. Scratchen katua ezabatu.

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3. Pertsonai berria: Mago bat aukeratu.

KONTALARIA

4. Margotu pertsonai bat eta kontalaria izena ipini



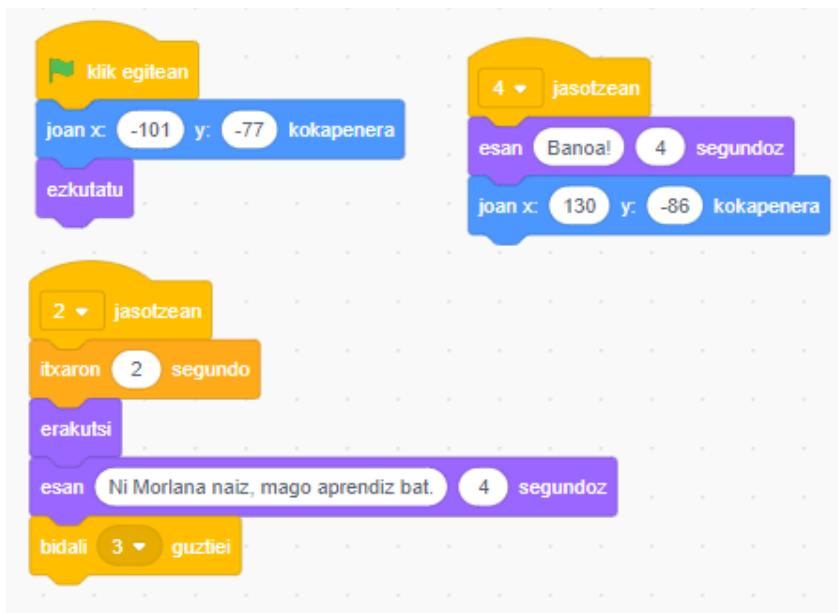
MERLIN

Jasotzerakoan... MEZU
BERRIA
– ZENBAKIA JARTZEA



MORLANA

5. Pertsonai berria: Neska bat aukeratu.
6. Kodea:



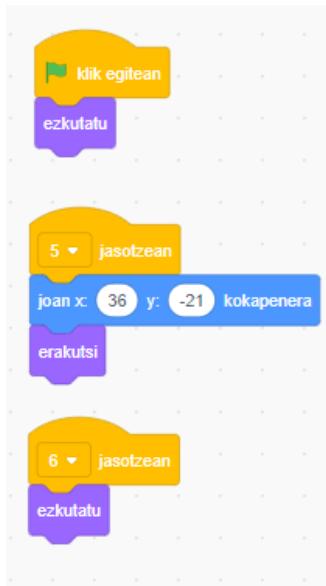
MERLIN

7. Kodea:



LEHOIA

8. Pertsonai berria: Lehoi bat aukeratu.
9. Kodea:



KATUA

10. Lehoiaren tankeretan katu bat gehitu.
11. Kodea:

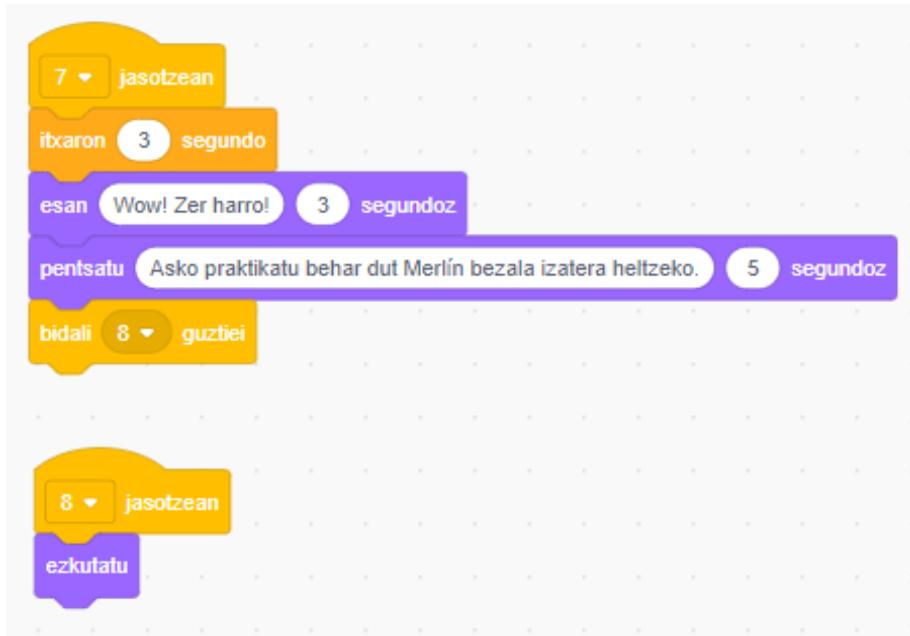
The Scratch script for the KATUA task includes the following blocks:

- When green flag clicked:
 - [klik egitean v] → [ezkutatu v]
 - [6 v jasotzean v] → [ibaron 1 segundo v]
 - [joan x: 36 y: -21 kokapenera v]
 - [erakutsi v]
 - [ibaron 2 segundo v]
 - [hasi meow2 ▾ soinua v]
 - [ibaron 2 segundo v]
 - [apuntatu norabidea: 90 v]
 - [Irristatu 7 segundotan hona x: 173 y: 12 v]
 - [ezkutatu v]
 - [bidali 7 v guztiei v]

On the right, there is a screenshot of the Scratch sound editor showing a pink waveform for a sound named "meow2". The editor also shows volume control options like "Más rápido", "Más lento", "Eco", "Robot", "Más fuerte", and "Más suave".

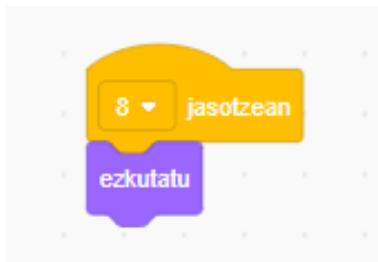
MORLANA

12. Kodea:



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13. Kodea:



MUSIKA

Narratzailean musika gehitu. Youtubetik deskargatu ahal da.

