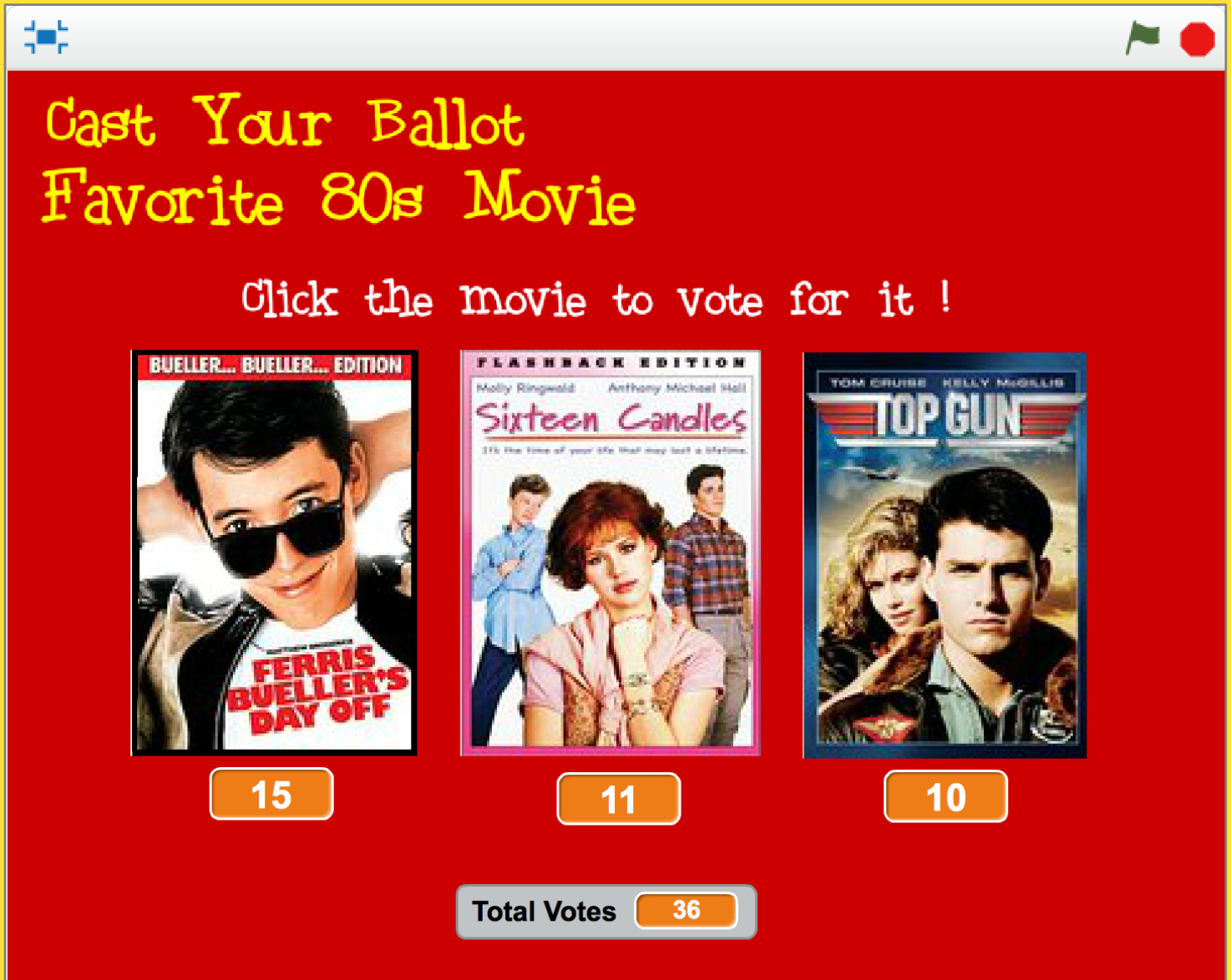


# Cast Your Ballot



The screenshot shows a web application interface with a red background. At the top, the title "Cast Your Ballot Favorite 80s Movie" is written in a yellow, pixelated font. Below the title, a white instruction reads "Click the movie to vote for it!". Three movie posters are displayed in a row: "Ferris Bueller's Day Off" (BUELLER... BUELLER... EDITION), "Sixteen Candles" (FLASHBACK EDITION), and "Top Gun". Each poster has a corresponding vote count in an orange rounded rectangle below it: 15 for Ferris Bueller's Day Off, 11 for Sixteen Candles, and 10 for Top Gun. At the bottom center, a grey rounded rectangle displays "Total Votes" with a value of 36 in an orange rounded rectangle.

Cast Your Ballot  
Favorite 80s Movie

Click the movie to vote for it !

**FERRIS  
BUELLER'S  
DAY OFF**

**15**

**SIXTEEN  
CANDLES**

**11**

**TOP GUN**

**10**

**Total Votes 36**

*Voting machine tallies votes from users on 80s movies – or any theme!*

## Code It

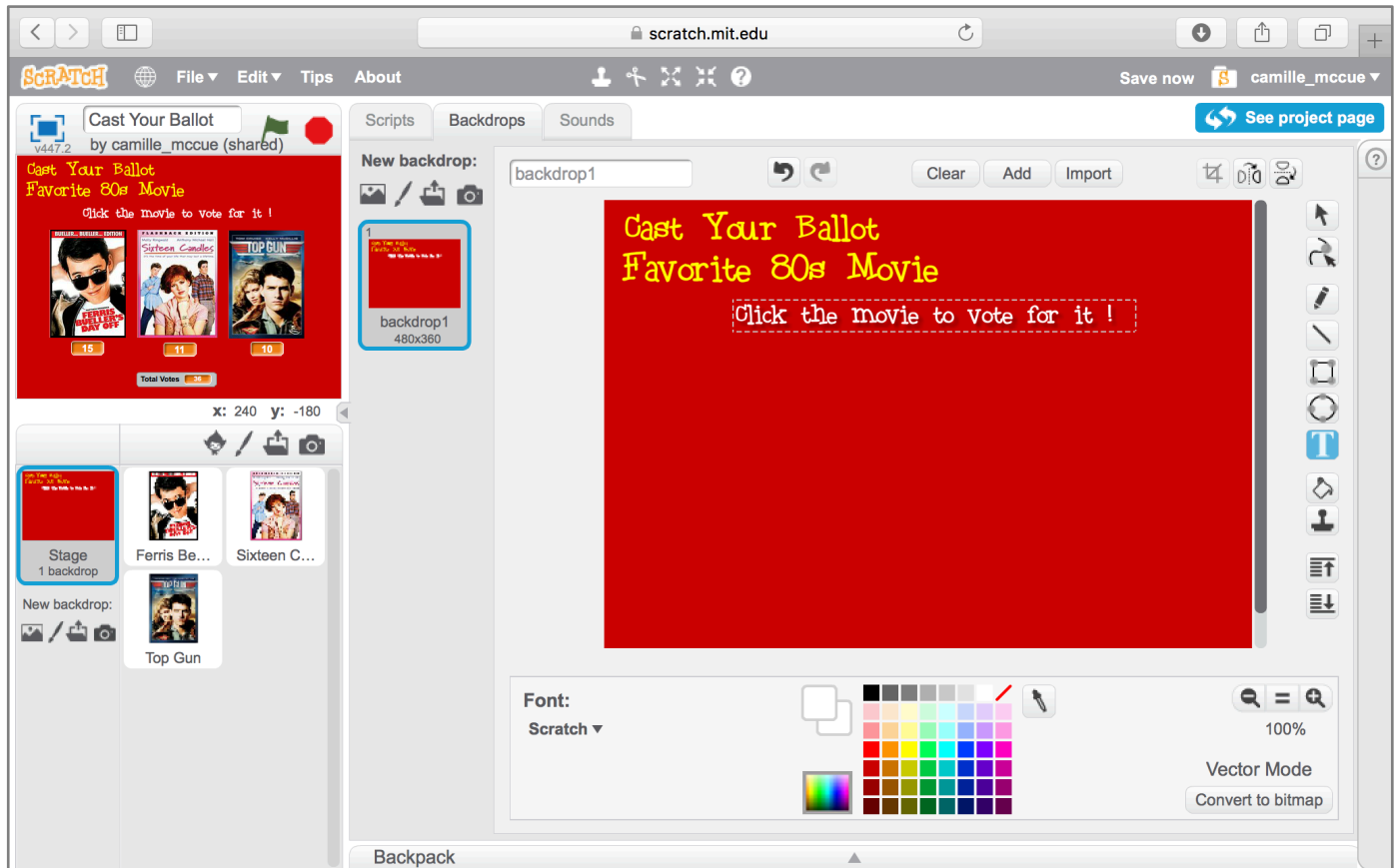
Cast Your Ballot is a voting machine. Use the Text tool in Vector drawing mode to add instructions to the Stage Backdrop.

Save small images of movie covers from the Internet into a folder. Then create new sprites from these using Upload sprite from file. Create a variable counter for each movie. Also create a *total votes* variable counter. Write scripts to increment a movie counter (and the total votes counter) when the user clicks on the movie.

## Play It

Start the action by initializing all variables (setting each value to zero) with the green flag. Invite users to “vote” by clicking on a movie title, one vote per user. The votes for each movie and the *total votes* are tallied and shown.

## Stage – Backdrop



## Stage – Variables and Script

Create a variable for each candidate and for total votes

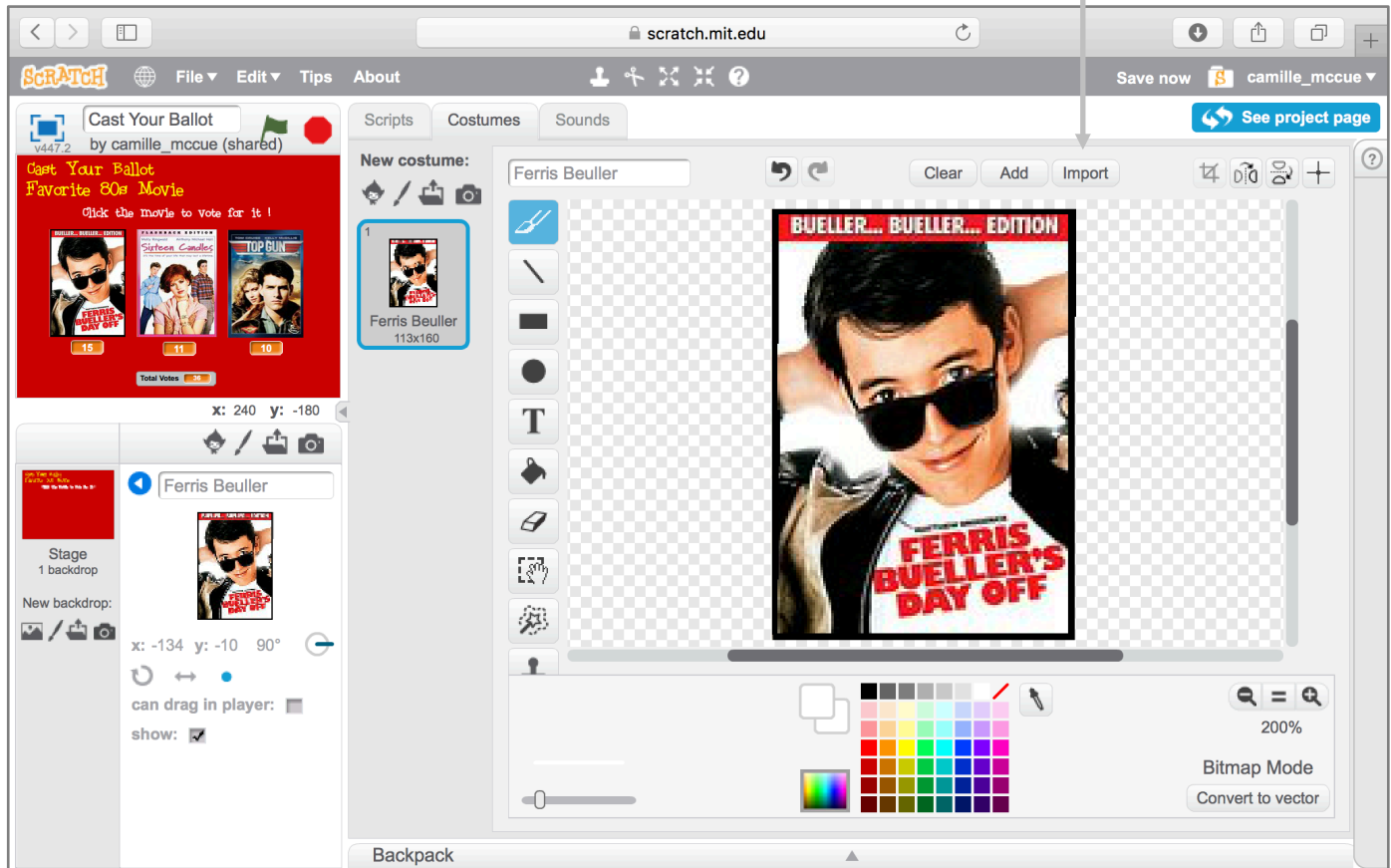
The screenshot shows the Scratch IDE interface. The stage area displays a red background with the text "Cast Your Ballot Favorite 80s Movie" and "Click the movie to vote for it!". Below the text are three movie posters: "Sixteen Candles", "Ferris Bueller's Day Off", and "Top Gun". Each poster has a small orange button with a number: 15, 11, and 10 respectively. A "Total Votes" button shows the number 23. The Scripts area on the right shows a script starting with "when clicked" followed by several "set" blocks for "Ferris", "16 Candles", "Top Gun", and "Total Votes" to 0. Below these are "change Total Votes by 1", "show variable Total Votes", and "hide variable Total Votes" blocks. The "Make a Variable" section shows variables for "16 Candles", "Ferris", "Top Gun", and "Total Votes".

To show only a variable value, not the variable name, Control-click the variable in the workspace and select large readout from the pop-up menu

# Cast Your Ballot

## Ferris Sprite – Costume

Use Import to add a saved image as a costume to an existing sprite



## Ferris Sprite – Script

The screenshot shows a Scratch project titled "Cast Your Ballot" by camille\_mccue. The project features a red stage with the text "Cast Your Ballot Favorite 80s Movie" and "Click the movie to vote for it!". Three movie posters are displayed: "Sixteen Candles" (15 votes), "Ferris Bueller's Day Off" (11 votes), and "Top Gun" (10 votes). A "Total Votes" variable is shown at the bottom of the stage.

The script for the Ferris sprite is as follows:

- when this sprite clicked
  - change Ferris by 1
  - change Total Votes by 1
  - show variable Total Votes
  - hide variable Total Votes

The script also includes a "Data" block with the following variables:

- 16 Candles
- Ferris
- Top Gun
- Total Votes

The "Total Votes" variable is set to 0. The "show variable" and "hide variable" blocks are both set to "Total Votes".

## 16 Candles Sprite – Costume

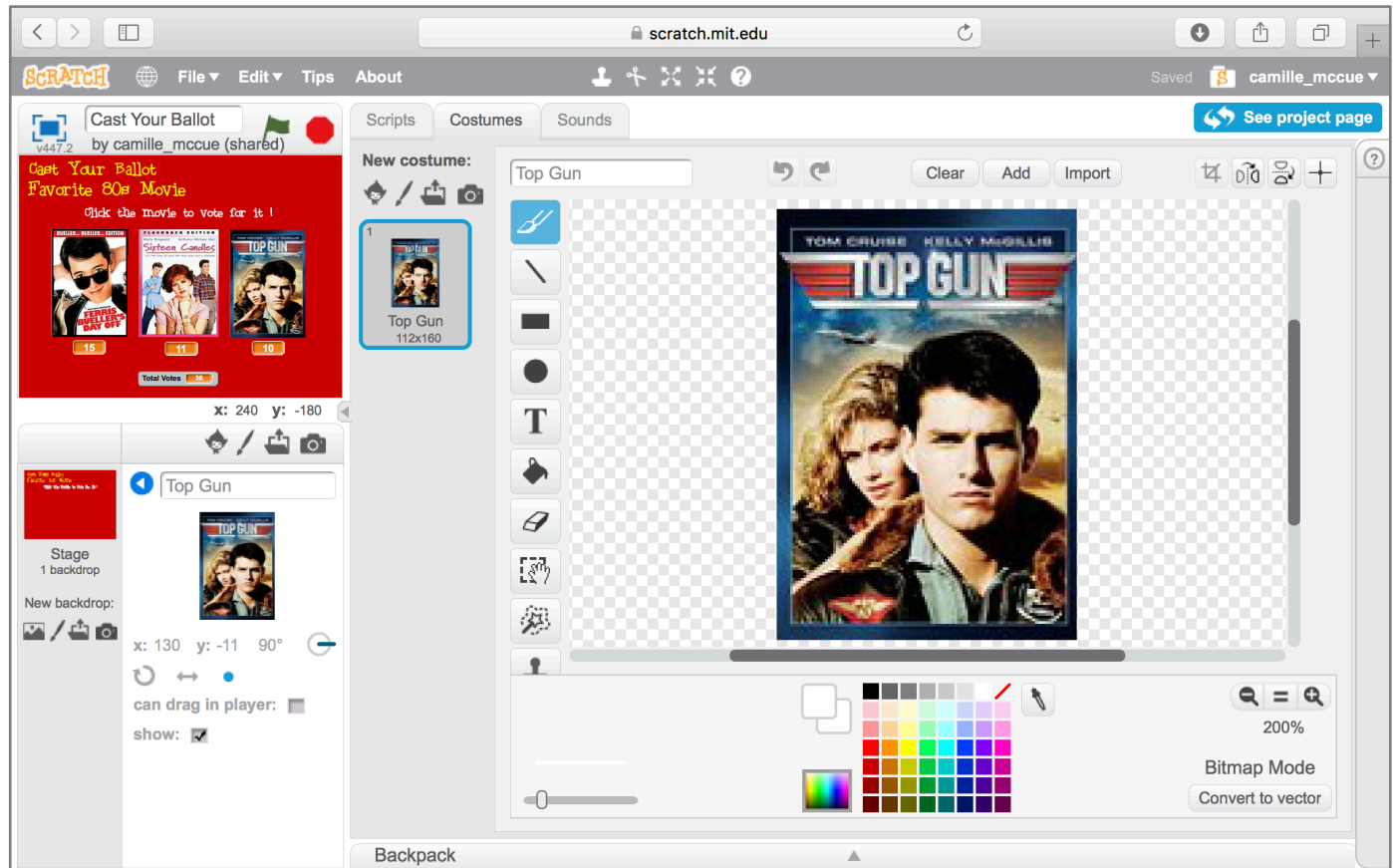


## 16 Candles – Script

The screenshot shows a Scratch project titled "Cast Your Ballot" by camille\_mccue. The project is displayed in a browser window at scratch.mit.edu. The main stage area shows a red backdrop with the text "Cast Your Ballot Favorite 80s Movie" and "Click the movie to vote for it!". Below the text are three movie posters: "Ferris Bueller's Day Off" (15 votes), "Sixteen Candles" (11 votes), and "Top Gun" (10 votes). A "Total Votes" button is also visible. The script area on the right shows a "when this sprite clicked" event block followed by three "change" blocks: "change 16 Candles by 1", "change Total Votes by 1", and "change Total Votes by 1". The "Total Votes" variable is currently set to 0. The "Costumes" and "Sounds" tabs are also visible, along with a "See project page" button.



## 16 Candles Sprite – Costume



## 16 Candles – Script

The screenshot shows a Scratch project titled "Cast Your Ballot" by camille\_mccue. The project features a red background with the text "Cast Your Ballot Favorite 80s Movie" and "Click the movie to vote for it!". Three movie posters are displayed: "Ferris Bueller's Day Off" (15 votes), "Sixteen Candles" (11 votes), and "Top Gun" (10 votes). A "Total Votes" variable is shown at the bottom of the poster area.

The script for the "Top Gun" sprite is as follows:

- when this sprite clicked
- change Top Gun by 1
- change Total Votes by 1
- show variable Total Votes
- hide variable Total Votes

The project also includes a "Total Votes" variable set to 0, and a "Backpack" containing the "Top Gun" sprite.

## Extend It

Create a voting machine for theme you want, using any number of candidates you want... ice cream flavors, favorite basketball teams, anything!

Consider changing vote tallies to percentages of the total number of votes.

Another extension is to visually represent vote proportions... when a user clicks on a candidate, the size of the candidate increases. After many votes have been cast, the candidate that is “largest” is the one that received the greatest number of votes! When using this method, be sure to reset the sizes of the candidates to an equal starting size before any votes are cast.