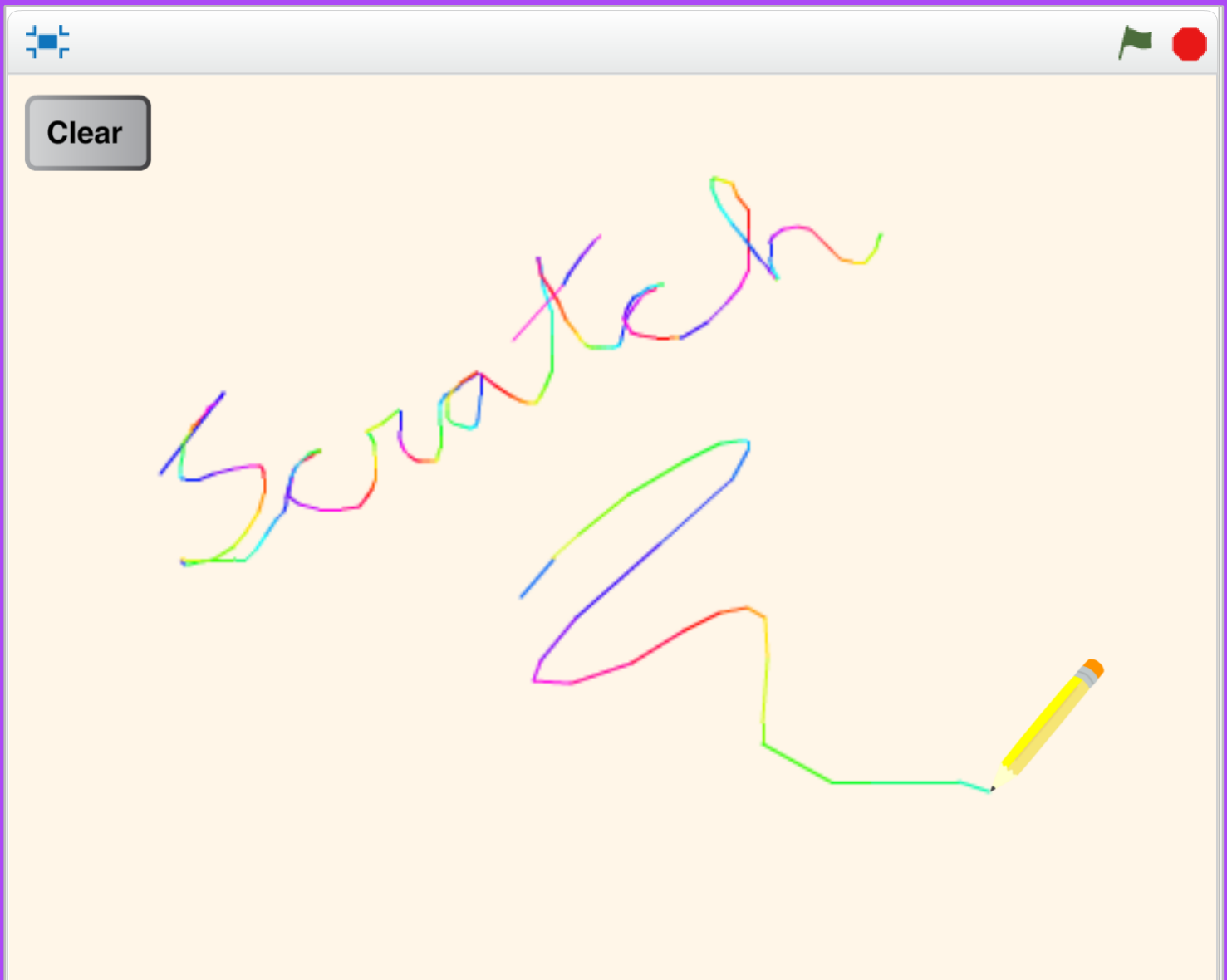


Drawing Toy



Drawing toy offers a rainbow-ink pencil and change the canvas color.

Code It

Drawing Toy is an art app in which a user changes the background color and draws with a multicolor pencil.

Add a script that changes the background color when the background is clicked. Then add a pencil sprite. The user positions the pencil sprite and then clicks it to put the the pen down – the pencil then follows the mouse pointer, leaving a mark that changes color as the user draws. The user presses the space bar to pick up the pen and stop drawing. Also add a clear button sprite that cleans the drawing from the screen.

Play It

Start the action by clicking the background to change its color, or clicking the pencil to draw.

Stage – Script

The screenshot shows the Scratch web interface for a project titled "Drawing Toy" by camille_mccue. The stage displays the word "Scratch" drawn in colorful, hand-drawn letters. The Scripts area contains a script starting with "when Stage clicked" followed by "change color effect by 10". The Looks area is selected in the block palette.

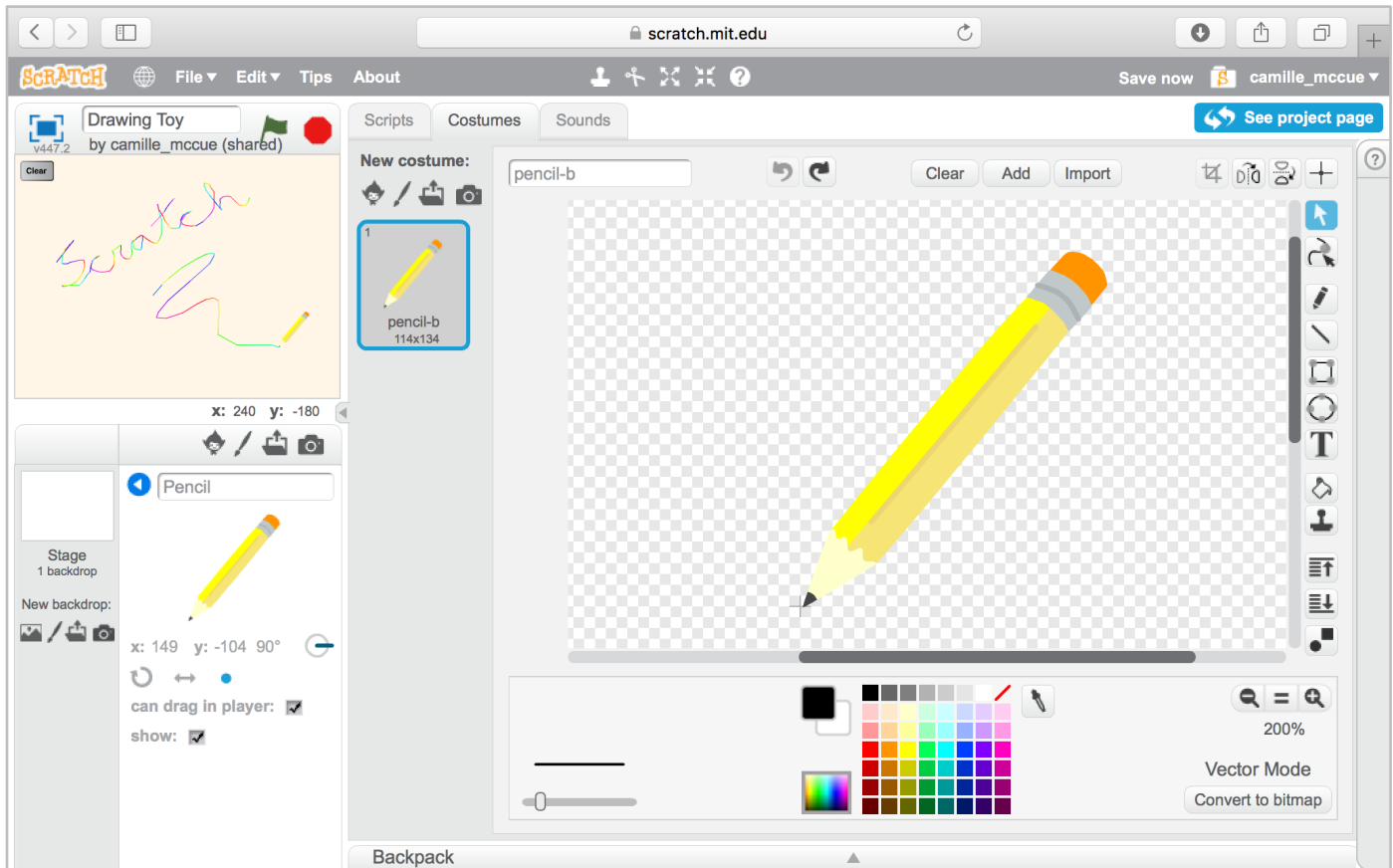
Scripts:

- when Stage clicked
- change color effect by 10

Looks:

- switch backdrop to backdrop1
- switch backdrop to backdrop1 and
- next backdrop
- change color effect by 25
- set color effect to 0
- clear graphic effects
- backdrop name
- backdrop #

Pencil Sprite – Costume



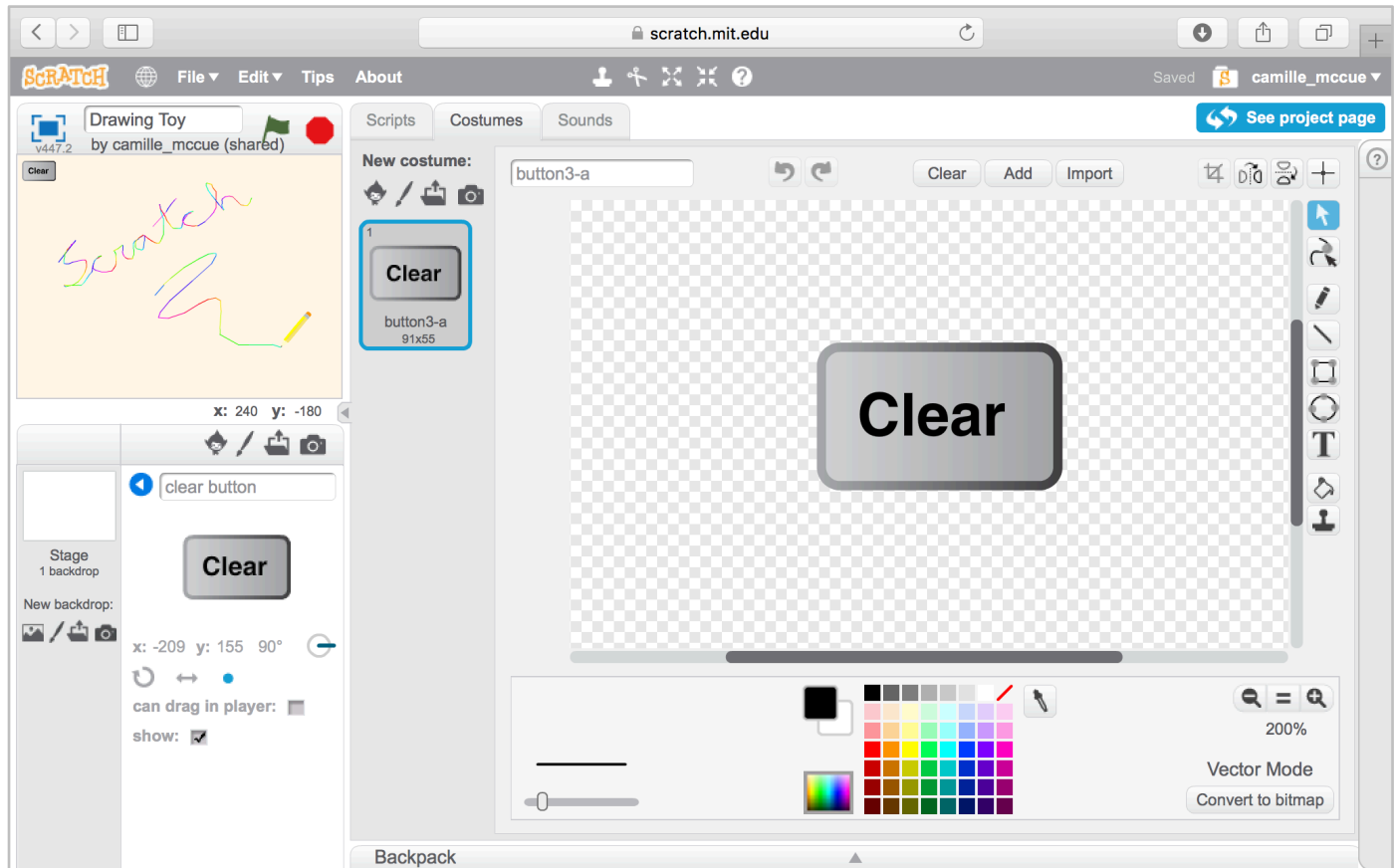
Pencil Sprite – Script

The screenshot displays the Scratch IDE interface for a project titled "Drawing Toy" by camille_mccue. The main workspace shows a drawing of the word "Scratch" in a colorful, hand-drawn style. A pencil icon is positioned at the end of the drawing, with its coordinates shown as x: 149, y: -104. The Scripts area on the left contains the following code:

- when this sprite clicked
- pen down
- repeat until key space pressed?
 - go to mouse-pointer
 - change pen color by 10
- set pen color to 0
- change pen shade by 10
- set pen shade to 50
- change pen size by 1
- set pen size to 1

The bottom of the interface shows a "Backpack" section with a "Pencil" sprite and a "Clear" button.

Clear Button Sprite – Costume



Clear Button Sprite – Script

The screenshot shows the Scratch IDE interface. The stage area displays a drawing of the word "Scratch" in a colorful, hand-drawn style. A pencil icon is positioned at the end of the drawing. A "Clear" button is visible in the bottom right corner of the stage. The Scripts area shows a script for the "Clear" button: "when this sprite clicked" followed by "clear".

The Scripts area contains the following blocks:

- when this sprite clicked
- clear

The stage area contains the following elements:

- Stage: 1 backdrop
- New backdrop: Pencil, clear button
- Coordinates: x: 240, y: -180

Extend It

Give the user the ability to set a specific background color or a specific pen color. As an example, create a button for “purple background.” Use a *when this sprite clicked* event to trigger a *broadcast* to the stage; the received *broadcast* sets the stage background to a solid purple color. Use a similar structure to set specific pen colors.