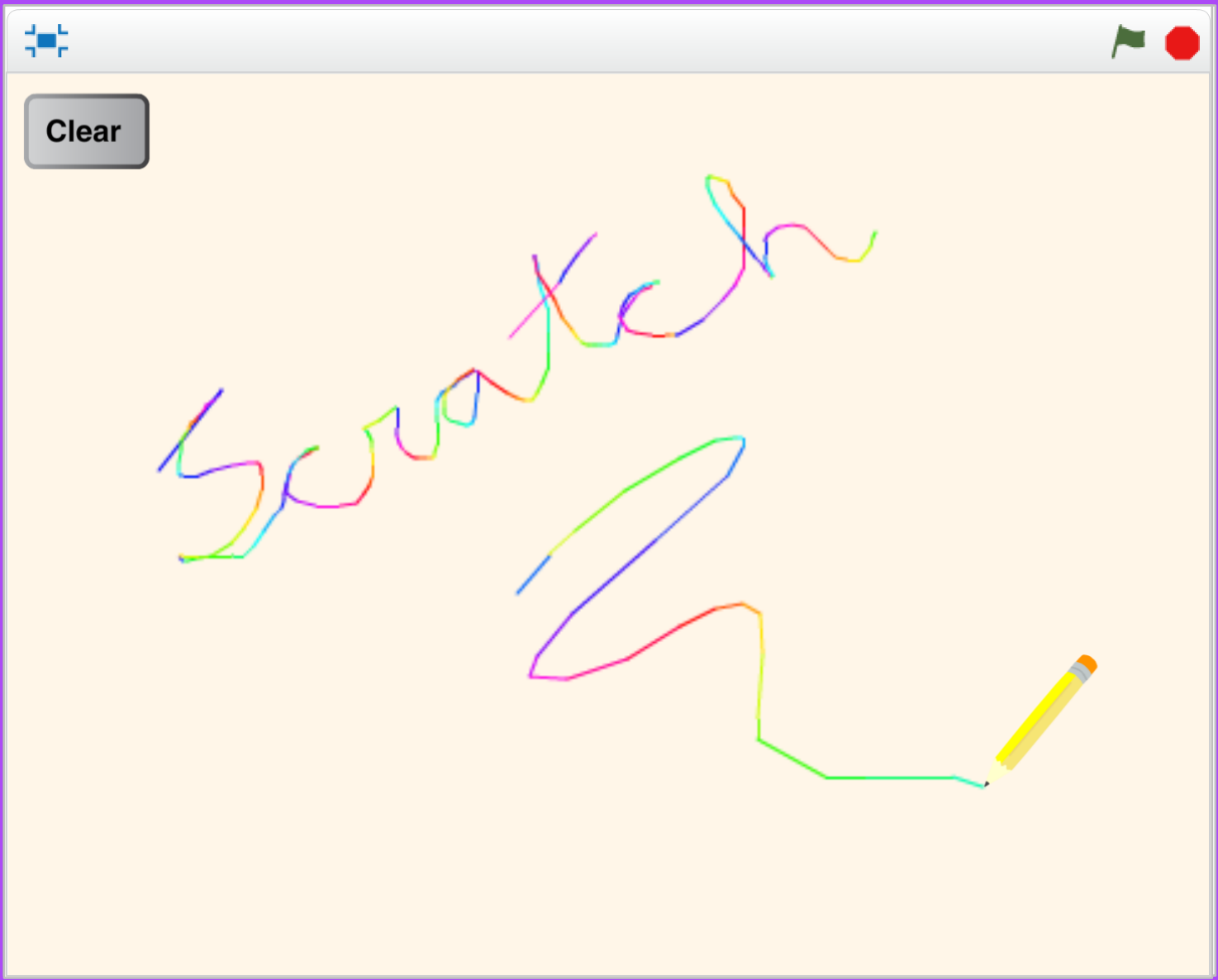
Drawing Toy



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

Camille McCue, PhD 2017

Code It

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

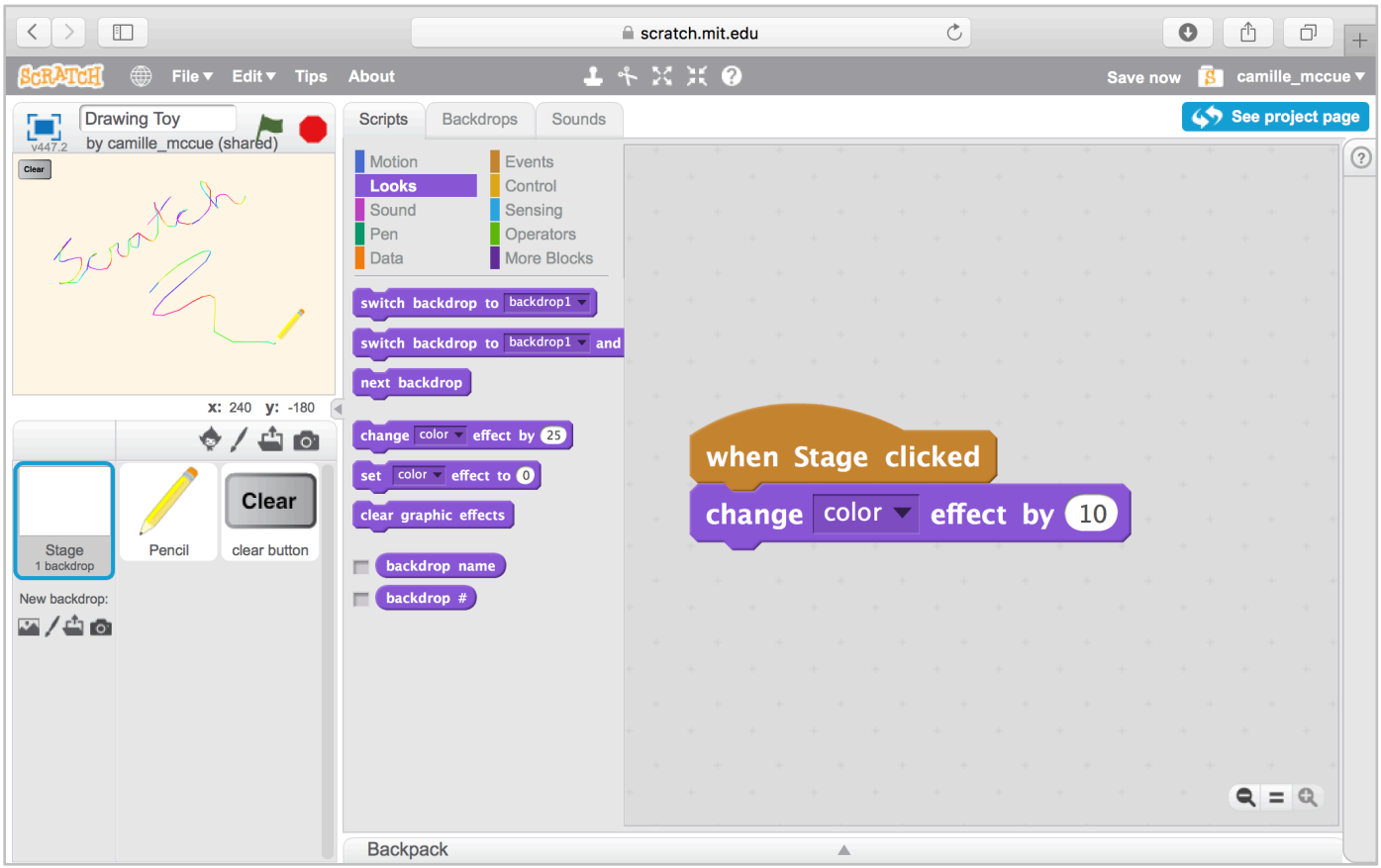
Add a script that changes the background color when the background is clicked. Then add a pencil sprite. The user positions the pencil sprite and then clicks it to put the the pen down – the pencil then follows the mouse pointer, leaving a mark that changes color as the user draws. The user presses the 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

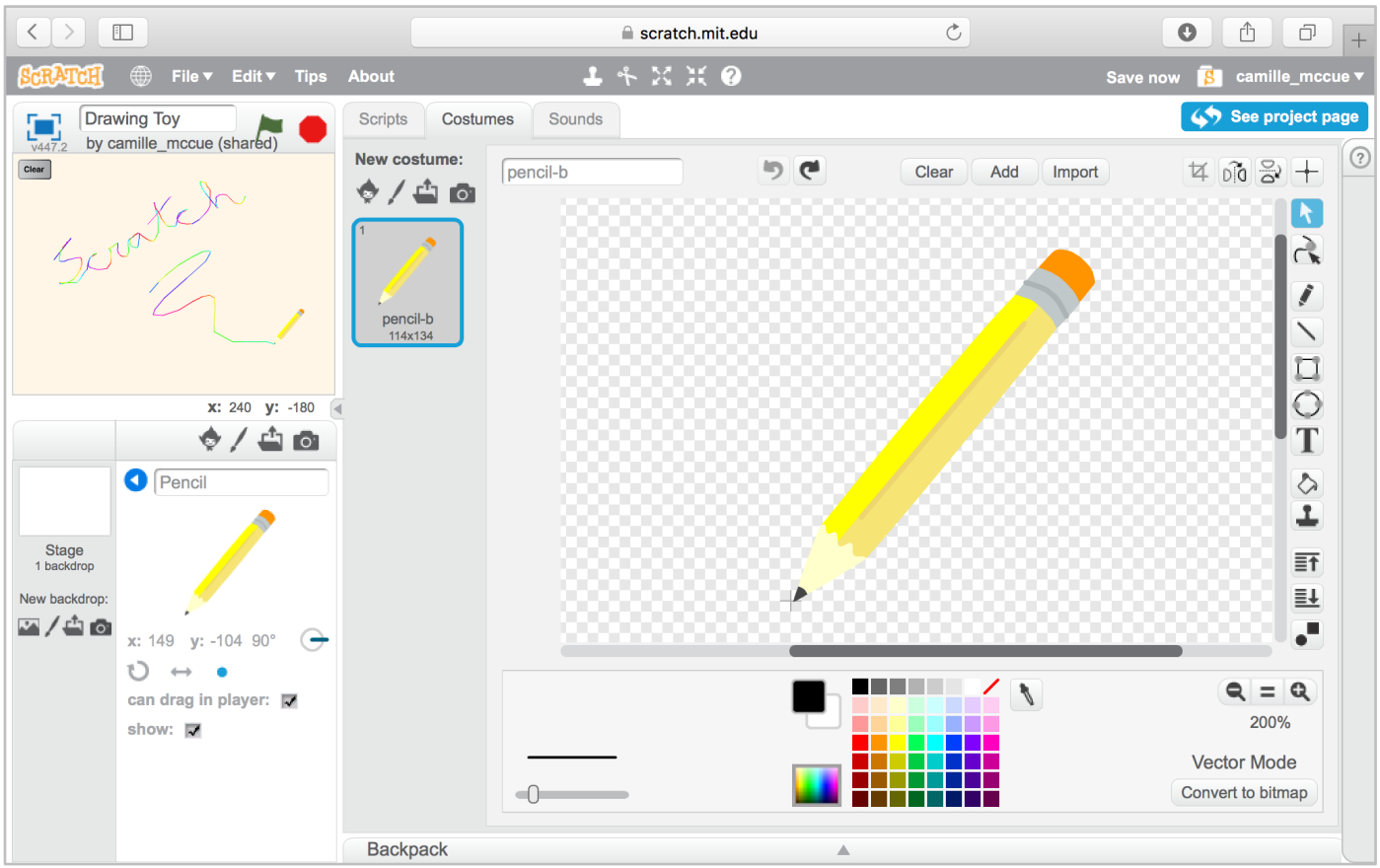
Start the action by clicking the background to change its color, or clicking the pencil to draw.

Drawing Toy

Stage – Script

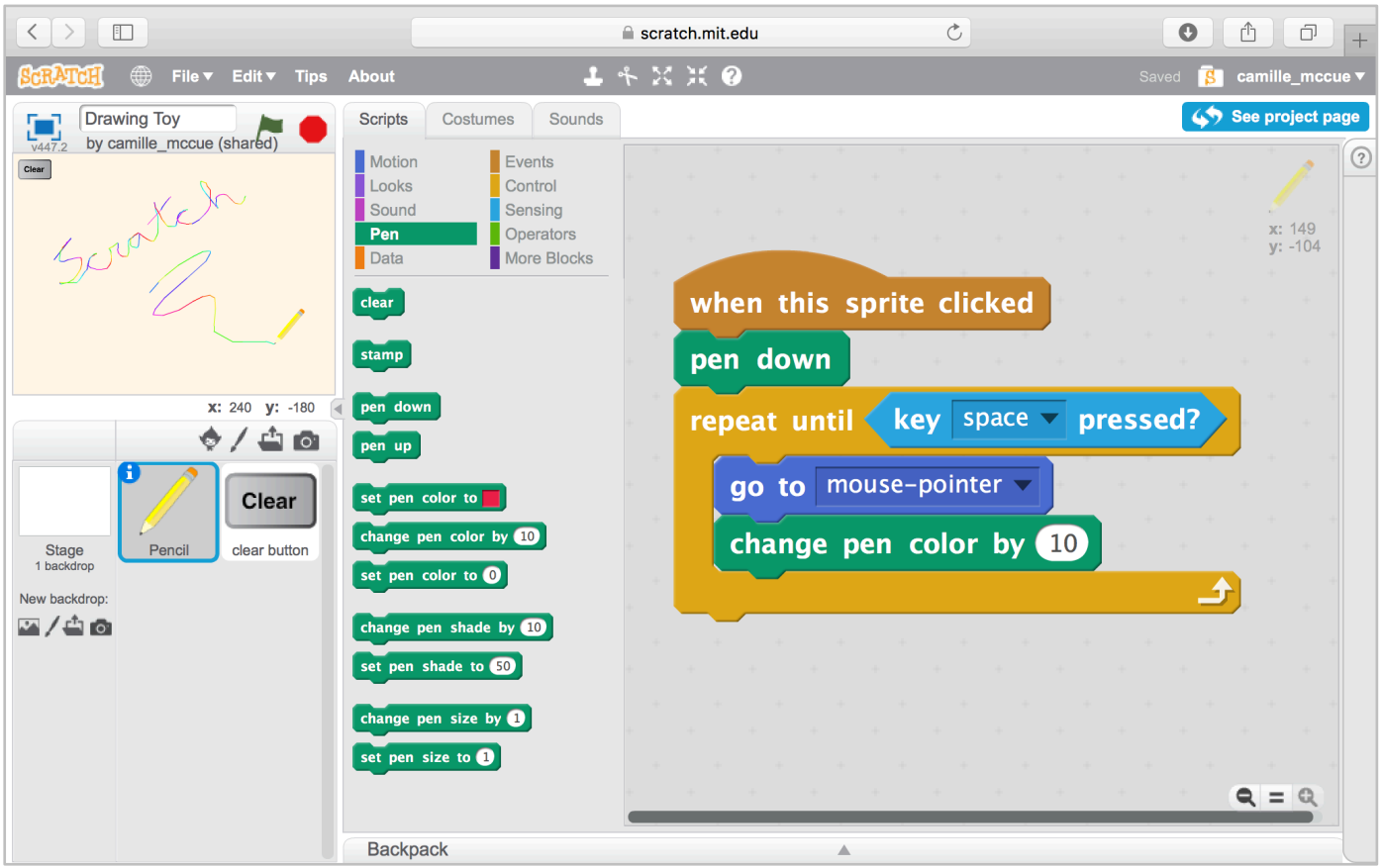


Pencil Sprite – Costume

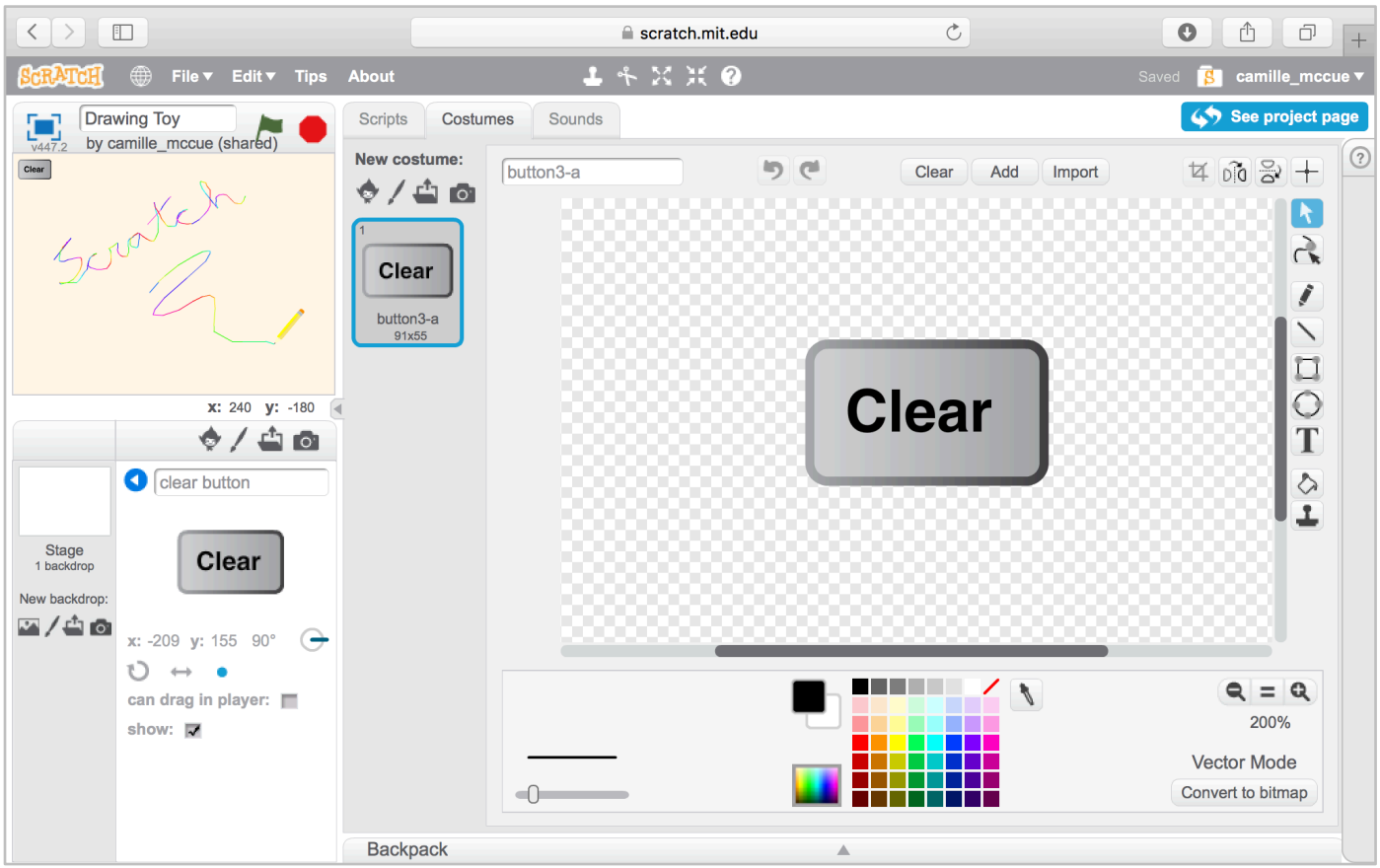


Drawing Toy

Pencil Sprite – Script

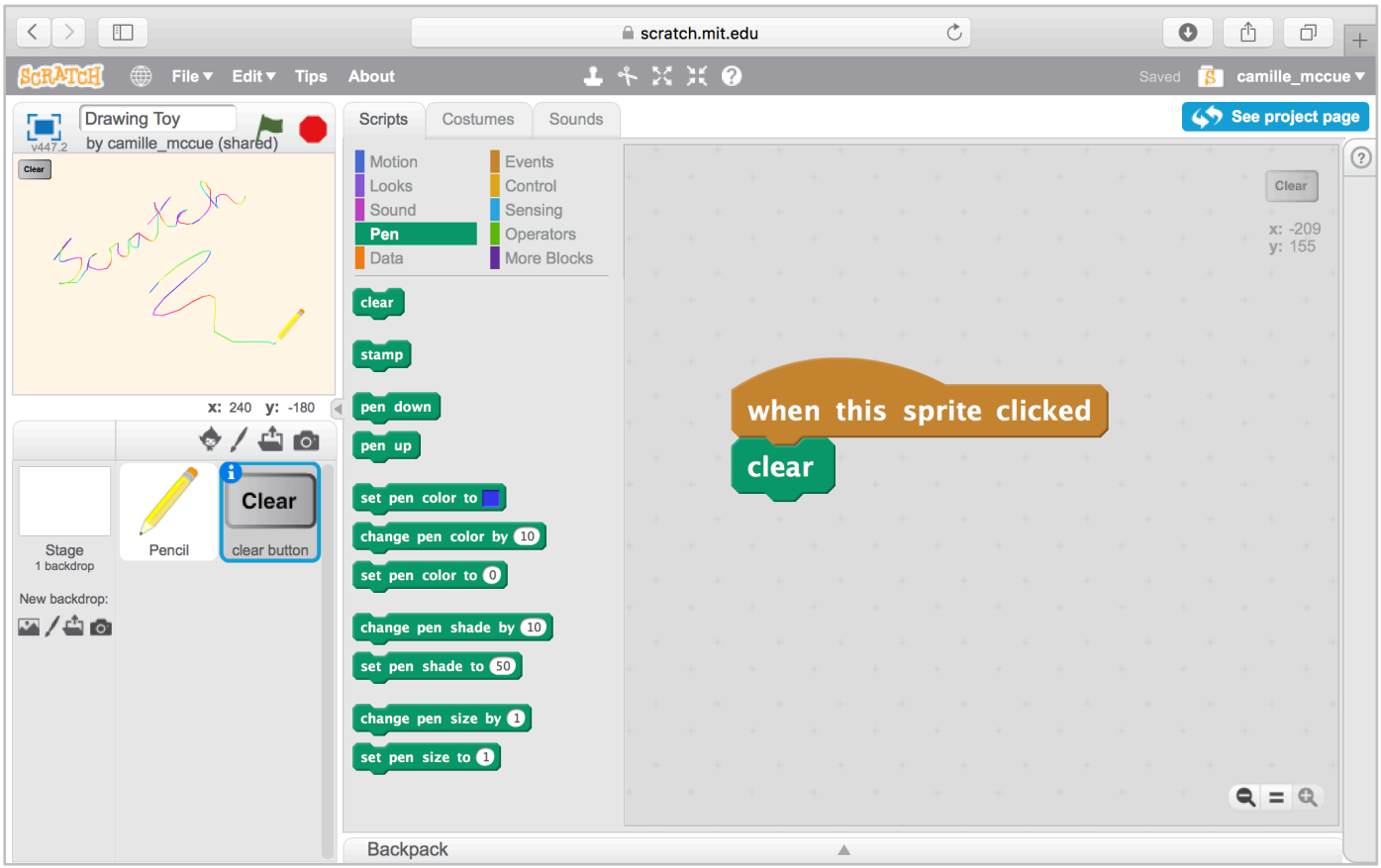


Clear Button Sprite – Costume



Drawing Toy

Clear Button Sprite – Script



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.