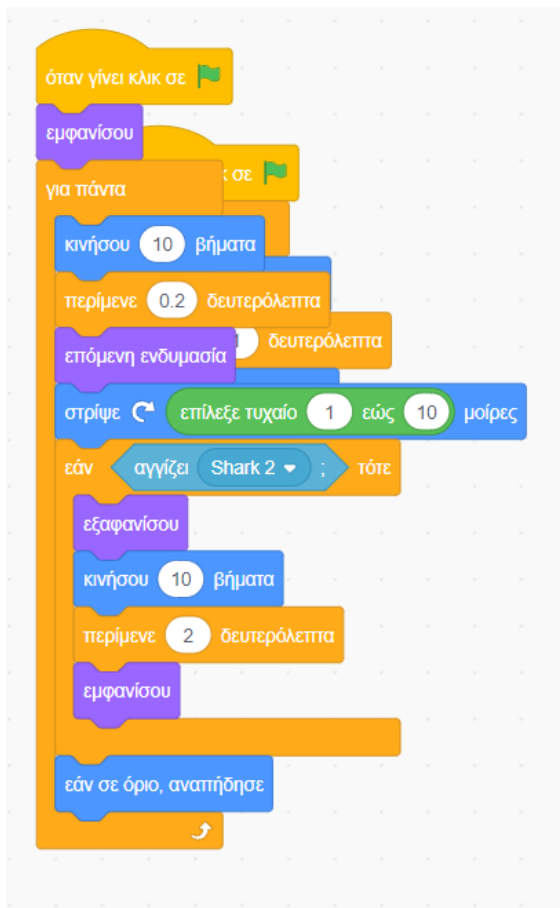
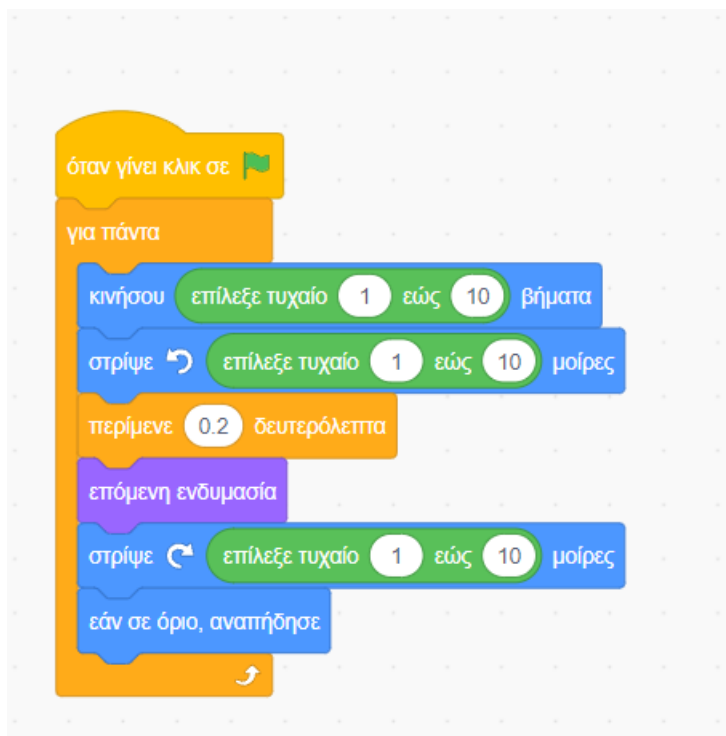


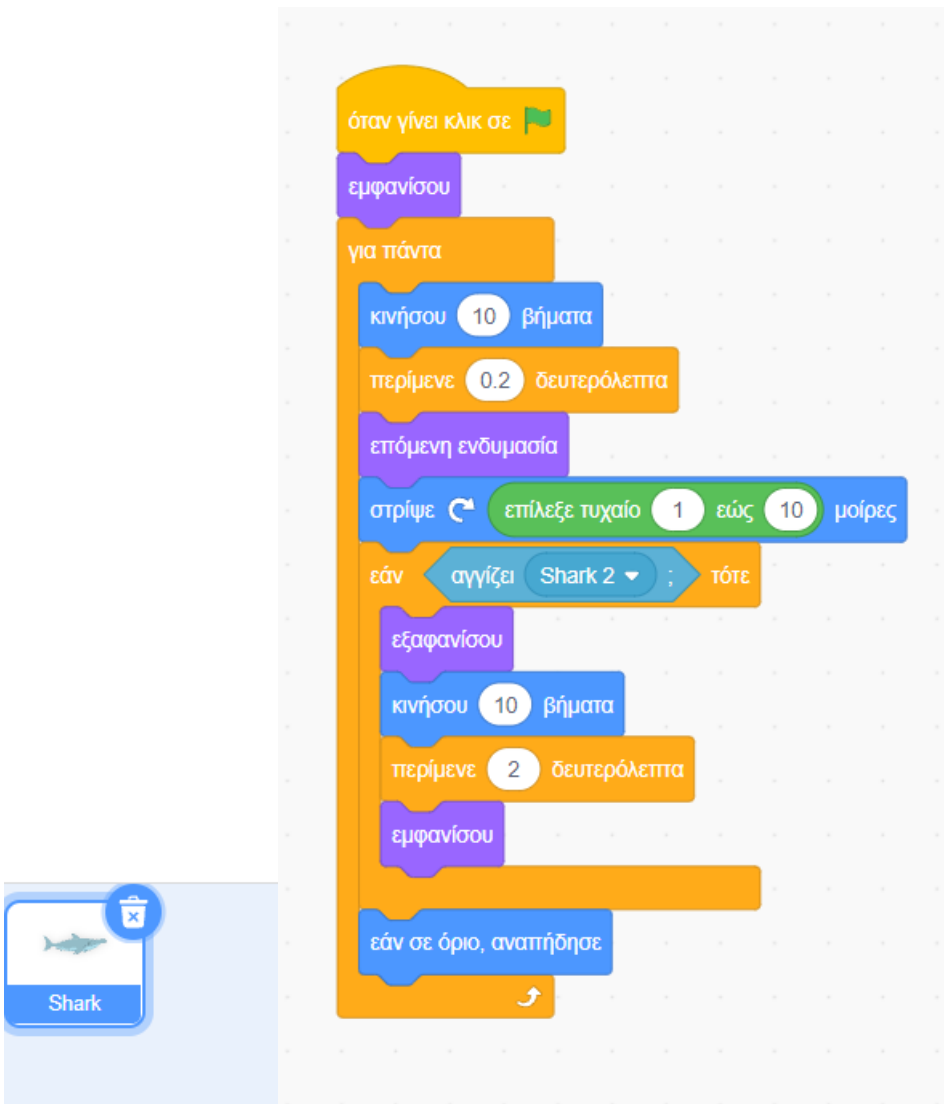
ΦΥΛΛΟ ΕΡΓΑΣΙΑΣ ΨΑΡΙΑ-ΚΑΡΧΑΡΙΑΣ

ΔΡΑΣΤΗΡΙΟΤΗΤΑ

Στόχος της δραστηριότητας είναι να δημιουργήσετε το παρακάτω σκηνικό βυθού σύμφωνα με τις οδηγίες που δίνονται.

Αναζητήστε το Scratch στην επιφάνεια εργασίας του υπολογιστή σας και προσπαθήστε να φτιάξετε κι εσείς τον βυθό.





The image shows a Scratch script for a shark character. The script is set to trigger when the green flag is clicked. It begins with a 'show' block, followed by a 'forever' loop. Inside the loop, the shark moves 10 steps, waits for 0.2 seconds, and then displays the next costume. A 'spin' block is set to a random angle between 1 and 10 degrees. An 'if' block checks if the shark touches 'Shark 2'; if true, it hides, moves 10 steps, waits for 2 seconds, and shows the next costume. Finally, an 'if reached end of stage' block is set to 'bounce back'.

```
when green flag clicked
  show
  forever loop
    move 10 steps
    wait 0.2 seconds
    show next costume
    spin random 1 to 10 degrees
    if touches Shark 2
      hide
      move 10 steps
      wait 2 seconds
      show
    if reached end of stage
      bounce back
```

Shark