



# Scratch Tips

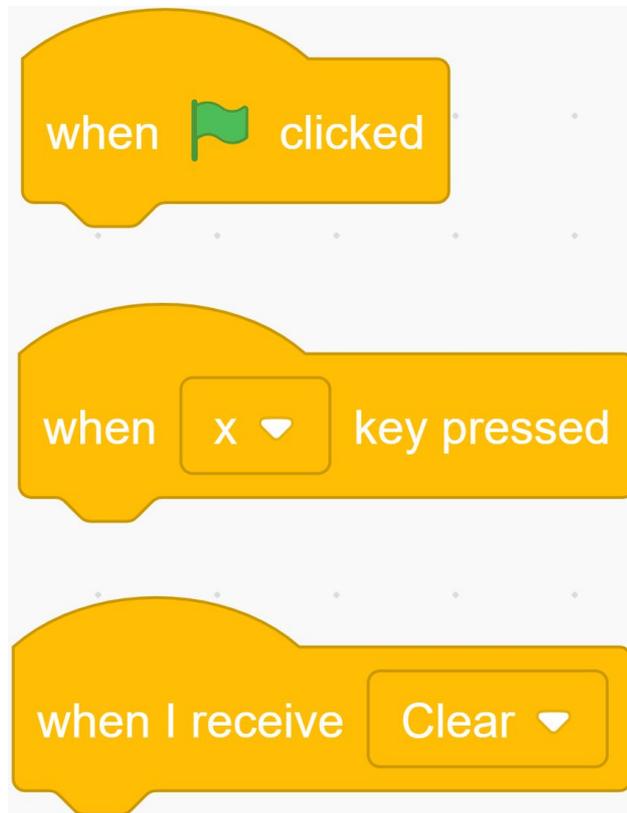
Reset a Sprite's Appearance



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# Select an event

1. Determine what event will reset your sprite's appearance
  - a. For example:
    - i. When the green flag is clicked
    - ii. When a user presses a certain key
    - iii. When the user presses a certain button



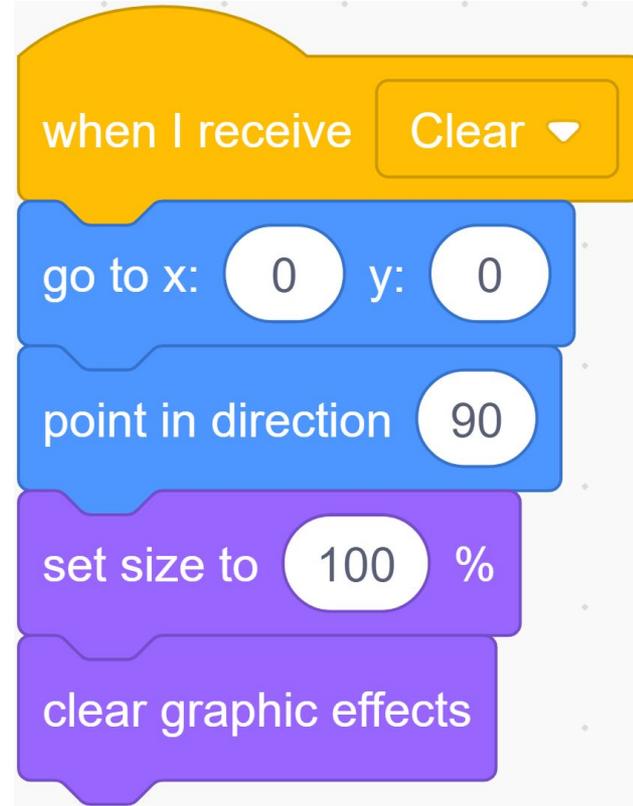
# What do we need to reset?

1. Depending on what options you give the user, you may need to use different blocks to reset the sprite back to the original.
  - a. For example:
    - i. Use the “go to” block if the user can cause the sprite to move positions
    - ii. Use the “point in direction” block if the user can rotate the sprite
    - iii. Use the “set size to” block if the user can change the size of the sprite
    - iv. Use the “clear graphic effects” block if the user can change the effects of the sprite
    - v. Use a blank costume or the hide block if the user has an option to not see a sprite



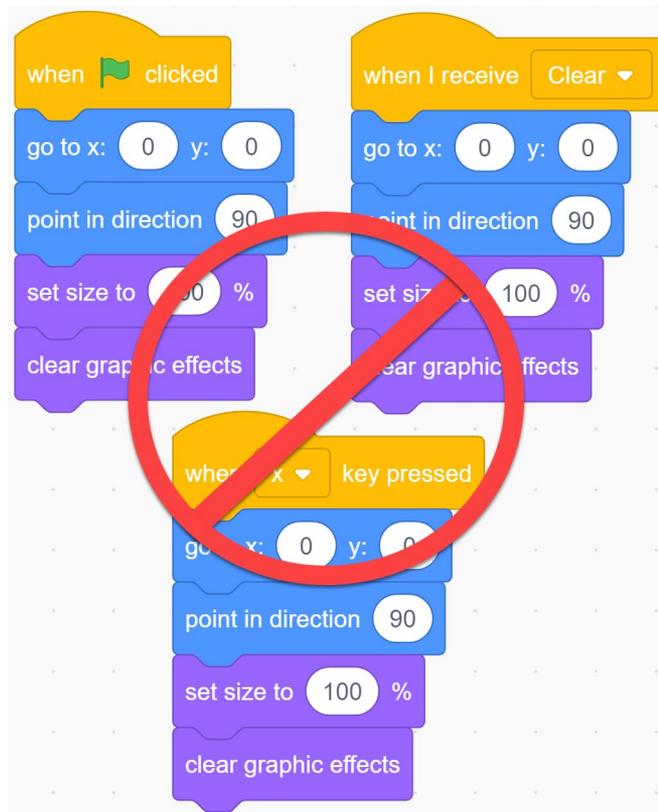
# Combine the blocks

1. Once you know how a user will reset the sprite(s), combine the event block with the blocks needed to reset the sprite(s)



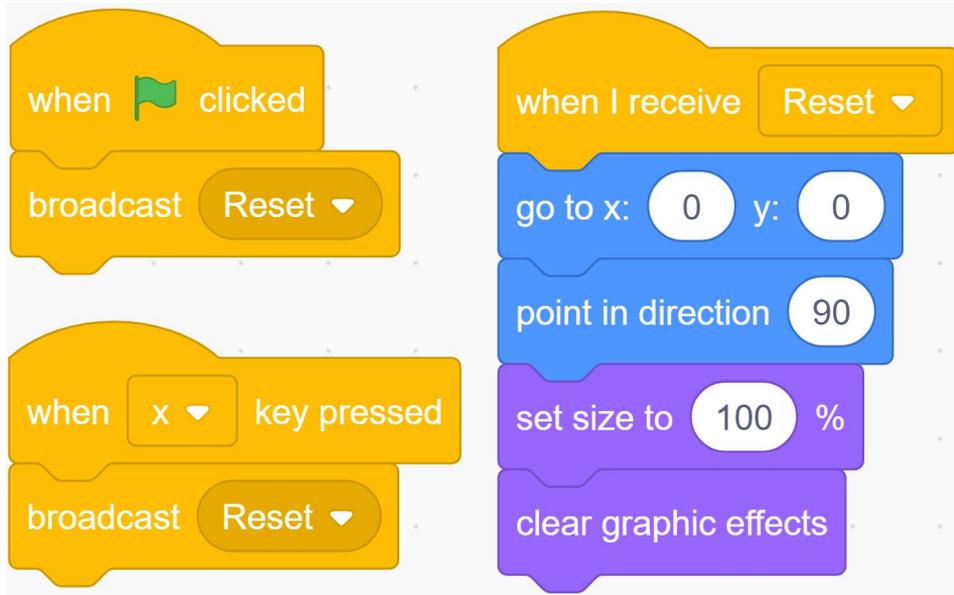
# If you want more than one option . . .

1. If you want to have more than one option for resetting a sprite's appearance, don't copy the code several times.



# Create a “Reset” message if using multiple sprites

1. Instead, create another message called “Reset” and use the “broadcast Reset” every time you want to reset something
2. This will save you time and make your code easier to understand

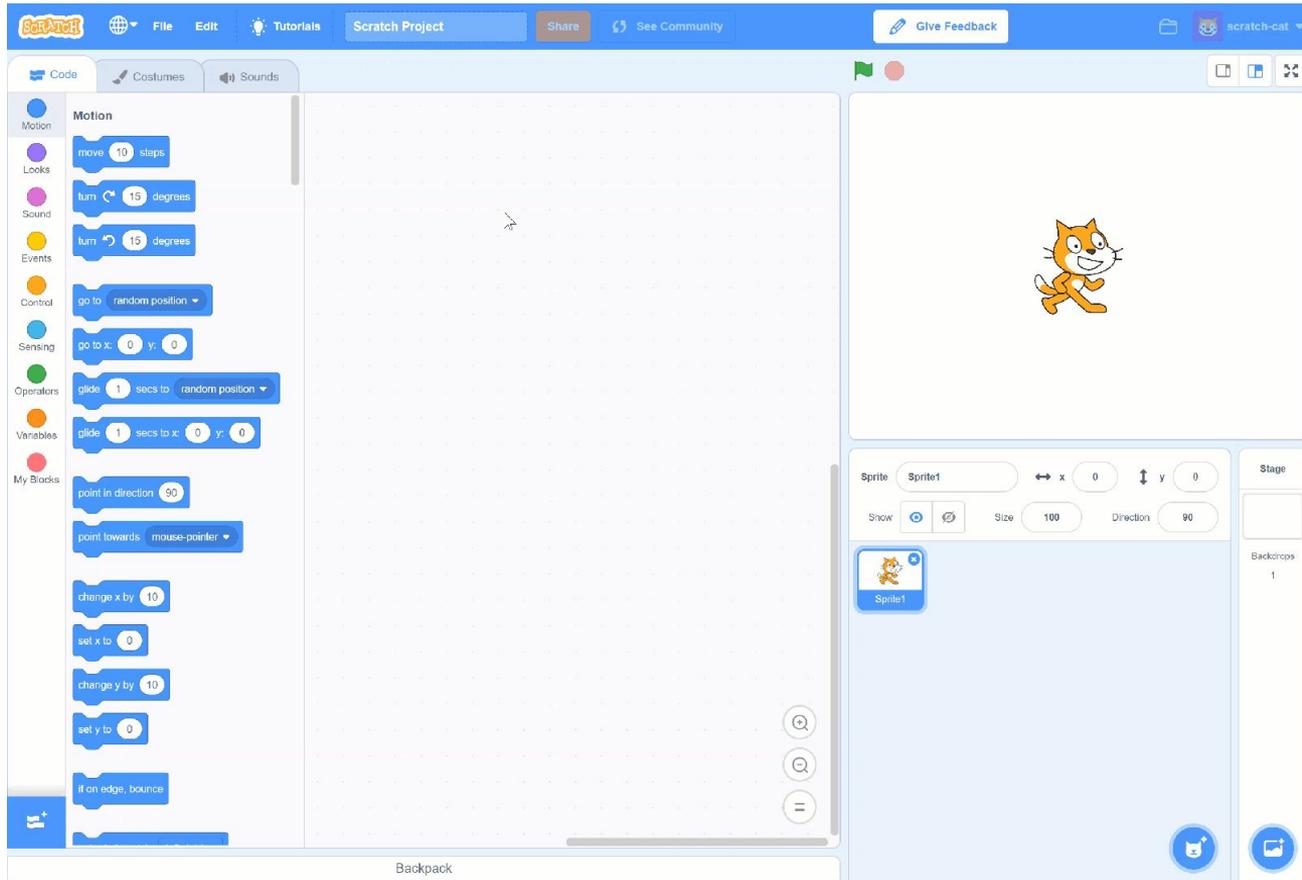


# Create a “Reset” function if it’s all in one sprite

1. If you don’t need to send a message across sprites, you can create your own block instead of using broadcast message blocks
2. Click “My Blocks” and then click “Make a Block” to create your own function

The image displays two examples of Scratch code blocks on a light gray grid background. The first example shows a yellow 'when clicked' block with a green flag icon, followed by a pink 'Reset' block. The second example shows a yellow 'when x key pressed' block with a dropdown menu set to 'x', followed by a pink 'Reset' block. To the right, a red 'define Reset' block is shown, which contains a stack of four blocks: a blue 'go to x: 0 y: 0' block, a blue 'point in direction 90' block, a purple 'set size to 100 %' block, and a purple 'clear graphic effects' block.

# Use the tutorial button for more ideas and tips



The image shows the Scratch 3.0 web interface. At the top, there is a blue navigation bar with the Scratch logo, a globe icon, and menu items: File, Edit, Tutorials, Scratch Project, Share, See Community, Give Feedback, and a user profile icon labeled 'scratch-cat'. Below the navigation bar, there are three tabs: Code (selected), Costumes, and Sounds. The Code area on the left contains a 'Motion' category with various blocks: 'move 10 steps', 'turn 15 degrees' (clockwise and counter-clockwise), 'go to random position', 'go to x: 0 y: 0', 'glide 1 secs to random position', 'glide 1 secs to x: 0 y: 0', 'point in direction 90', 'point towards: mouse-pointer', 'change x by 10', 'set x to 0', 'change y by 10', 'set y to 0', and 'if on edge, bounce'. The Stage area on the right shows a white background with a grid and a Scratch cat sprite in the center. Below the Stage, there is a 'Sprite' panel with 'Sprite1' selected, showing its position (x: 0, y: 0), size (100), and direction (90). A 'Backdrops' panel on the right shows 'Backdrops 1'. At the bottom, there is a 'Backpack' area.



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