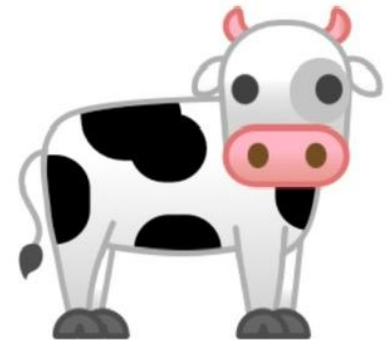




Fangspiel



mit OctoStudio



Heute



Spiel programmieren in der
App OctoStudio



Das Spiel

- Gegenstände fallen an zufälliger Stelle von oben runter
- Steuerung des Fängers: Kippen des Tablets
- Es soll erkannt werden, ob der Gegenstand gefangen wurde oder nicht



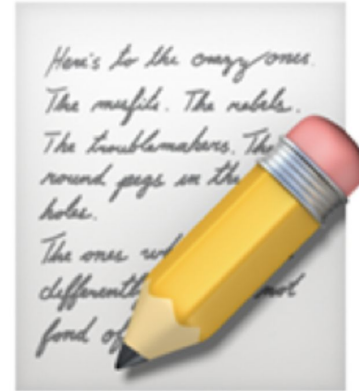


**Deine Aufgabe:
Programmiere das Spiel!**



--

Deine Aufgabe: Programmiere das Spiel!



Wir brauchen einen Plan!

Der Plan

1. Fänger wählen
2. Fänger programmieren
3. Gegenstand wählen
4. Gegenstand programmieren
5. “Gefangen” erkennen und reagieren
6. “Daneben” erkennen und reagieren



App “OctoStudio” starten



Tipp: Arbeite im Querformat

The image shows two side-by-side screenshots of the octostudio application interface. The left screenshot shows the main dashboard with a purple header containing the 'octostudio' logo and a gear icon for settings. Below the header are buttons for 'Meine Projekte' and 'Entdecken', and a large green '+ Neues Projekt' button. A list of projects is visible below, including 'Fangen mit Fahrrad', 'Anfang einer Geschichte', and 'Mein Projekt 1'. The right screenshot shows the settings menu with options for 'Einstellungen', 'Datenschutz', and 'Über'. The 'Sprache' (Language) section is set to 'Deutsch'. The 'Bildschirmlayout' (Screen layout) section shows two options: 'Hochformat' (Portrait) and 'Querformat' (Landscape). The 'Querformat' option is highlighted with a red box, indicating it is the recommended setting.

octostudio

Meine Projekte Entdecken

+ Neues Projekt

Fangen mit Fahrrad

Anfang einer Geschichte

Mein Projekt 1

octostudio

Version 1.0.29

Einstellungen Datenschutz Über

Sprache

Deutsch

Bildschirmlayout

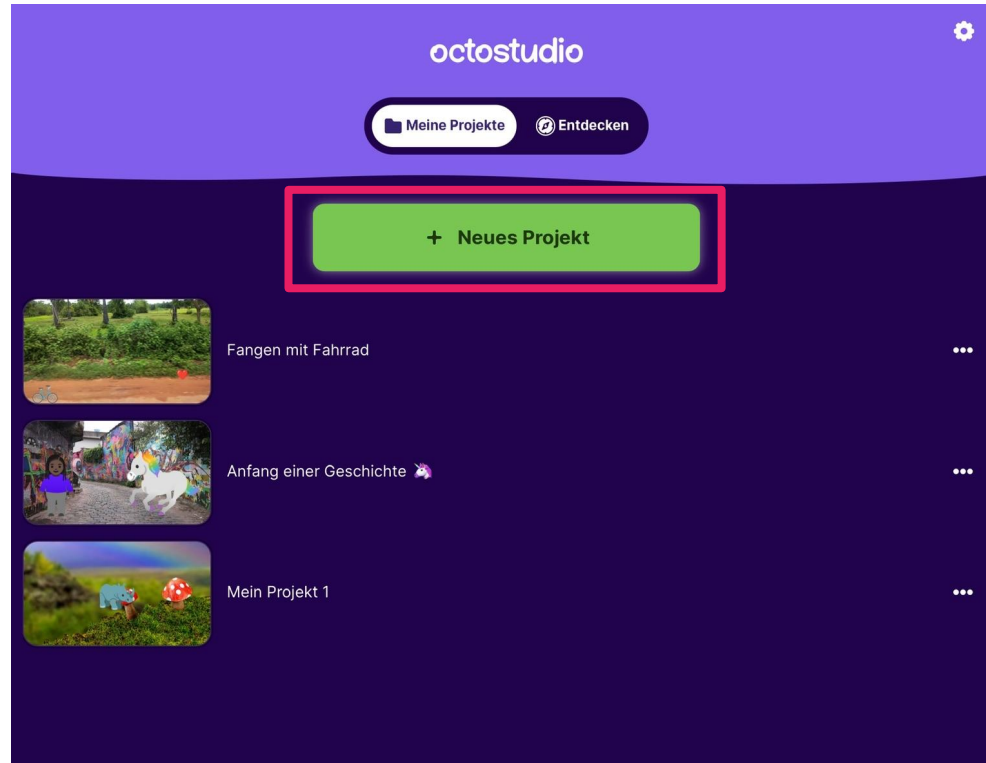
Hochformat Querformat

Der Plan

1. **Fänger wählen**
2. Fänger programmieren
3. Gegenstand wählen
4. Gegenstand programmieren
5. “Gefangen” erkennen und reagieren
6. “Daneben” erkennen und reagieren

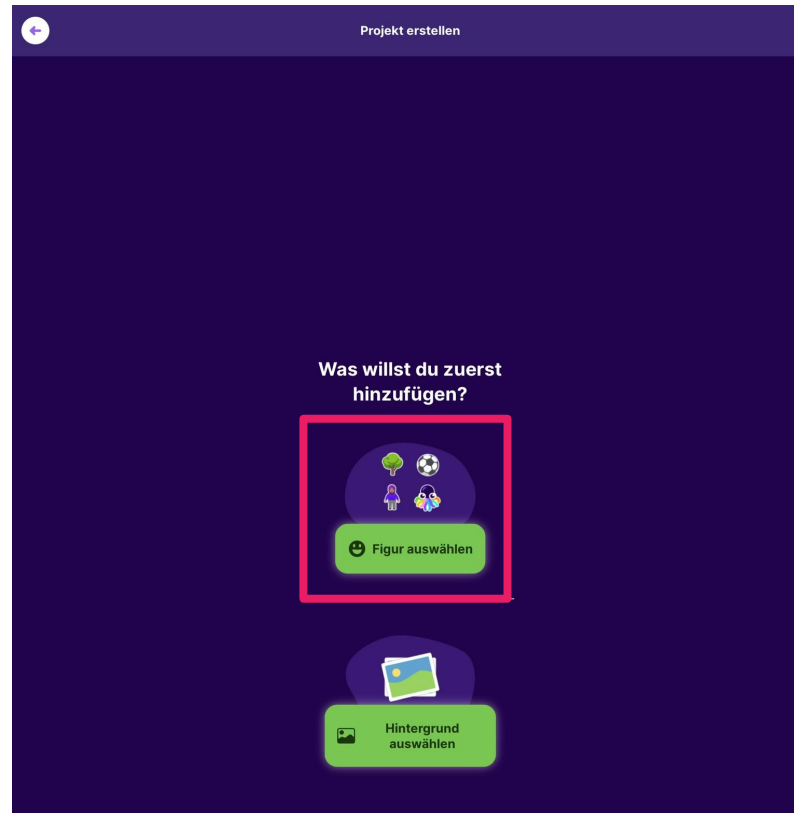


Neues Projekt starten

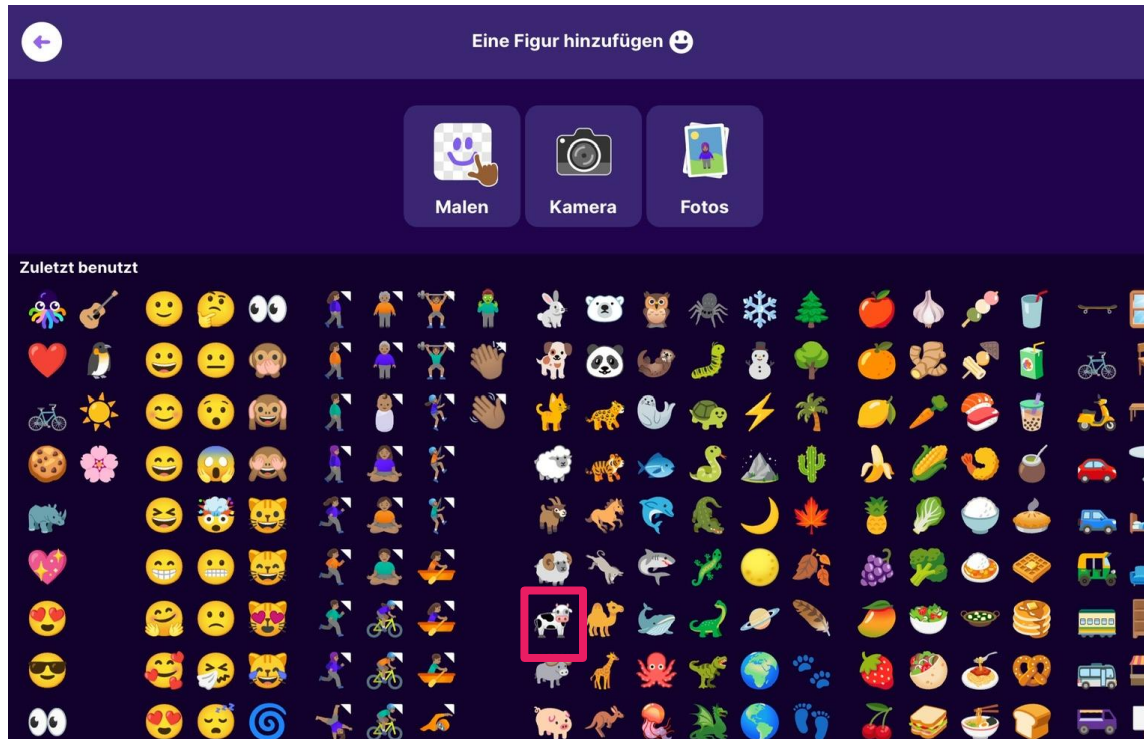


Zuerst Figur auswählen

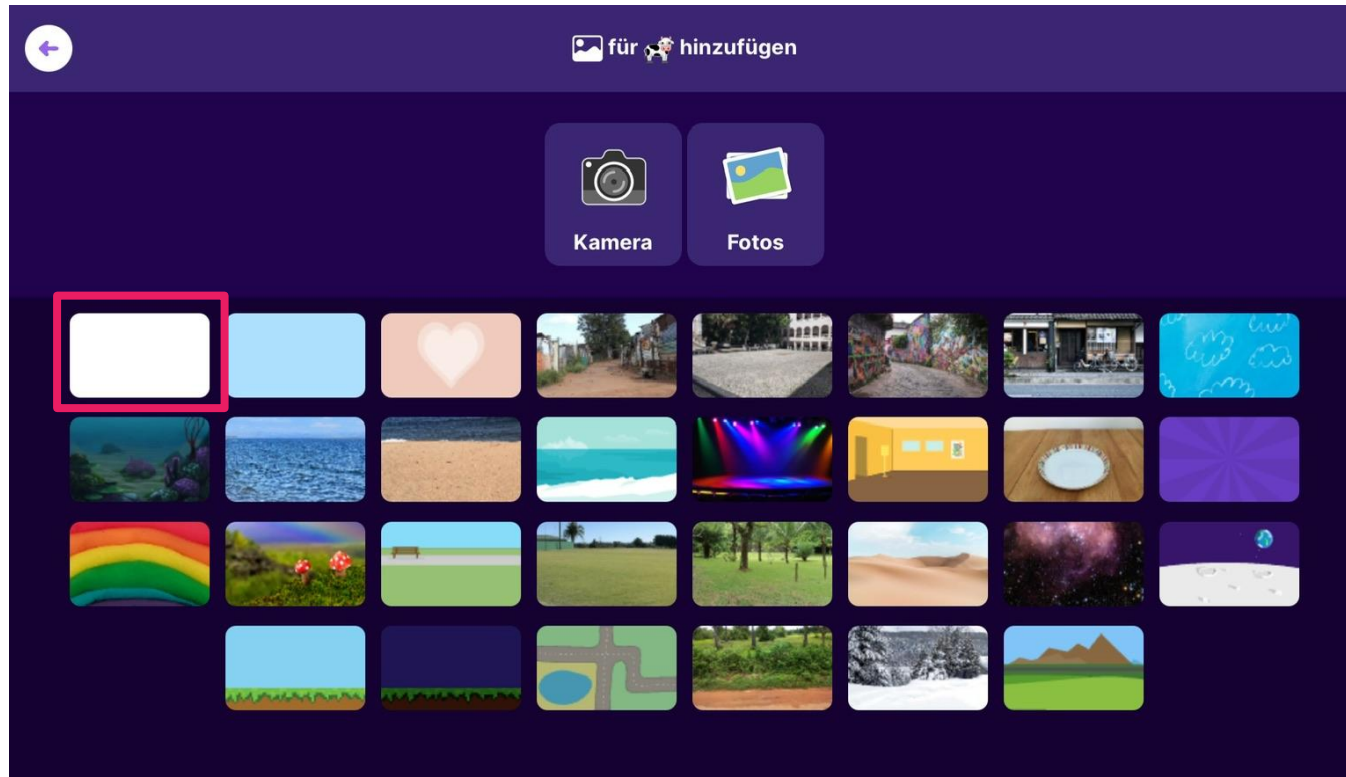
— — —



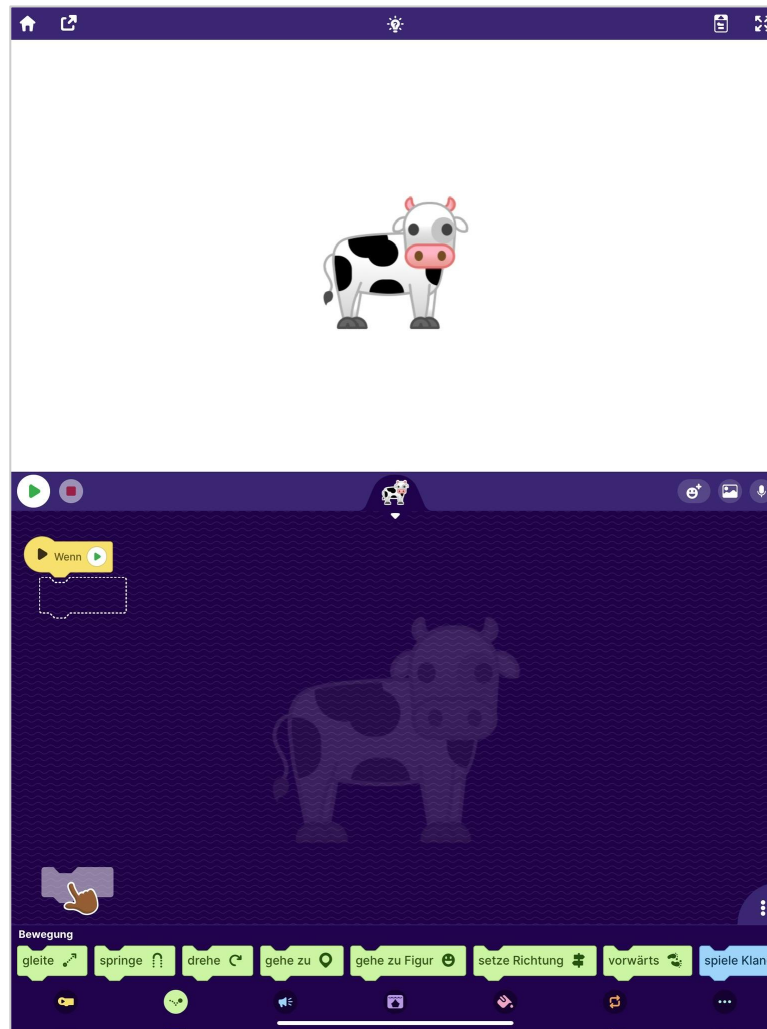
Zum Beispiel die Kuh wählen



Hintergrund bleibt weiß - erstmal



Die Kuh ist im Spiel!

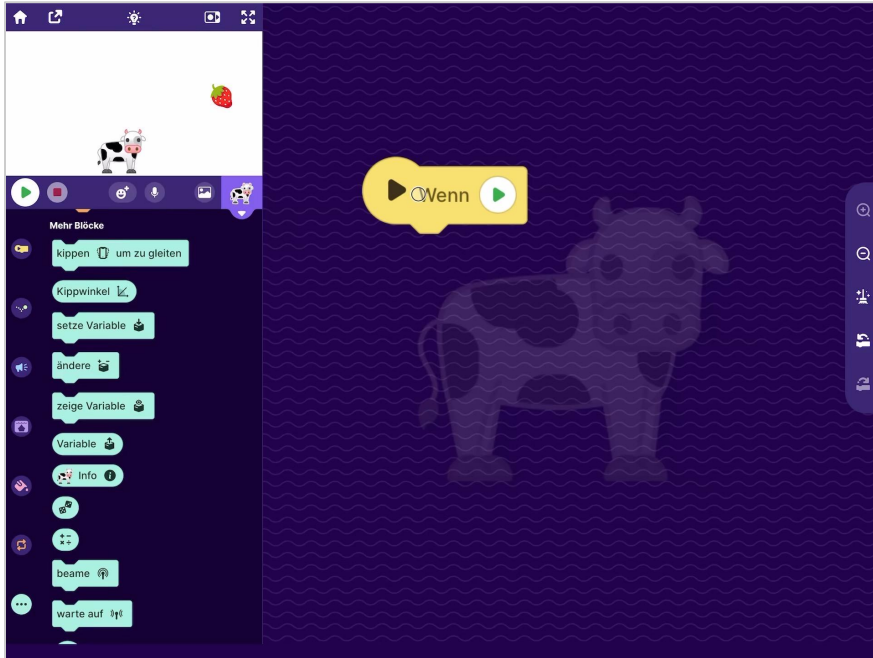


Der Plan

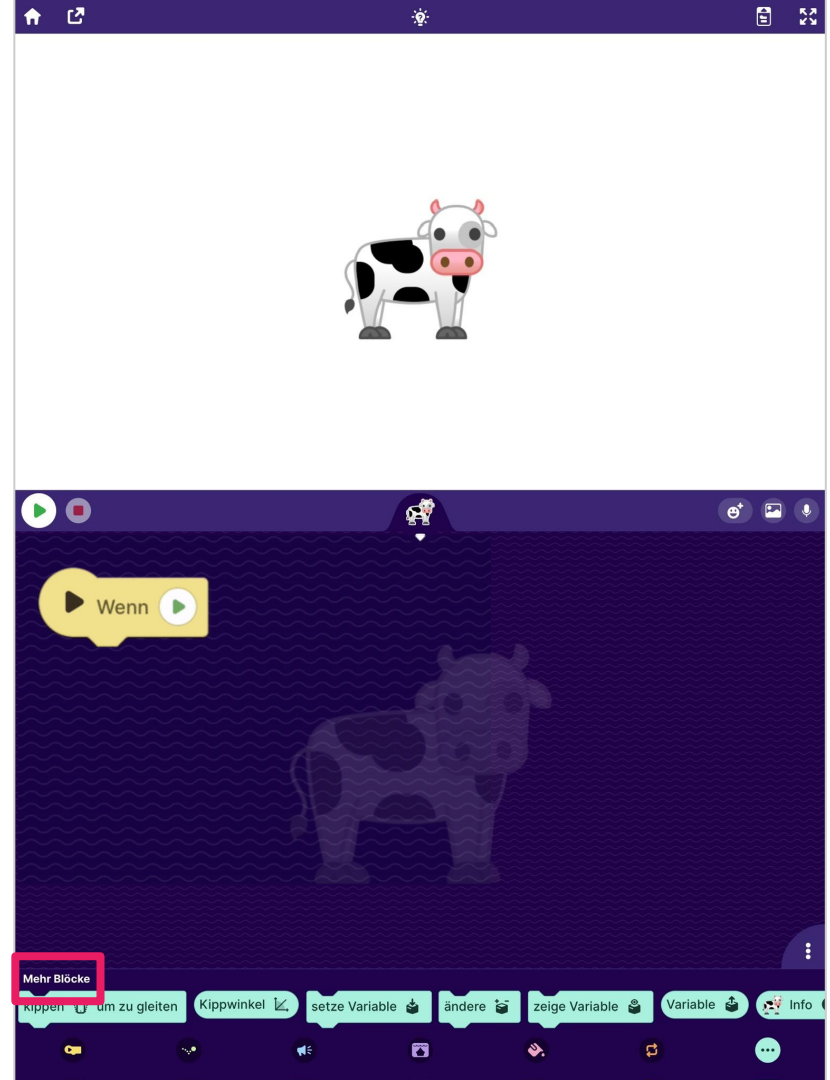
1. Fänger wählen
2. **Fänger programmieren**
3. Gegenstand wählen
4. Gegenstand programmieren
5. “Gefangen” erkennen und reagieren
6. “Daneben” erkennen und reagieren



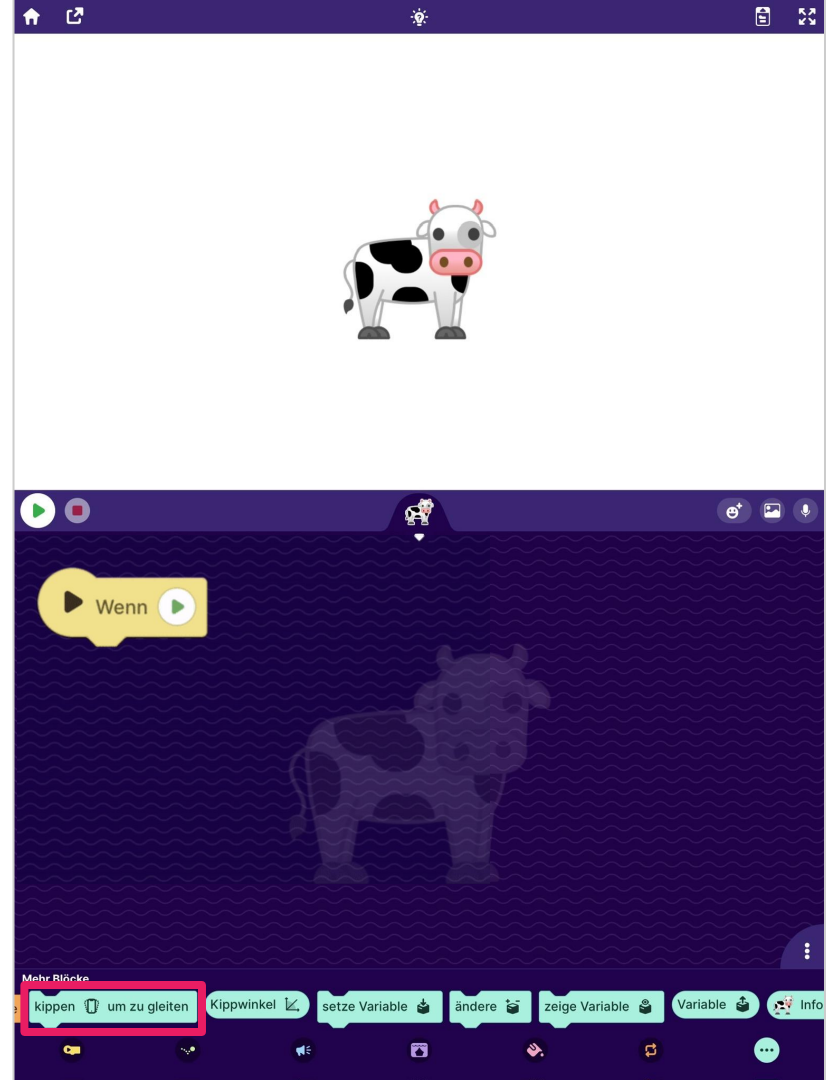
Zu “Mehr Blöcke” wechseln



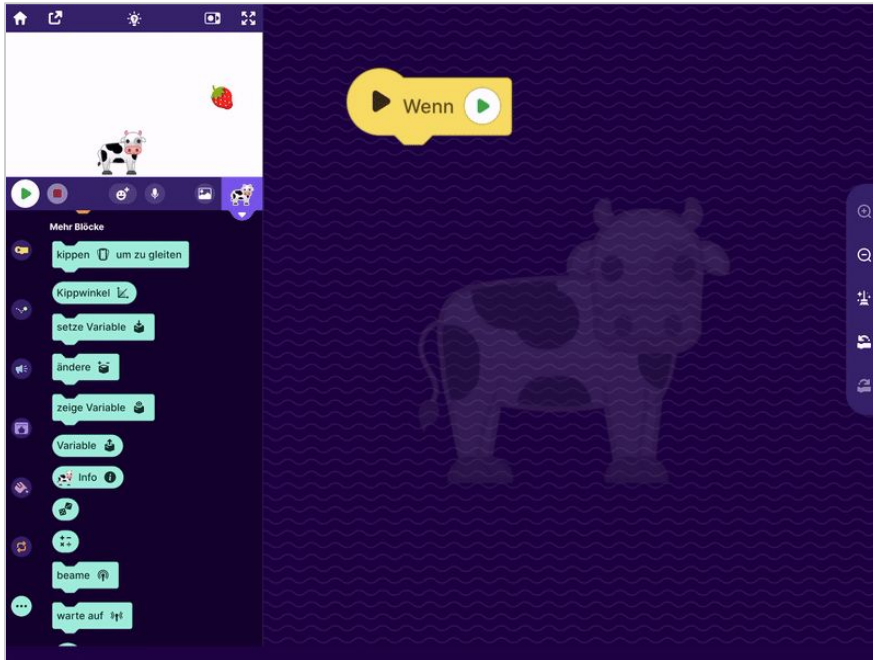
Auf den folgenden Folien sind öfter Quer- und Hochformat zu sehen.



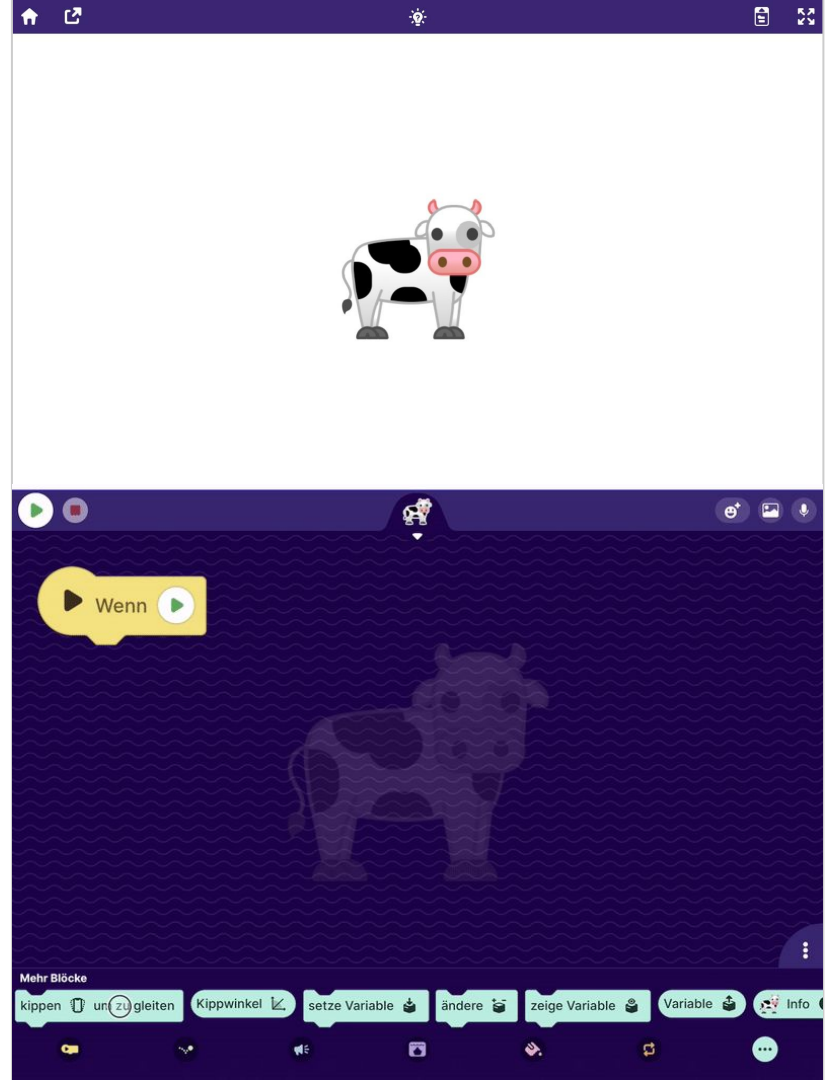
“Kippen” auswählen



“Kippen” auswählen



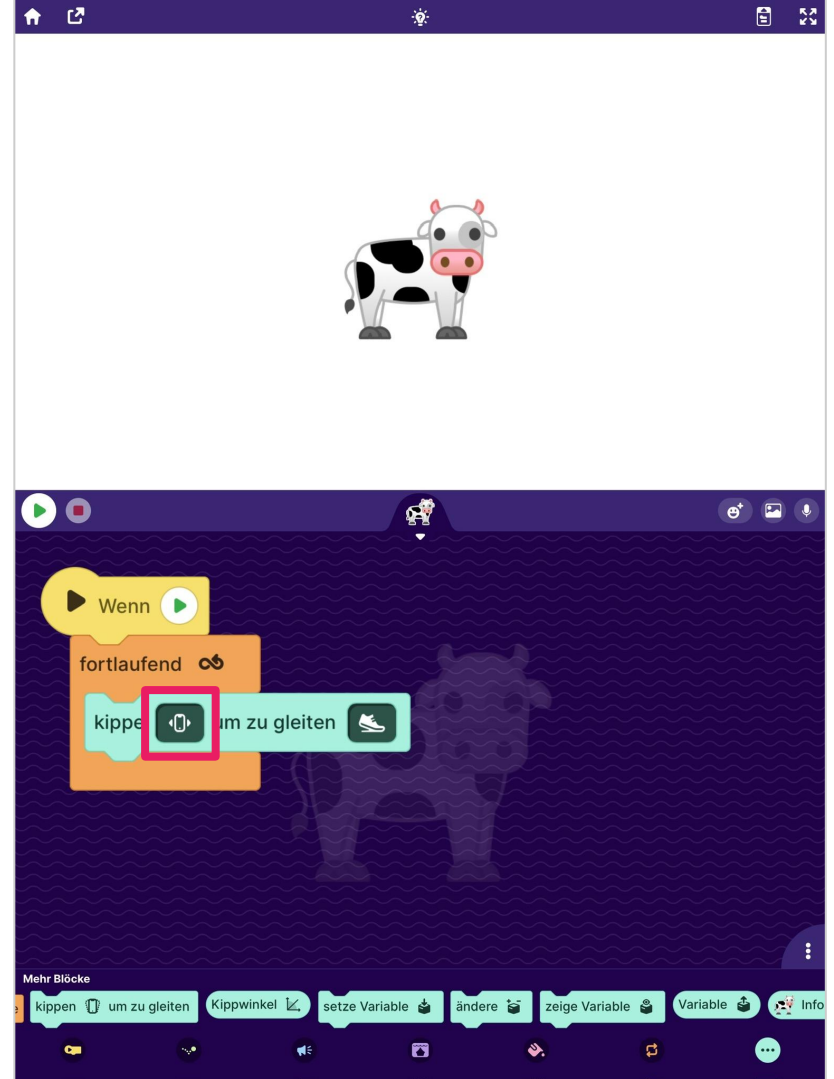
Block “fortlaufend” ist automatisch dabei



Parameter antippen

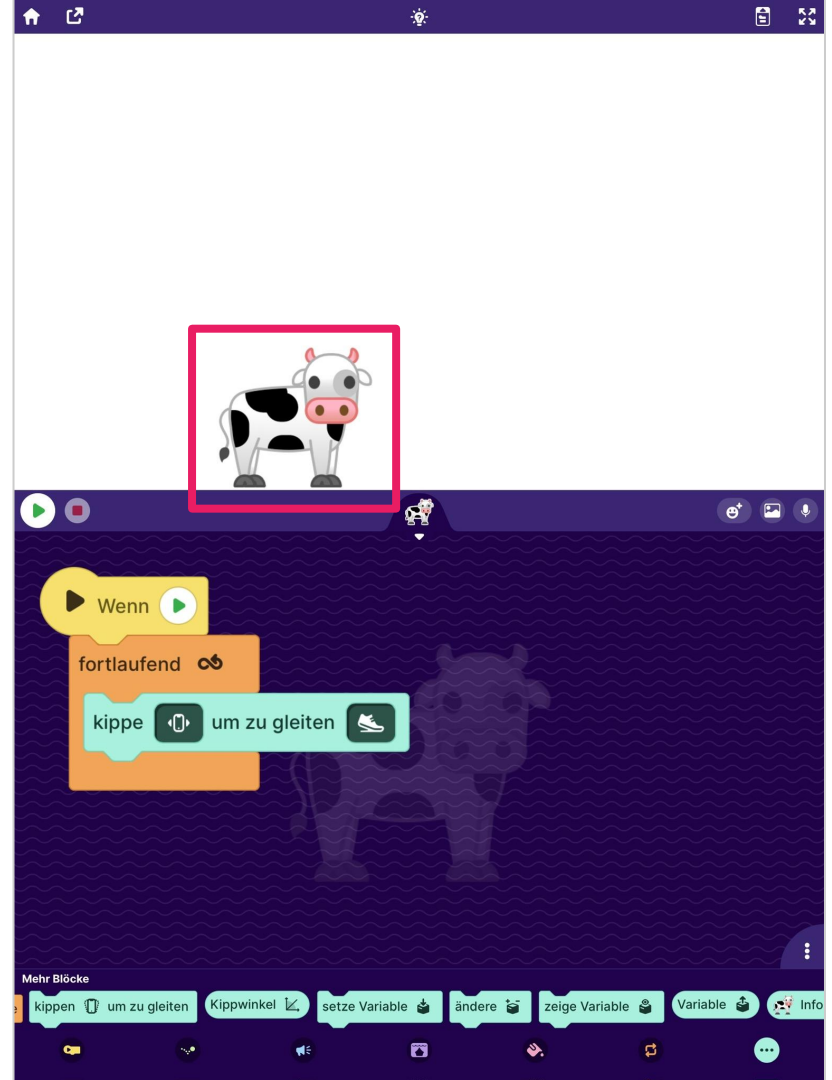
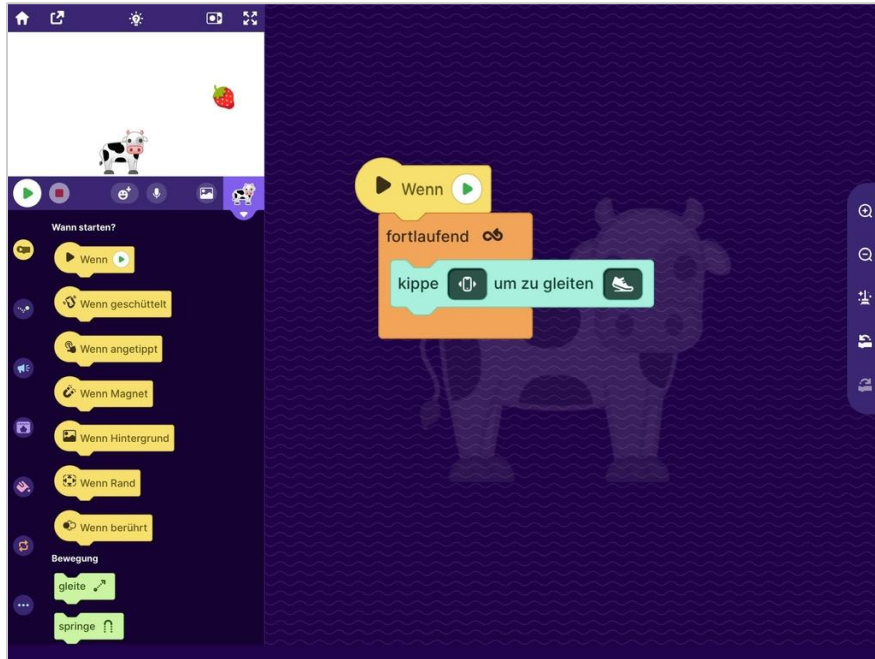
The image shows a Scratch script editor interface. At the top, a white stage displays a cartoon cow. Below the stage, a script area with a dark purple background contains a yellow 'Wenn' (When) block, an orange 'fortlaufend' (forever) loop block, and a green 'kippe um zu gleiten' (tilt to glide) block. A red rectangular box highlights the 'kippe' block, specifically the rotation icon (a circle with a vertical line) which is also highlighted by a yellow circle. The bottom of the screen shows a 'Mehr Blöcke' (More Blocks) palette with various block categories like 'kippen', 'um zu gleiten', 'Kippwinkel', 'setze Variable', 'ändere', 'zeige Variable', and 'Variable'.

“Kippe” auf Rechts-Links einschränken

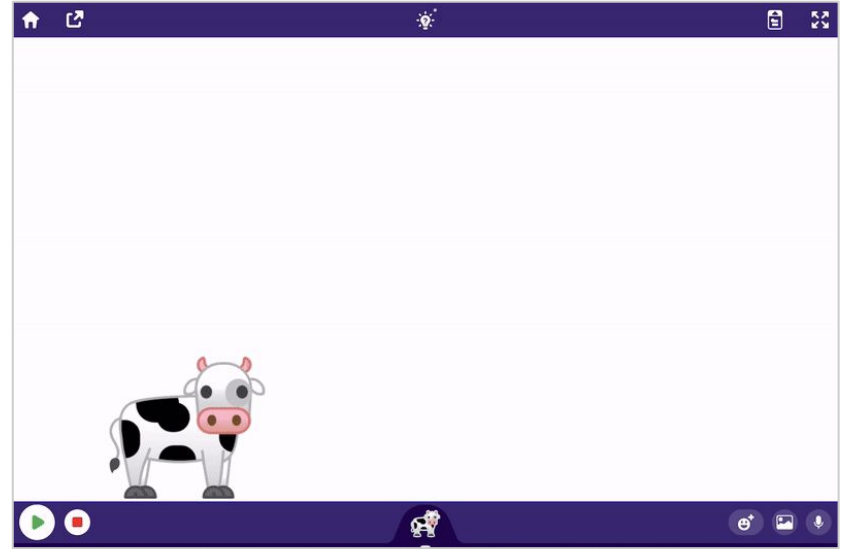


The image shows a Scratch project interface. At the top, a cow sprite is centered on a white background. Below it, a script area is visible with a yellow 'Wenn' (When) block, an orange 'fortlaufend' (forever) loop block, and a light blue 'kippe' (tilt) block. The 'kippe' block is highlighted with a red square. The 'kippe' block has a small icon of a cow and a 'um zu gleiten' (to glide) block. The 'um zu gleiten' block has a small icon of a shoe. The background of the script area is dark purple with a wavy pattern and a faint cow silhouette. At the bottom, there is a 'Mehr Blöcke' (More Blocks) palette with various blocks like 'kippen', 'um zu gleiten', 'Kippwinkel', 'setze Variable', 'ändere', 'zeige Variable', and 'Variable'.

Kuh nach unten



Teste: Die Kuh folgt dem Kippen des Tablets

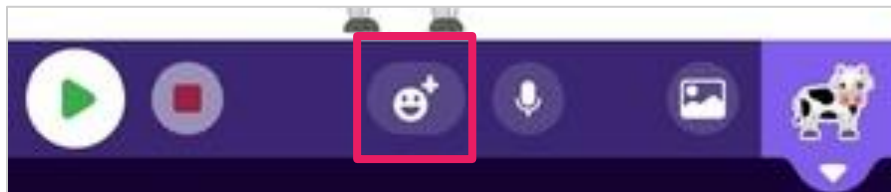
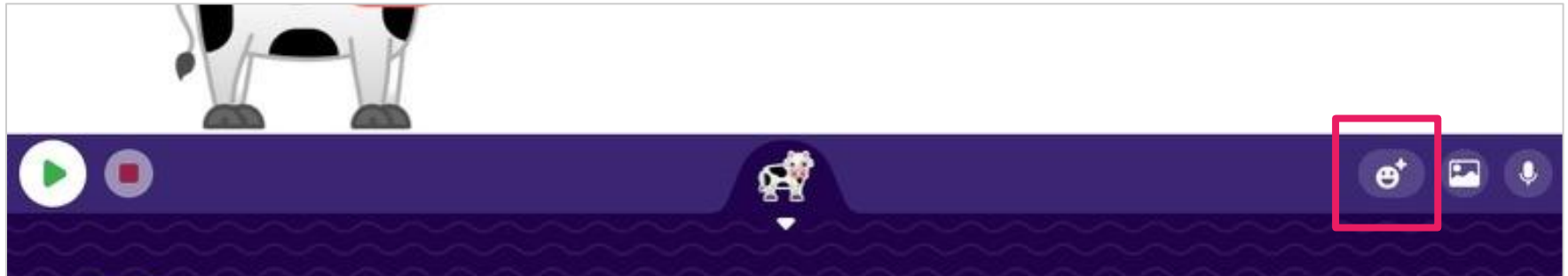


Der Plan

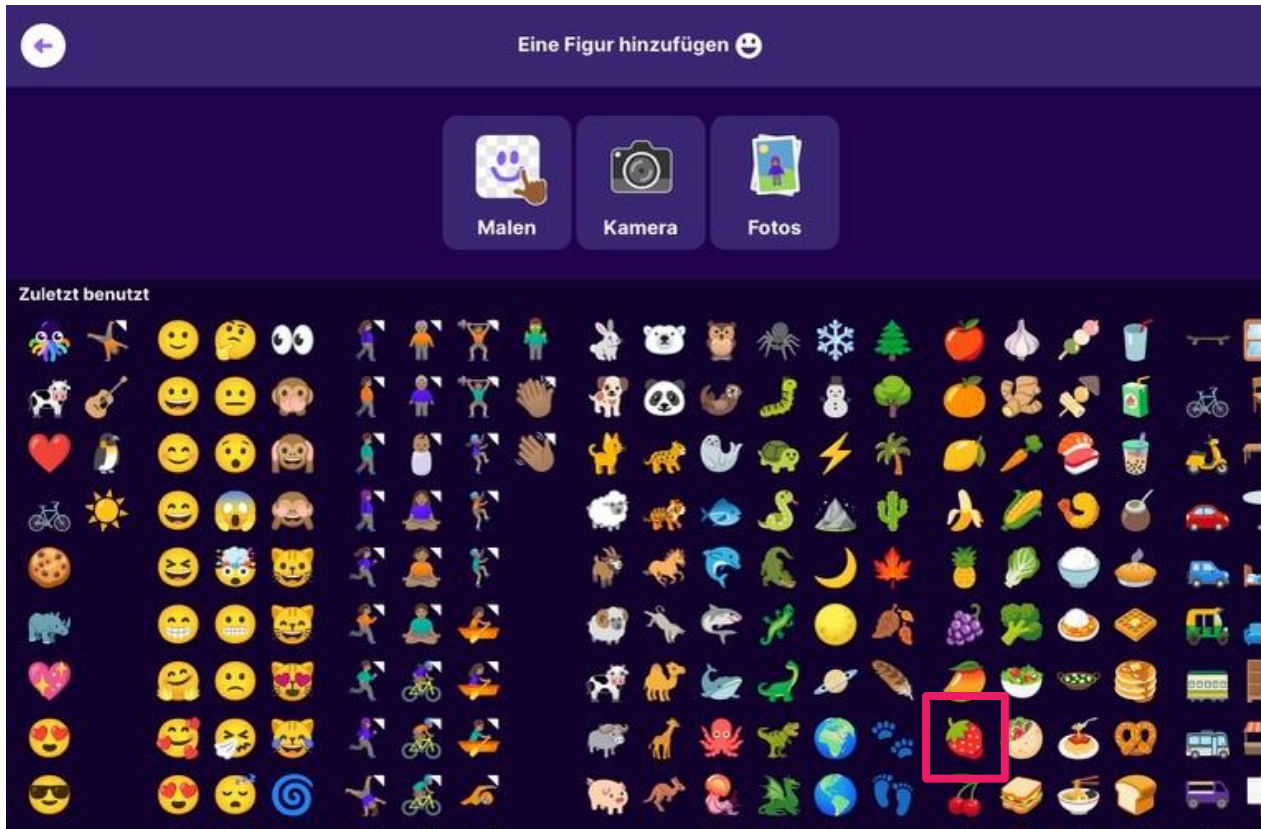
1. Fänger wählen
2. Fänger programmieren
- 3. Gegenstand wählen**
4. Gegenstand programmieren
5. “Gefangen” erkennen und reagieren
6. “Daneben” erkennen und reagieren



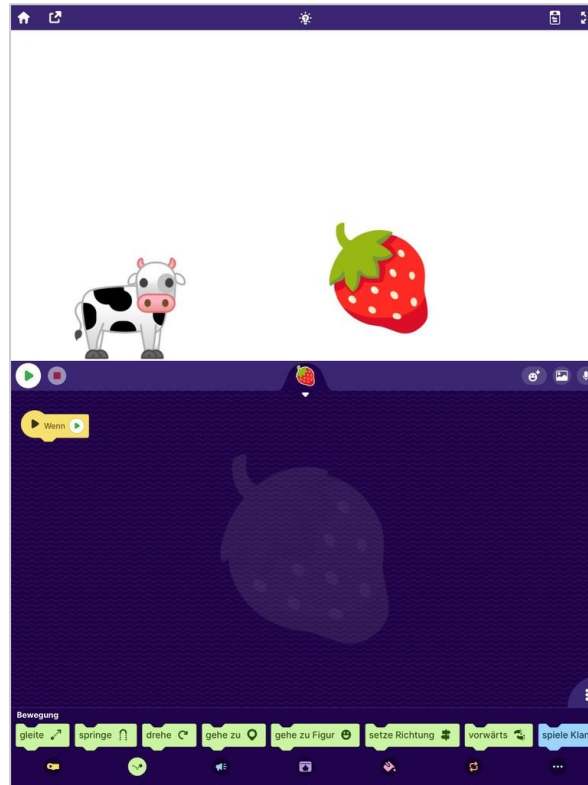
Figur für Gegenstand hinzufügen



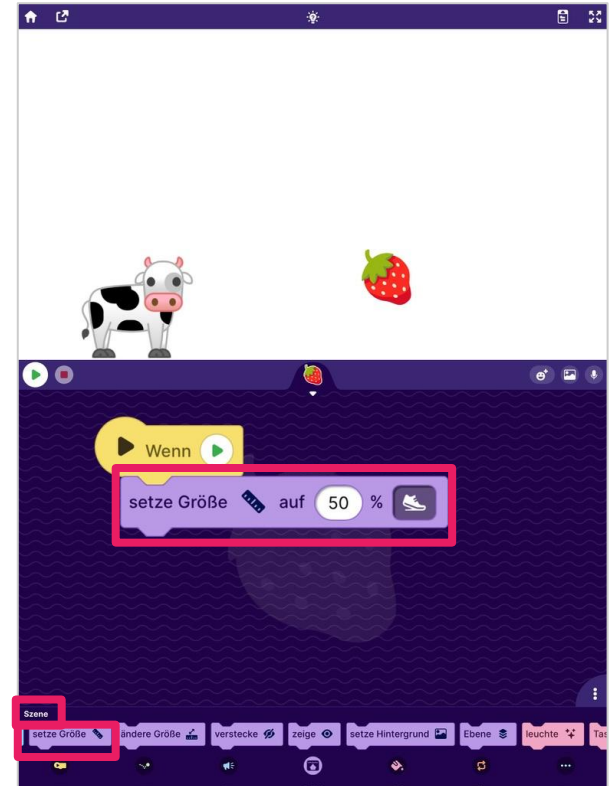
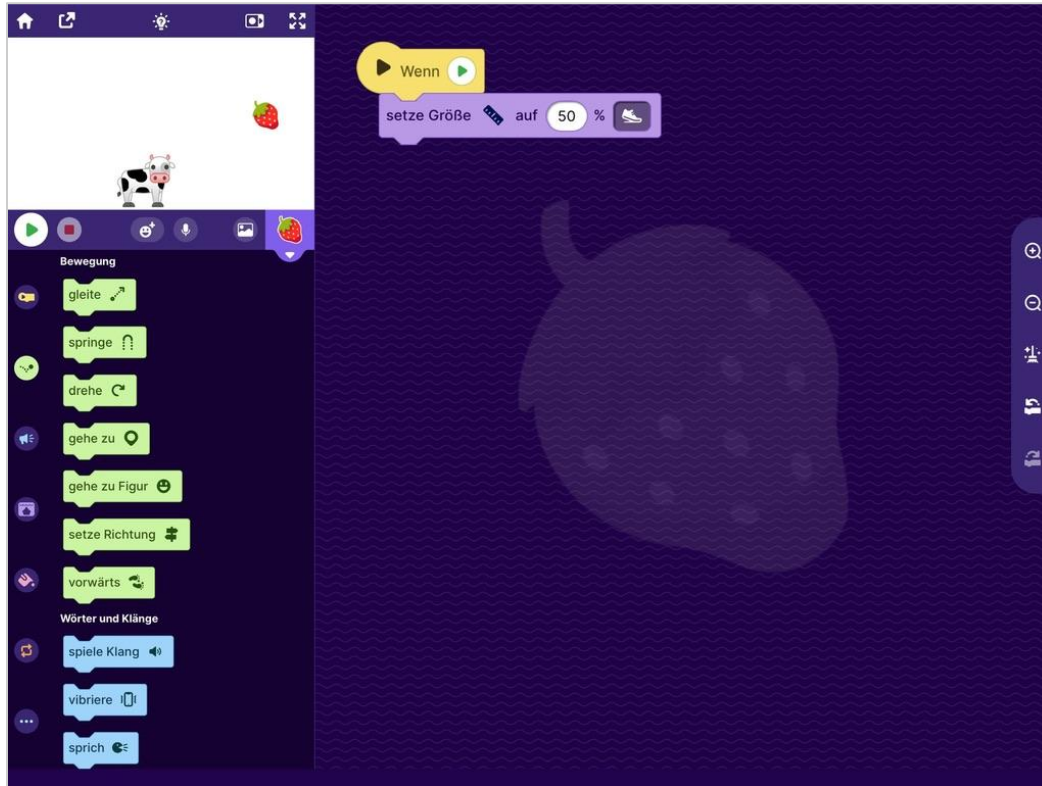
Figur aussuchen, z.B. die Erdbeere



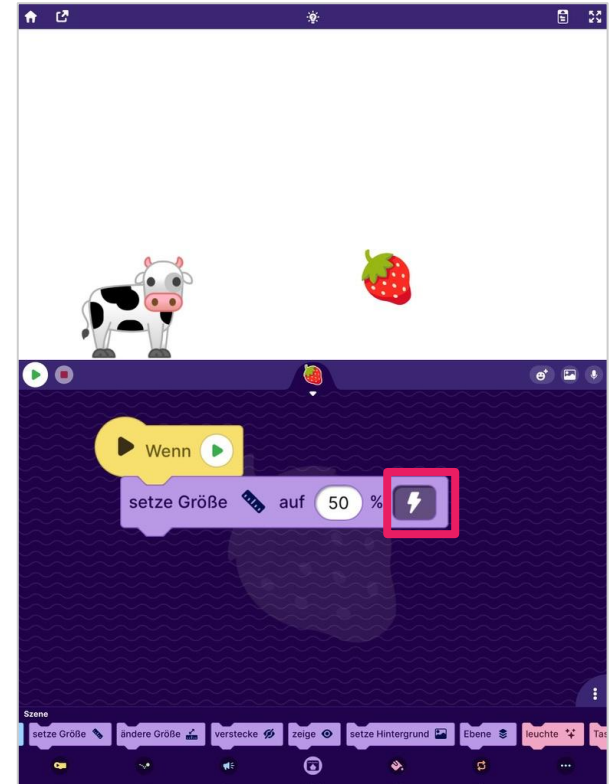
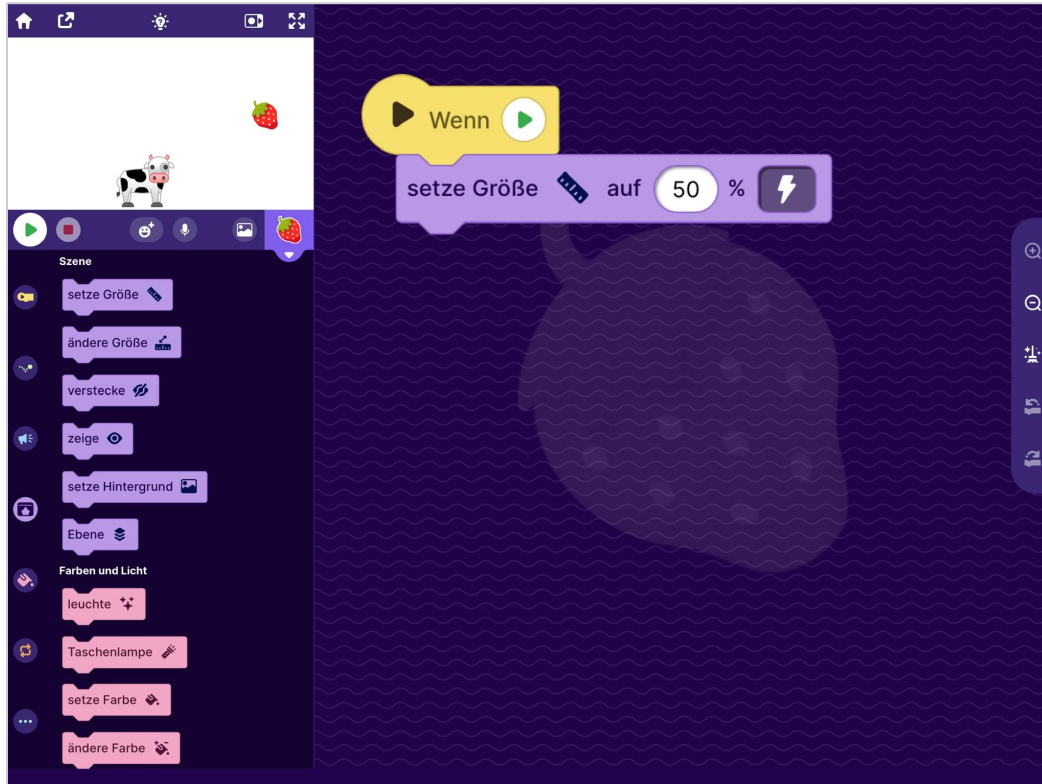
Die Erdbeere ist im Spiel



Erdbeere verkleinern



Erdbeere schnell verkleinern

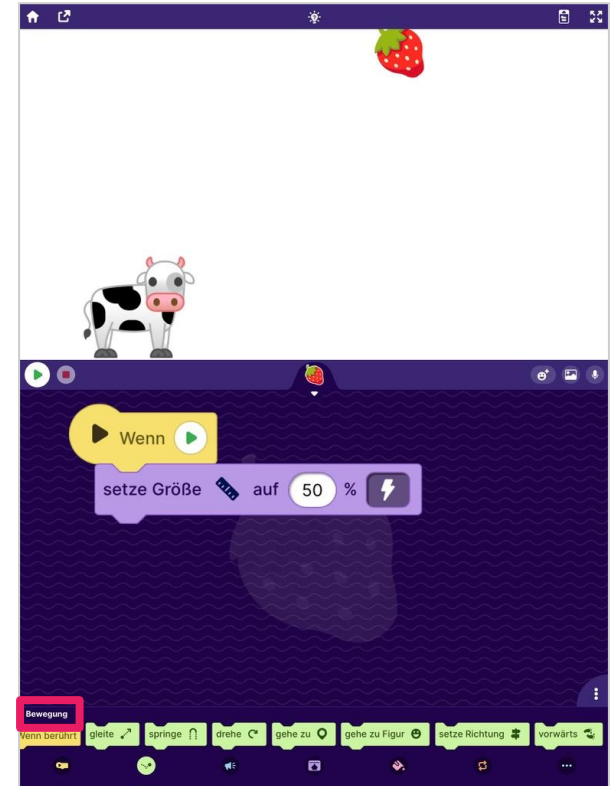
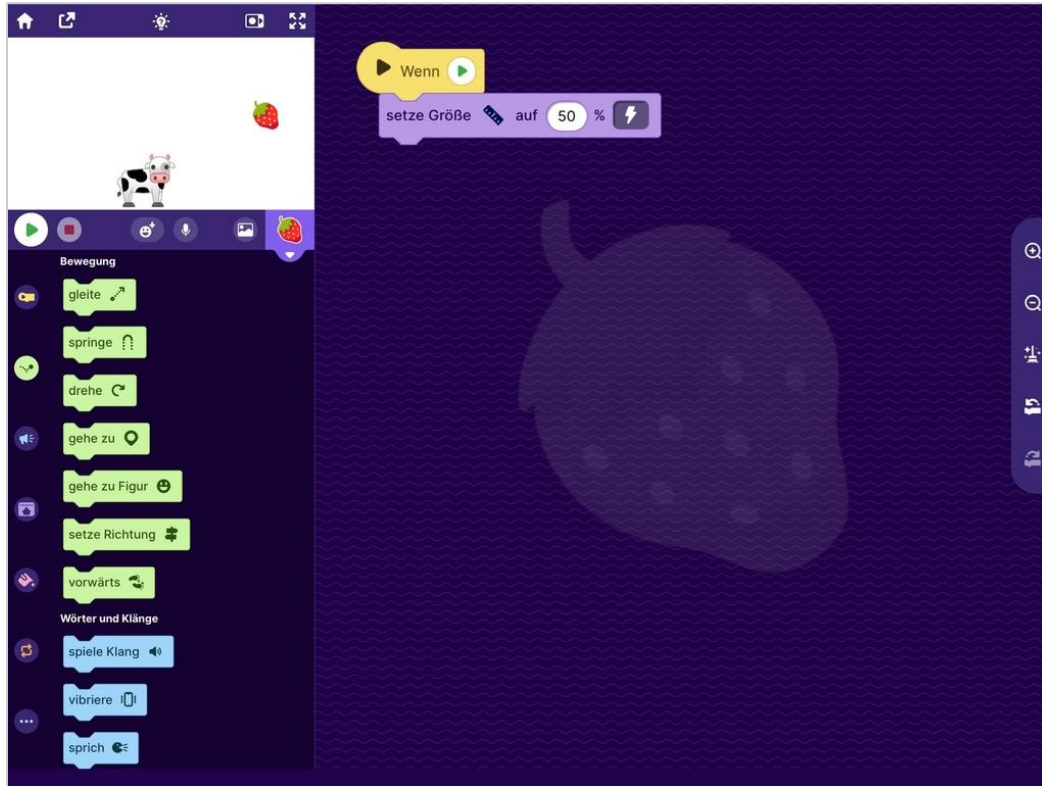


Der Plan

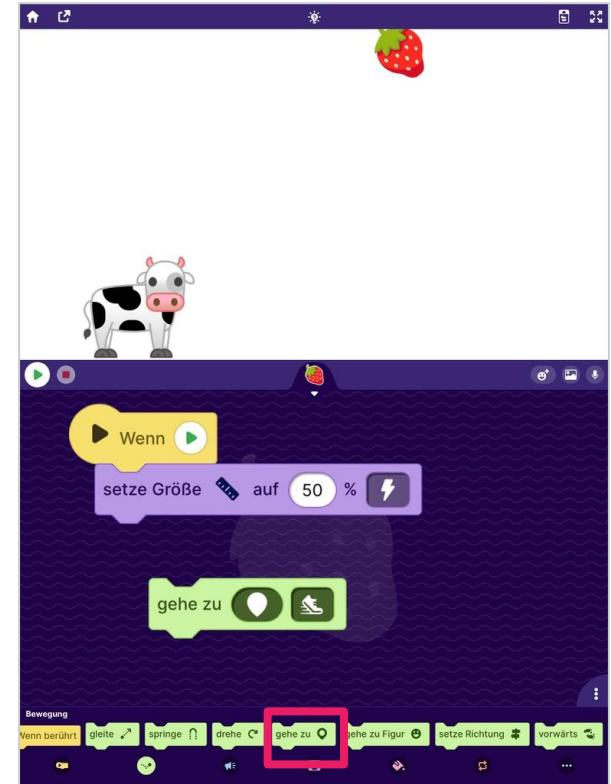
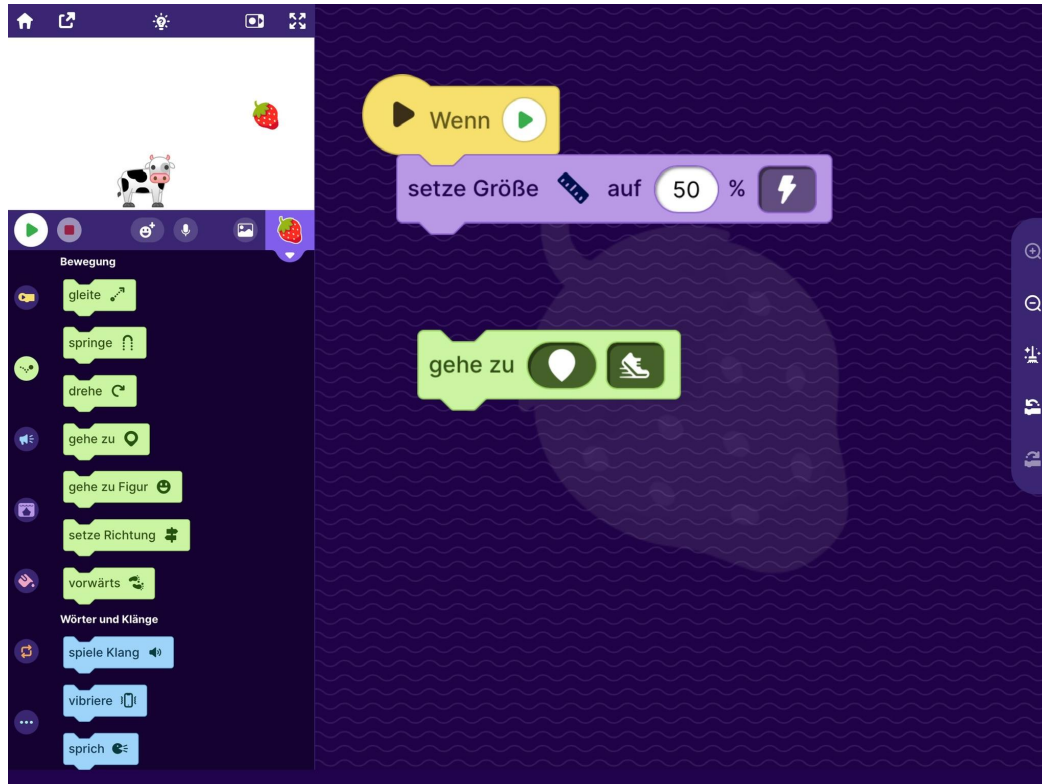
1. Fänger wählen
2. Fänger programmieren
3. Gegenstand wählen
- 4. Gegenstand programmieren**
5. “Gefangen” erkennen und reagieren
6. “Daneben” erkennen und reagieren



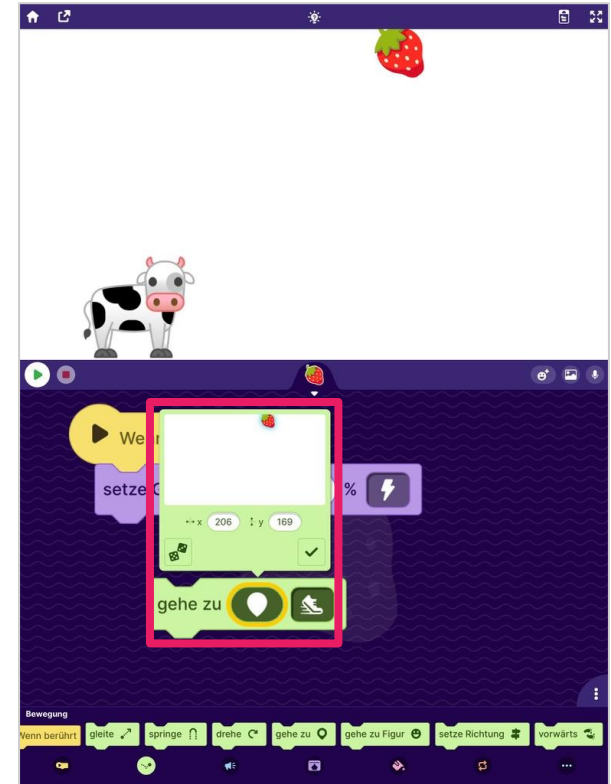
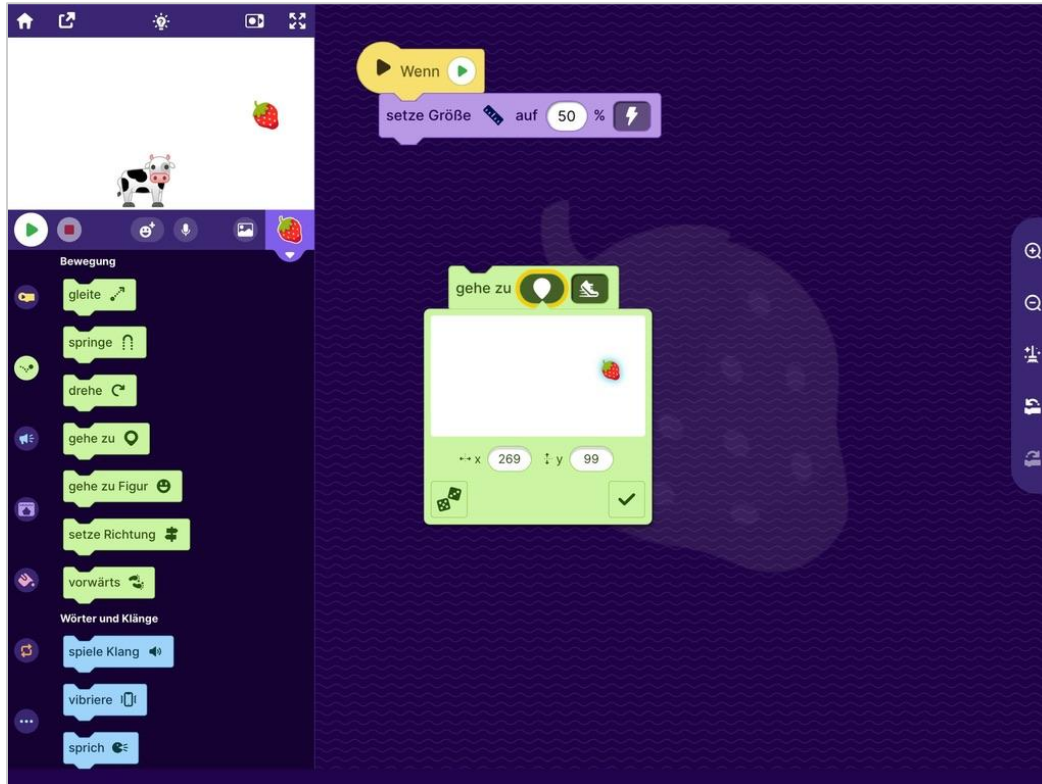
Kategorie "Bewegung"



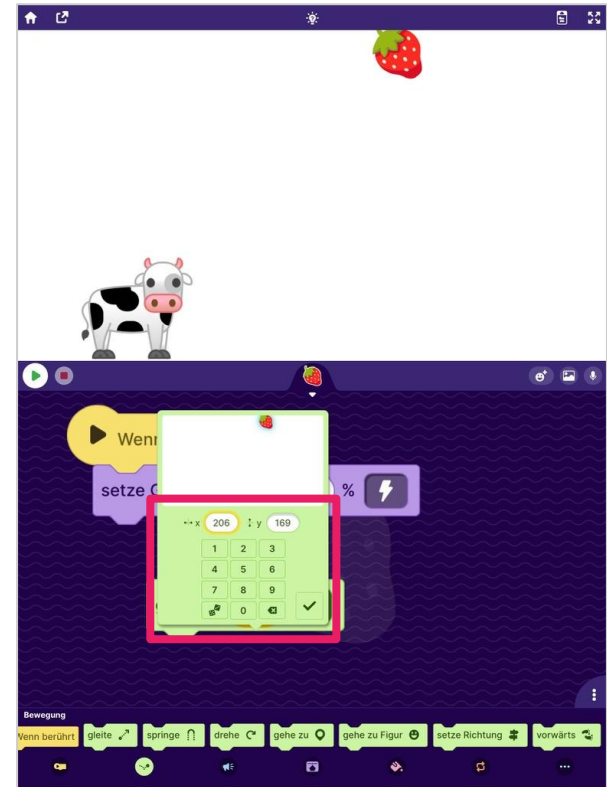
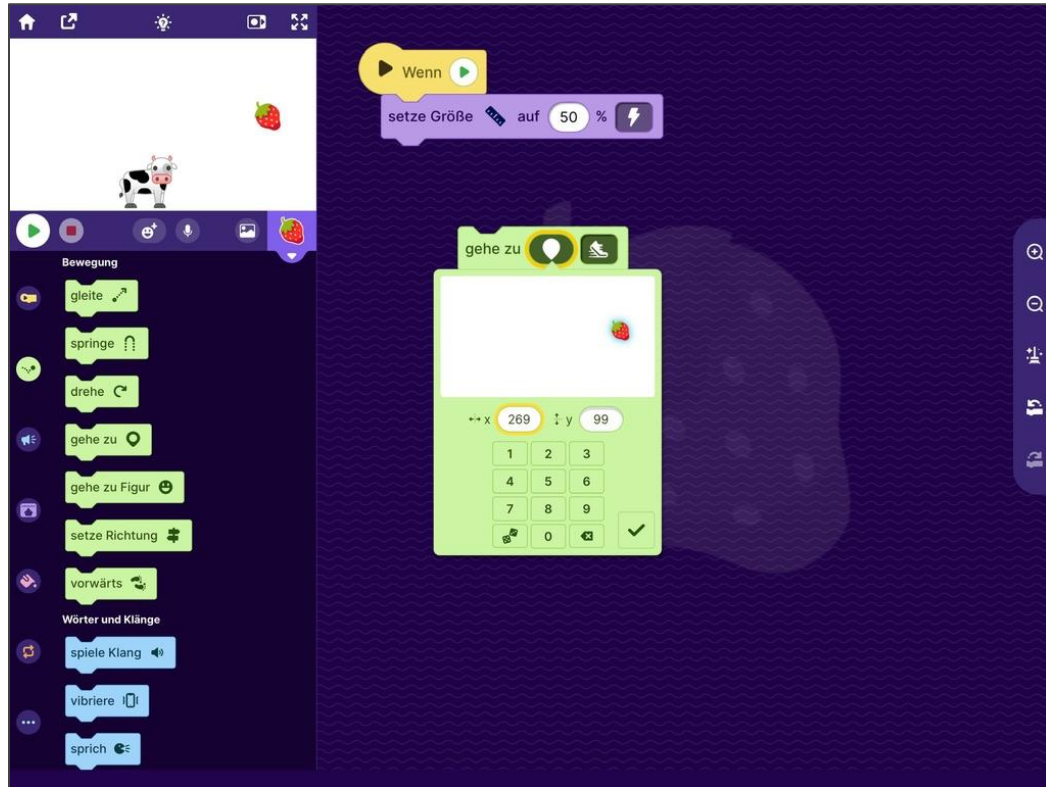
Block "Gehe zu"



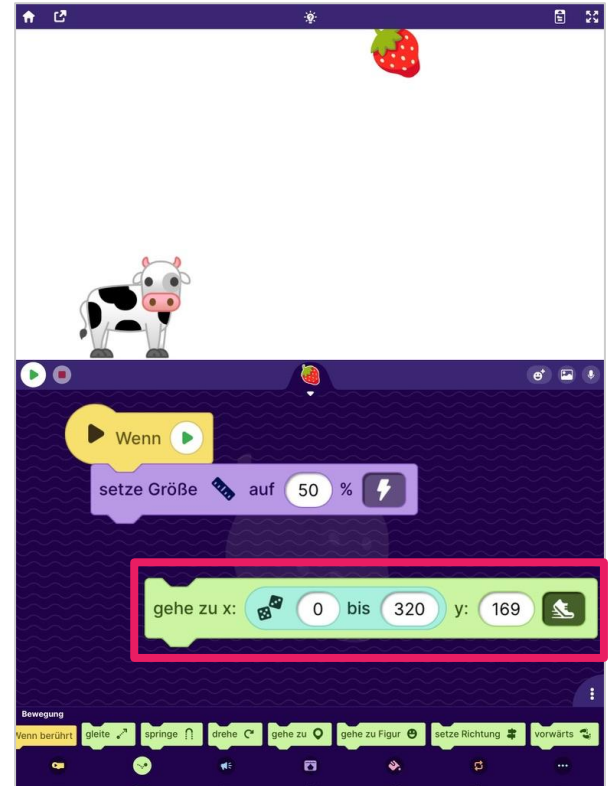
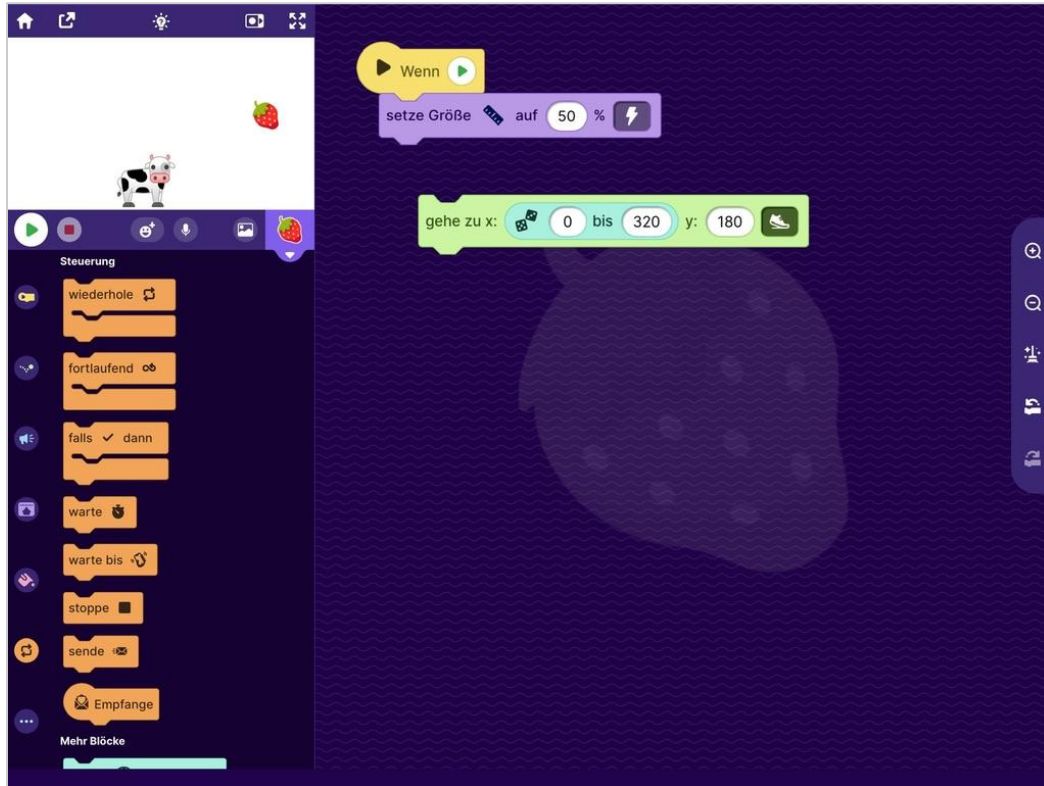
Parameter antippen



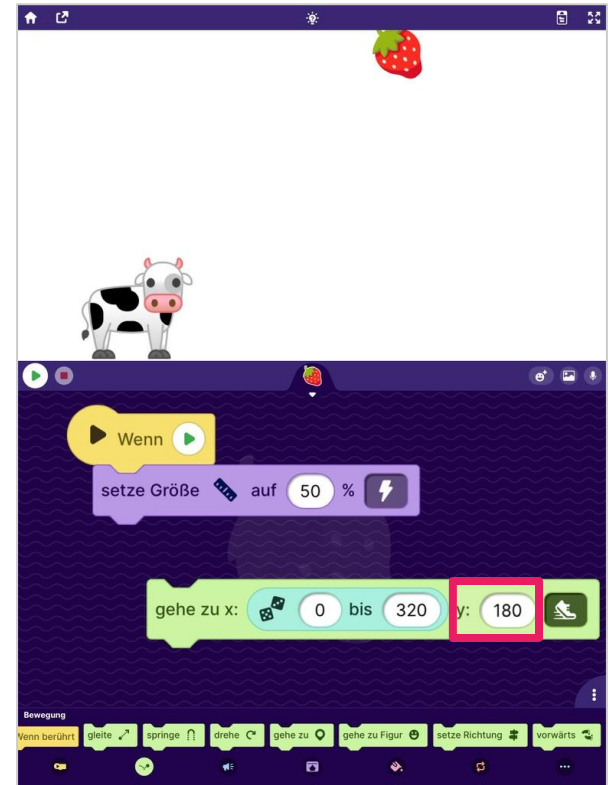
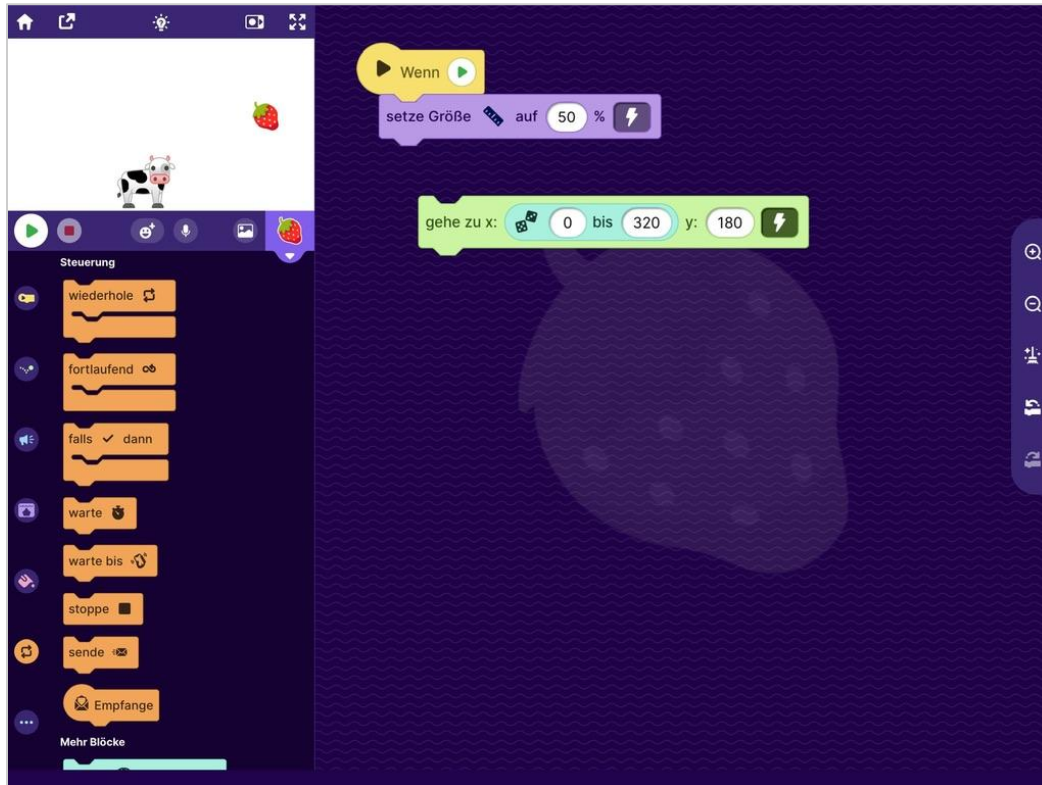
“x” antippen



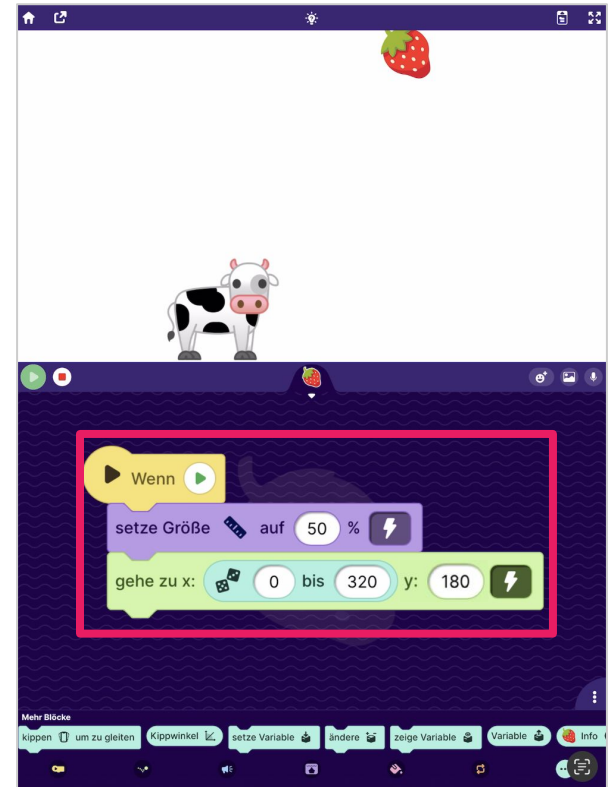
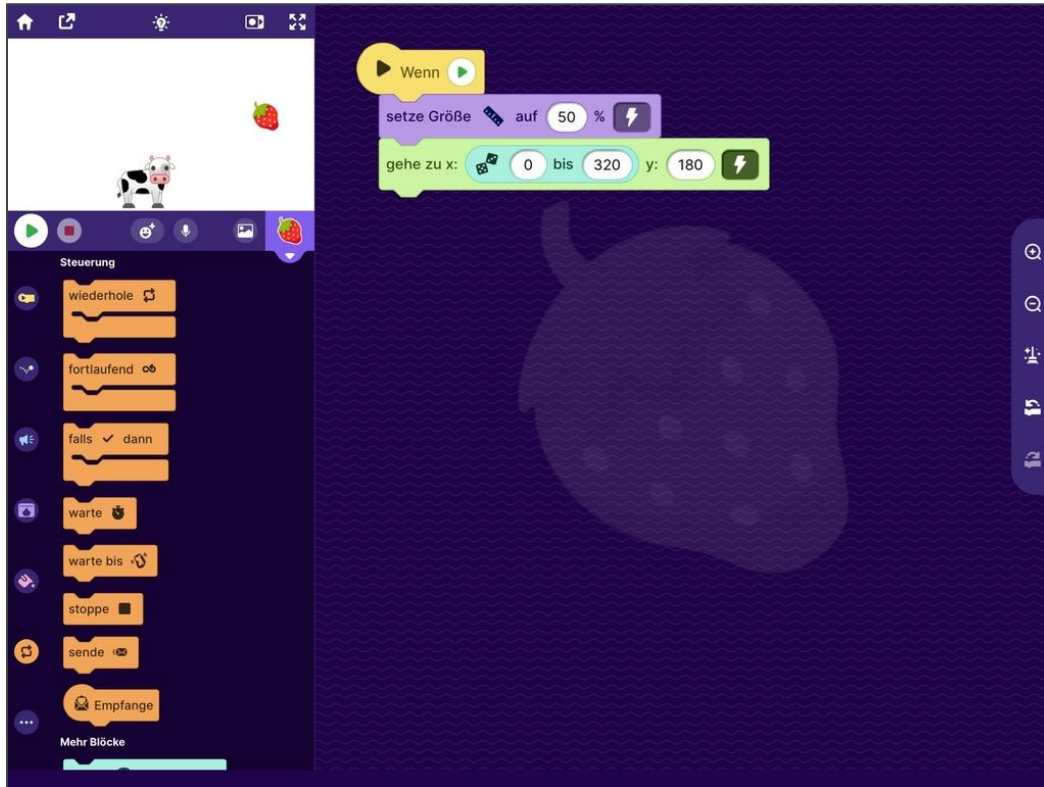
“Würfel” antippen - für zufälligen Wert



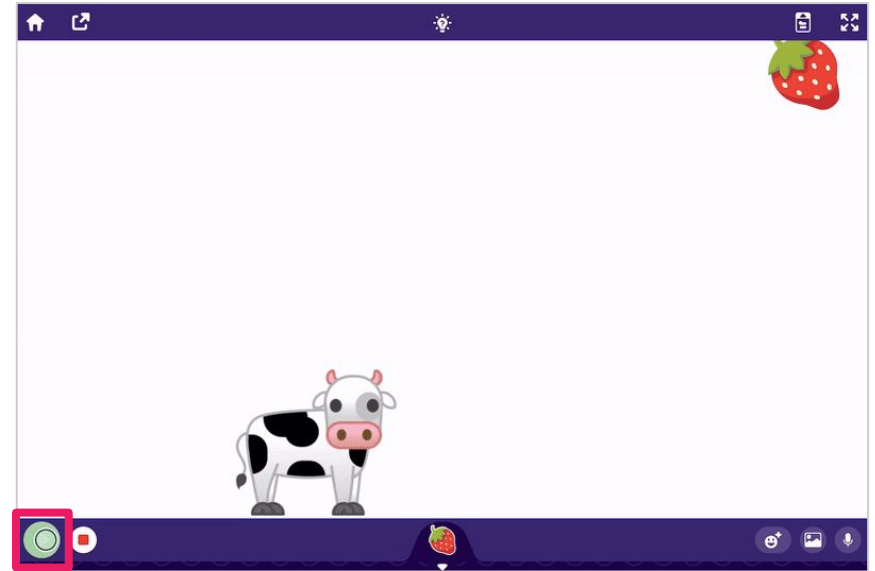
y-Wert auf 180 (ganz oben)



Block "Gehe zu" anfügen, schnell



Teste:
Die Erdbeere ist
oben an zufälliger
Position
Position

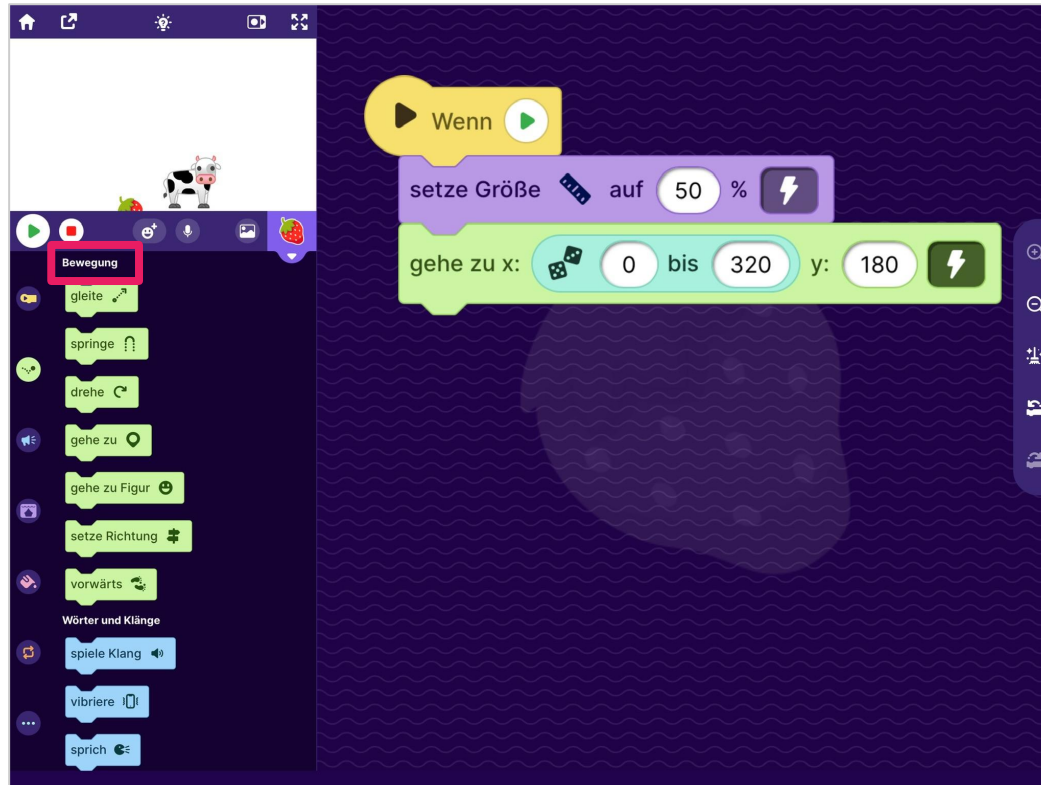


Der Plan

1. Fänger wählen
2. Fänger programmieren
3. Gegenstand wählen
- 4. Gegenstand programmieren**
5. “Gefangen” erkennen und reagieren
6. “Daneben” erkennen und reagieren



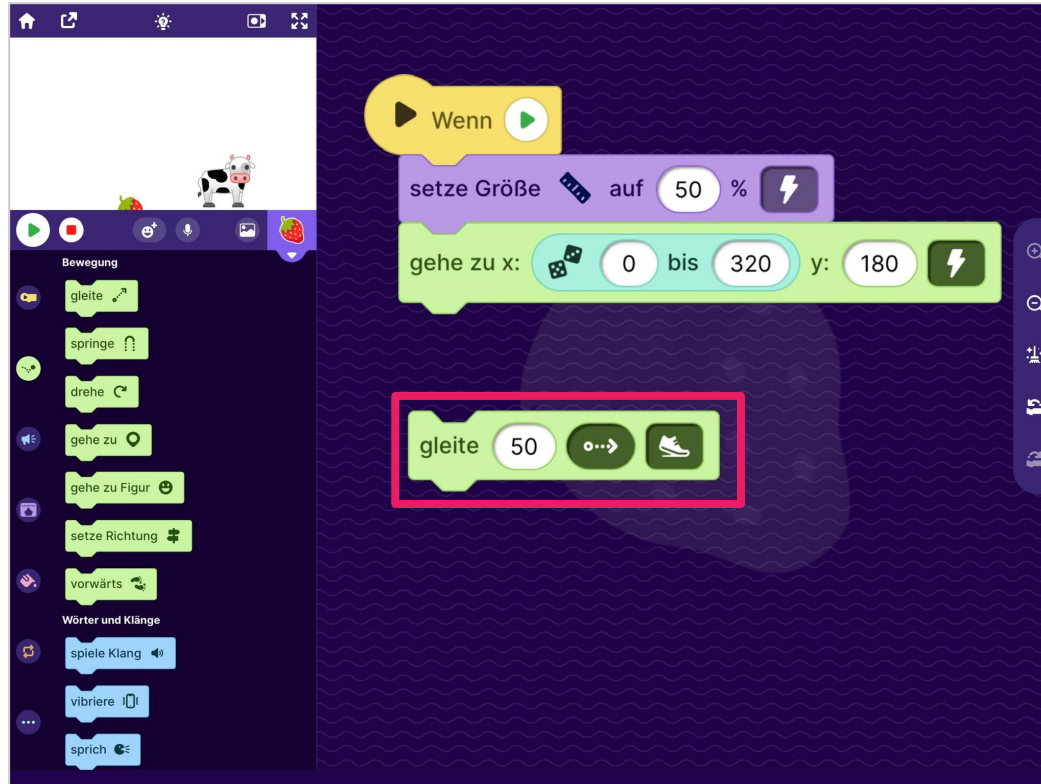
Kategorie “Bewegung”



The image shows the Scratch programming environment. On the left, the 'Bewegung' (Movement) category is highlighted with a red box in the sidebar. The main workspace contains a script with the following blocks:

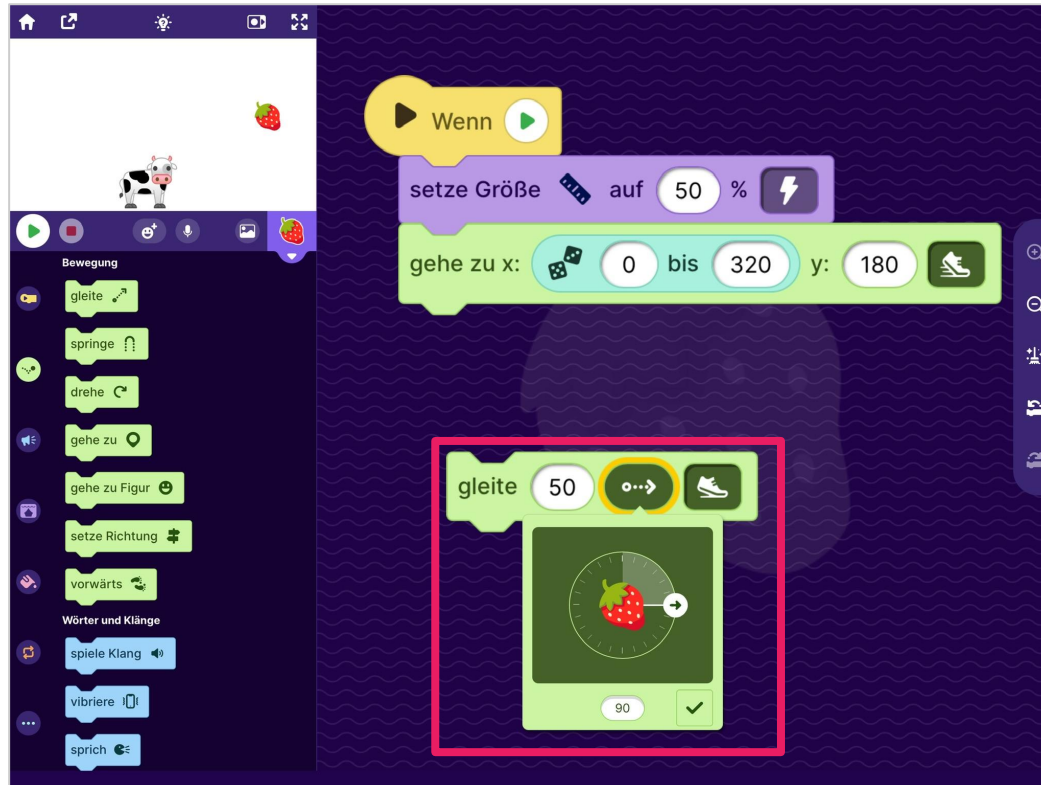
- Wenn** (When green flag clicked)
- setze Größe** (set size) block: auf 50 %
- gehe zu x:** (go to x) block: 0 bis 320 y: 180

Block "Gleite"

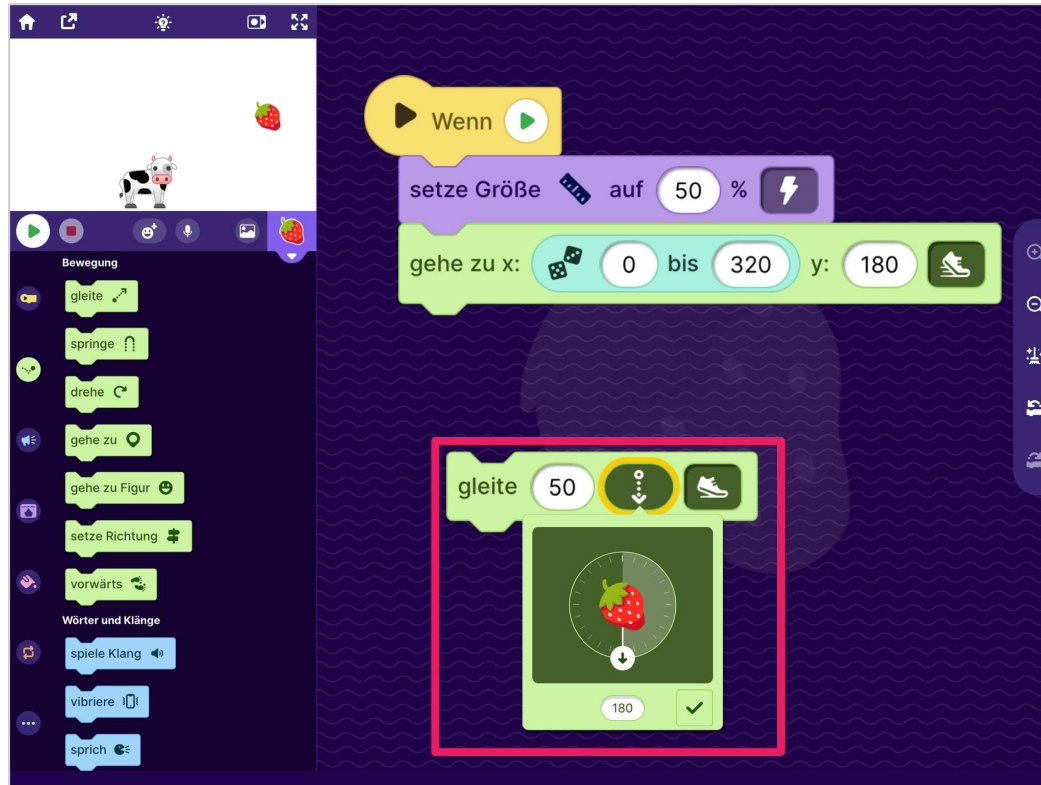


The image shows a Scratch-like block editor interface. On the left is a palette with various blocks categorized under 'Bewegung' (Movement) and 'Wörter und Klänge' (Words and Sounds). The 'Bewegung' category includes blocks like 'gleite', 'springe', 'drehe', 'gehe zu', 'gehe zu Figur', 'setze Richtung', and 'vorwärts'. The 'Wörter und Klänge' category includes 'spiele Klang', 'vibriere', and 'sprich'. The main workspace on the right contains a script starting with a yellow 'Wenn' (When) block, followed by a purple 'setze Größe auf 50%' (set size to 50%) block, and a green 'gehe zu x: 0 bis 320 y: 180' (go to x: 0 to 320 y: 180) block. Below these, a green 'gleite 50' (slide 50) block is highlighted with a red rectangular box. The 'gleite' block has a '50' in a white circle, an 'o...>' icon, and a shoe icon.

Parameter “Richtung” antippen

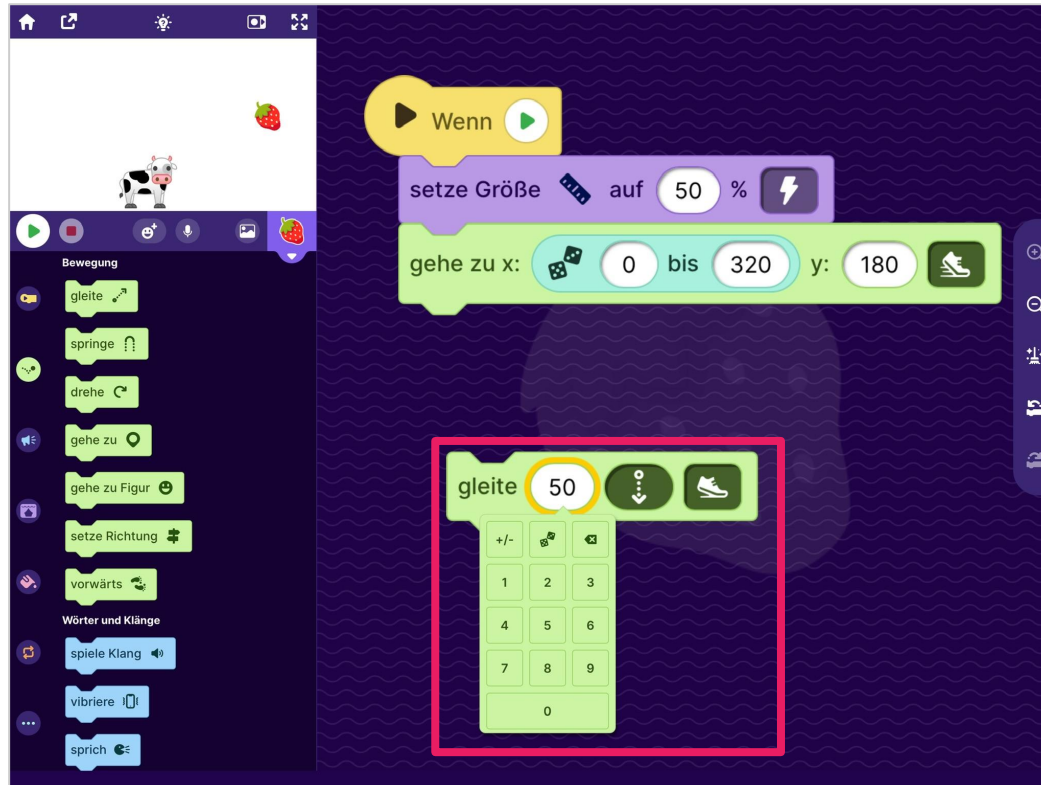


Richtung nach unten



The image shows a Scratch script editor with a dark purple background. On the left, a stage area contains a cow and a strawberry. Below the stage is a list of motion blocks, including 'gleite', 'springe', 'drehe', 'gehe zu', 'gehe zu Figur', 'setze Richtung', 'vorwärts', 'spiele Klang', 'vibriere', and 'sprich'. The main workspace contains a script starting with a yellow 'Wenn' block, followed by a purple 'setze Größe' block set to 50%, and a green 'gehe zu x: 0 bis 320 y: 180' block. A red box highlights a 'gleite' block with a speed of 50 and a direction dial set to 180 degrees. The dial shows a strawberry icon and a downward arrow, indicating the direction of movement.

Parameter “Strecke” wählen



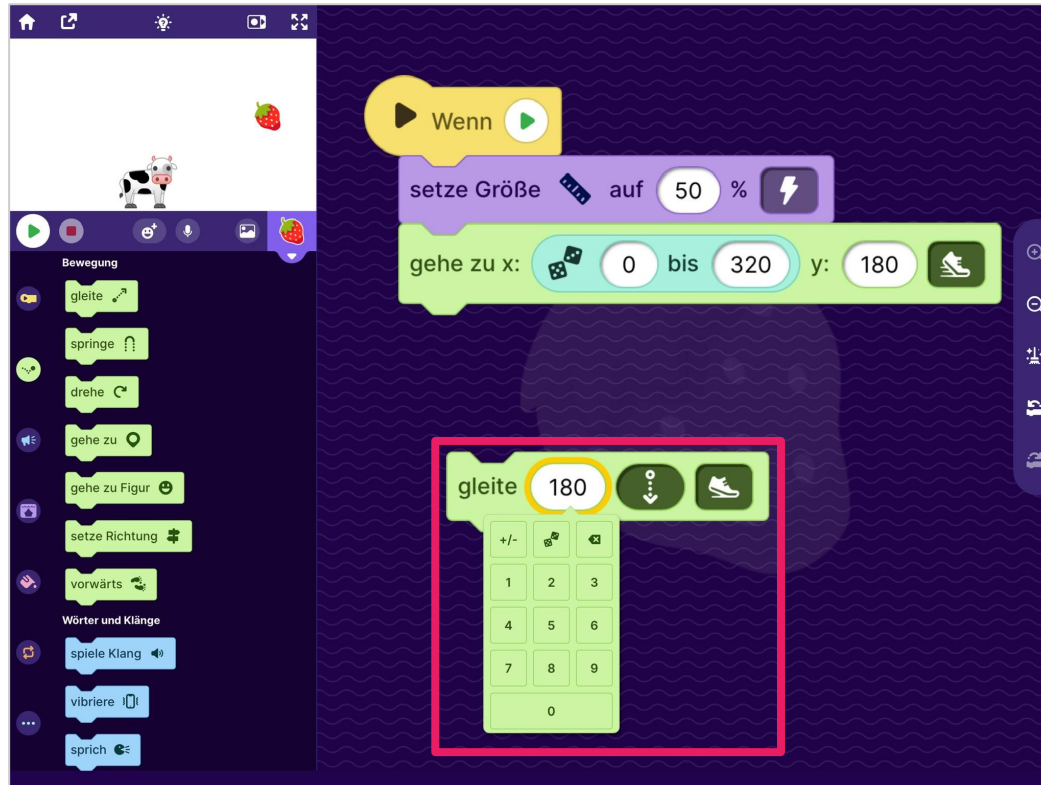
The image shows a Scratch-like programming environment. On the left, a stage displays a cow and a strawberry. Below the stage is a palette of blocks categorized into 'Bewegung' (Movement) and 'Wörter und Klänge' (Words and Sounds). The 'Bewegung' blocks include 'gleite', 'springe', 'drehe', 'gehe zu', 'gehe zu Figur', and 'setze Richtung'. The 'Wörter und Klänge' blocks include 'spiele Klang', 'vibriere', and 'sprich'.

The main workspace shows a script area with the following blocks:

- A yellow 'Wenn' (When) block.
- A purple 'setze Größe' (set size) block with 'auf 50 %' (to 50%) and a lightning bolt icon.
- A green 'gehe zu x:' (go to x:) block with '0' for x, 'bis 320' (to 320), and 'y: 180'.

A red box highlights a 'gleite' block with the value '50' selected. A numeric keypad is overlaid on this block, showing a grid of numbers from 0 to 9, with the number '50' highlighted in a yellow circle. The keypad also includes a sign toggle (+/-), a delete key (X), and a directional arrow key.

Strecke auf 180 setzen

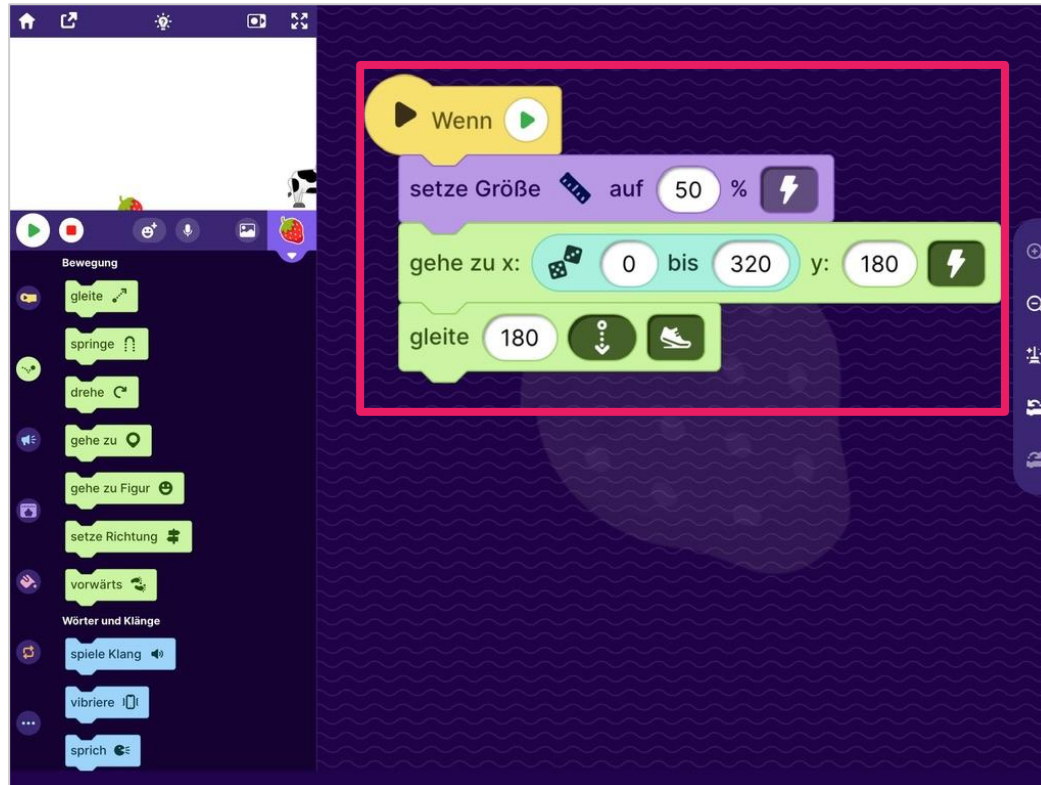


The image shows a Scratch script editor with a dark purple background. On the left, a stage displays a cow and a strawberry. The script area contains the following blocks:

- Wenn** (When green flag clicked)
- setze Größe auf 50%** (Set size to 50%)
- gehe zu x: 0 bis 320 y: 180** (Go to x: 0 to 320 y: 180)
- gleite 180** (Slide 180) - This block is highlighted with a red rectangular box.

The 'gleite' block's numeric input field is currently set to 180. A red box highlights the entire 'gleite' block, and a yellow circle highlights the '180' value. Below the 'gleite' block, a numeric keypad is visible, with the number 180 entered.

Baustein anfügen



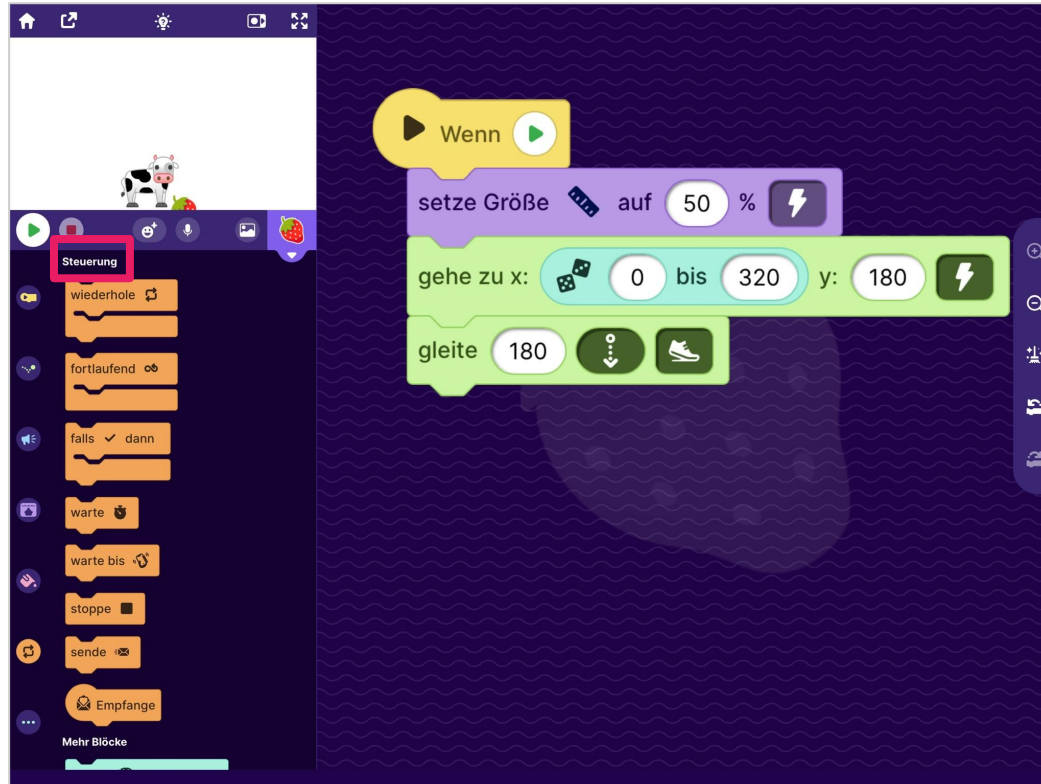
The image shows a Scratch code editor interface. On the left is a palette of blocks categorized into 'Bewegung' (Movement) and 'Wörter und Klänge' (Text and Sound). The main workspace contains a script area with a 'Wenn' (When) block highlighted by a red rectangle. Inside the 'Wenn' block, three blocks are stacked: 'setze Größe auf 50%' (set size to 50%), 'gehe zu x: 0 bis 320 y: 180' (go to x: 0 to 320 y: 180), and 'gleite 180' (slide 180).

Teste:
Die Erdbeere fällt
einmal von
zufälliger Position

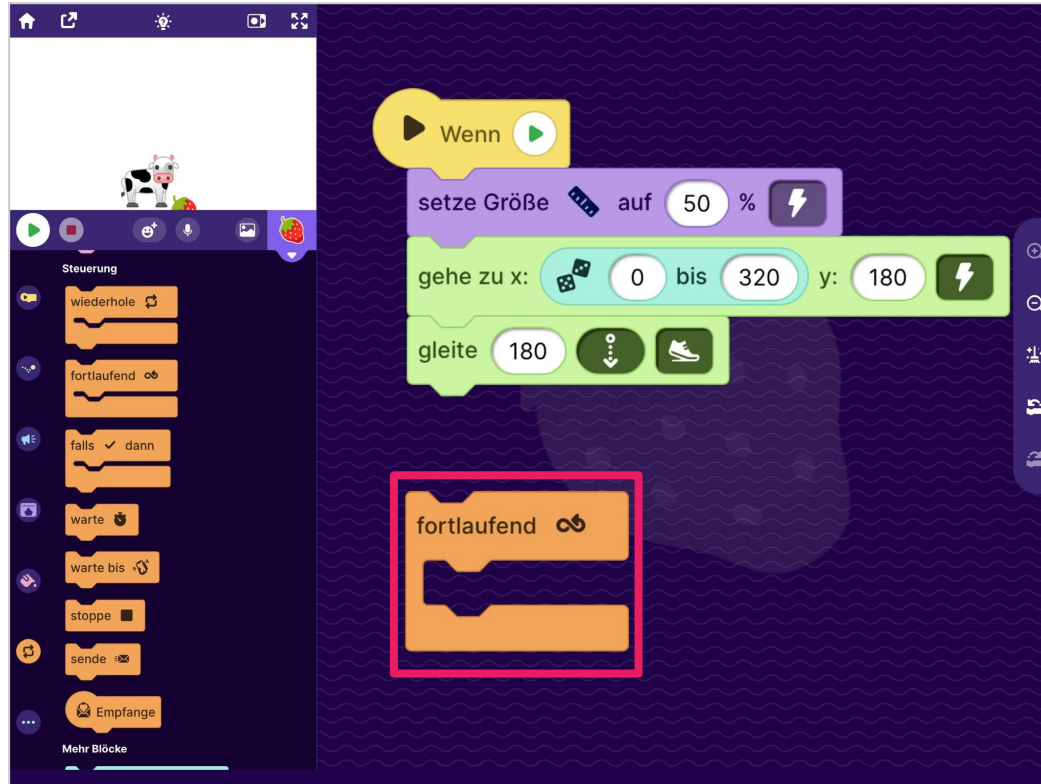




Kategorie “Steuerung”

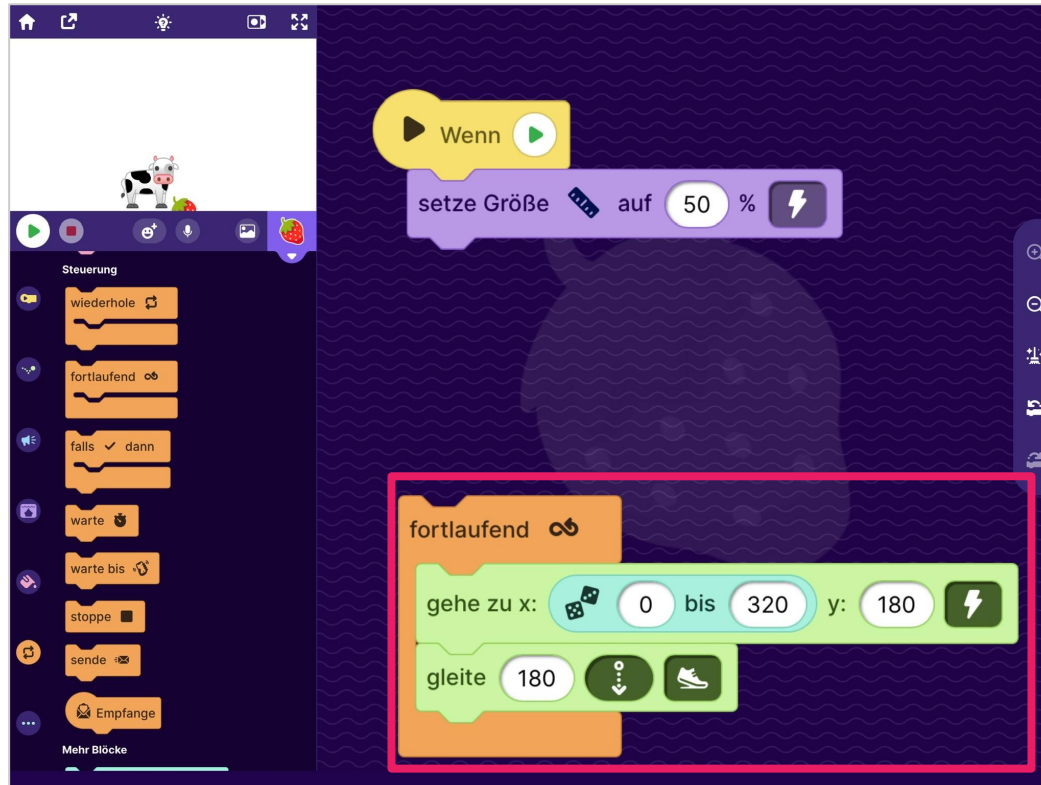


Block "Fortlaufend"

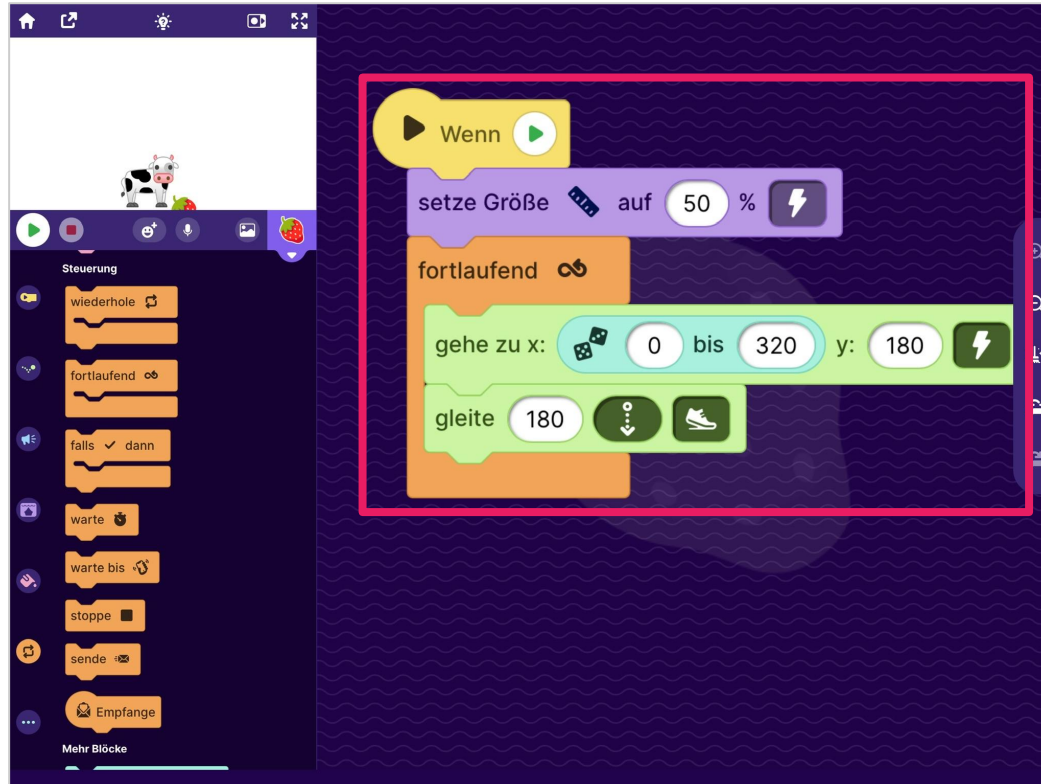


The image shows a Scratch script editor with a dark purple background. On the left is a 'Steuerung' (Control) palette with various blocks. The main workspace contains a script starting with a yellow 'Wenn' (When) block, followed by a purple 'setze Größe' (set size) block, a green 'gehe zu x:' (go to x:) block, and a green 'gleite' (glide) block. A pink rectangular box highlights an orange 'fortlaufend' (loop) block in the workspace, which is currently empty.

“Gehe zu” und “Gleite” in “Fortlaufend”



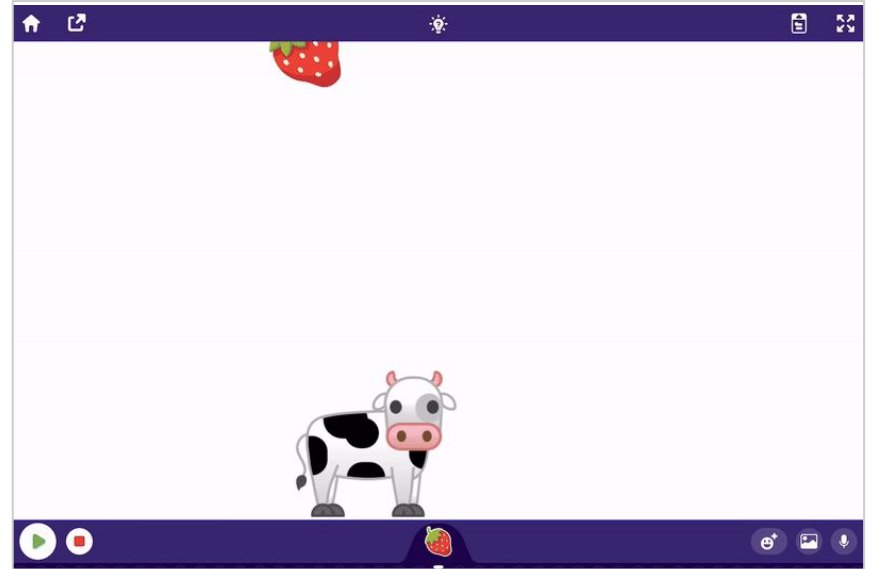
Blöcke aneinander bauen



The image shows a programming interface with a 'Steuerung' (Control) block palette on the left and a script area on the right. The script area contains the following blocks:

- Wenn** (When) block: A yellow block with a play button icon.
- setze Größe** (set size) block: A purple block with the text 'setze Größe' followed by 'auf 50 %' and a lightning bolt icon.
- fortlaufend** (forever) loop block: An orange block with a circular arrow icon.
- gehe zu x** (go to x) block: A green block with the text 'gehe zu x:' followed by '0 bis 320 y: 180' and a lightning bolt icon.
- gleite** (glide) block: A green block with the text 'gleite' followed by '180' and a lightning bolt icon.

Teste:
Die Erdbeere fällt
immer wieder
von zufälliger
Position



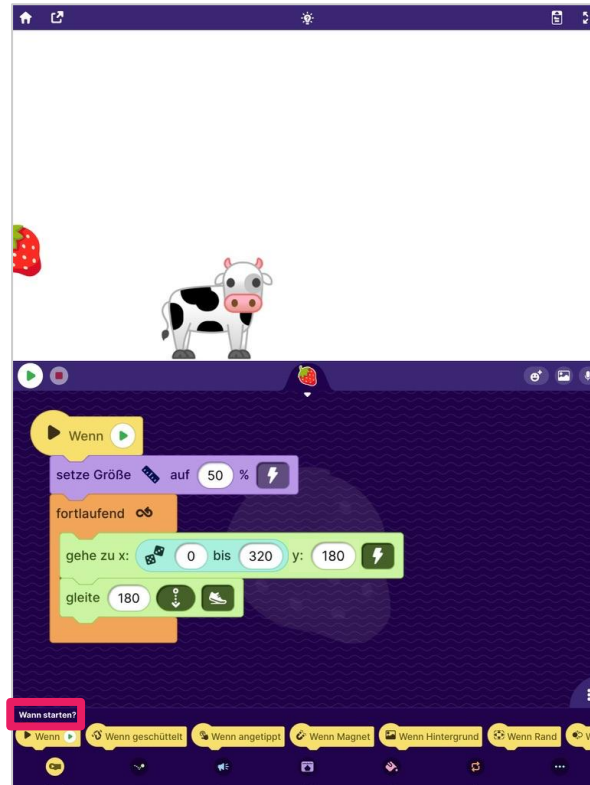


Der Plan

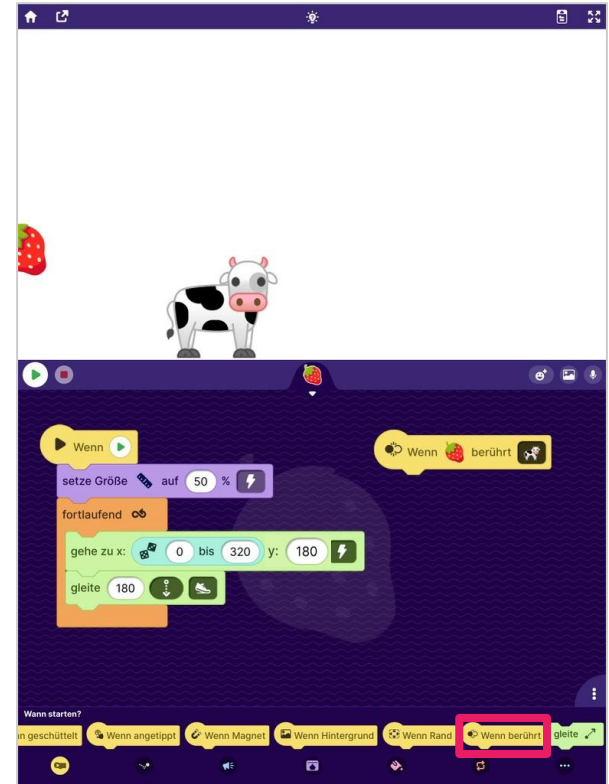
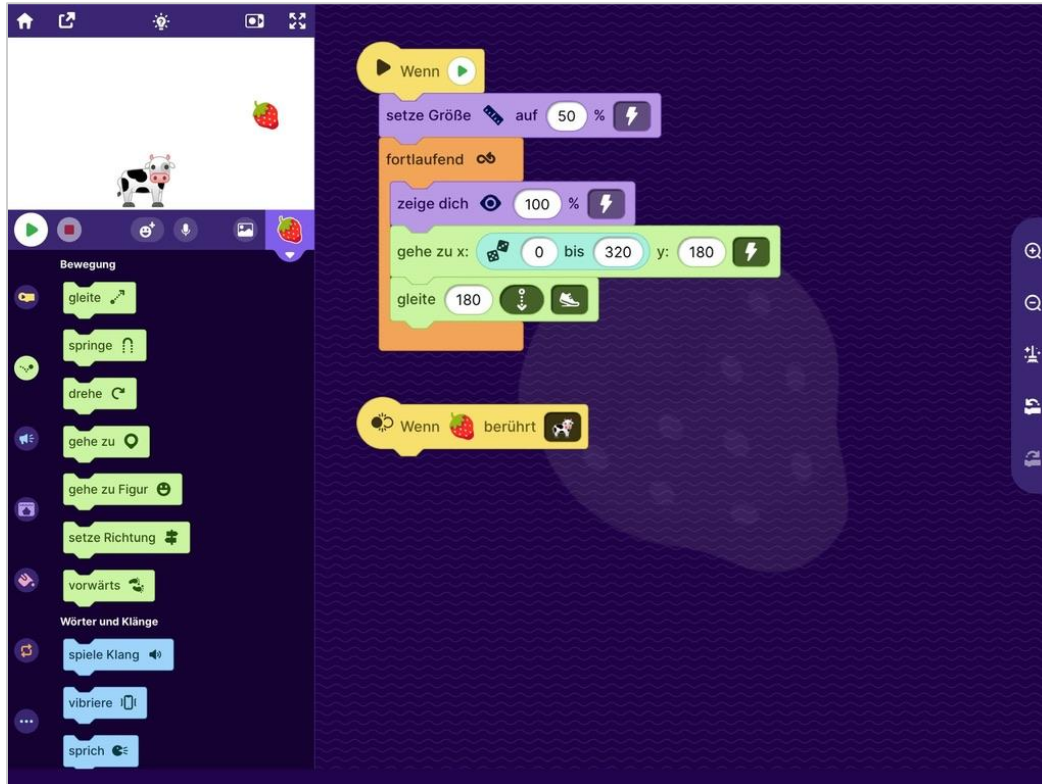
1. Fänger wählen
2. Fänger programmieren
3. Gegenstand wählen
4. Gegenstand programmieren
5. **“Gefangen” erkennen und reagieren**
6. “Daneben” erkennen und reagieren



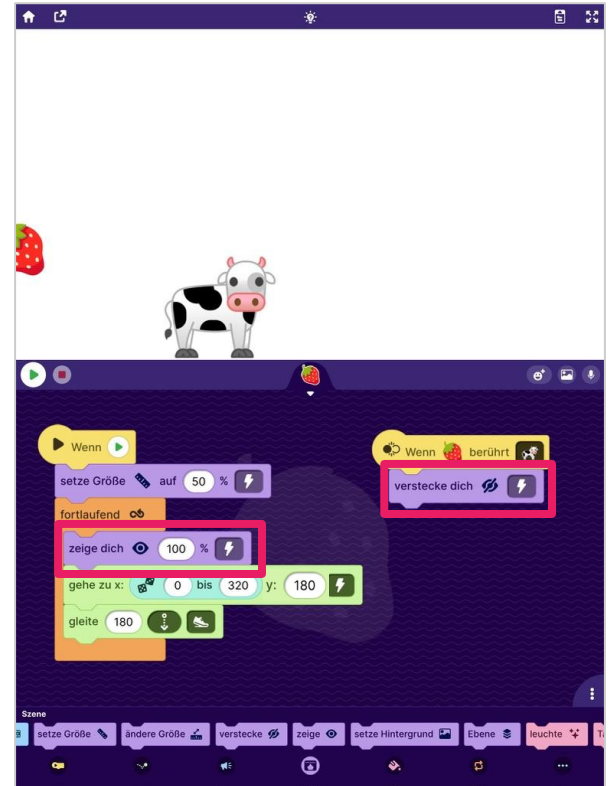
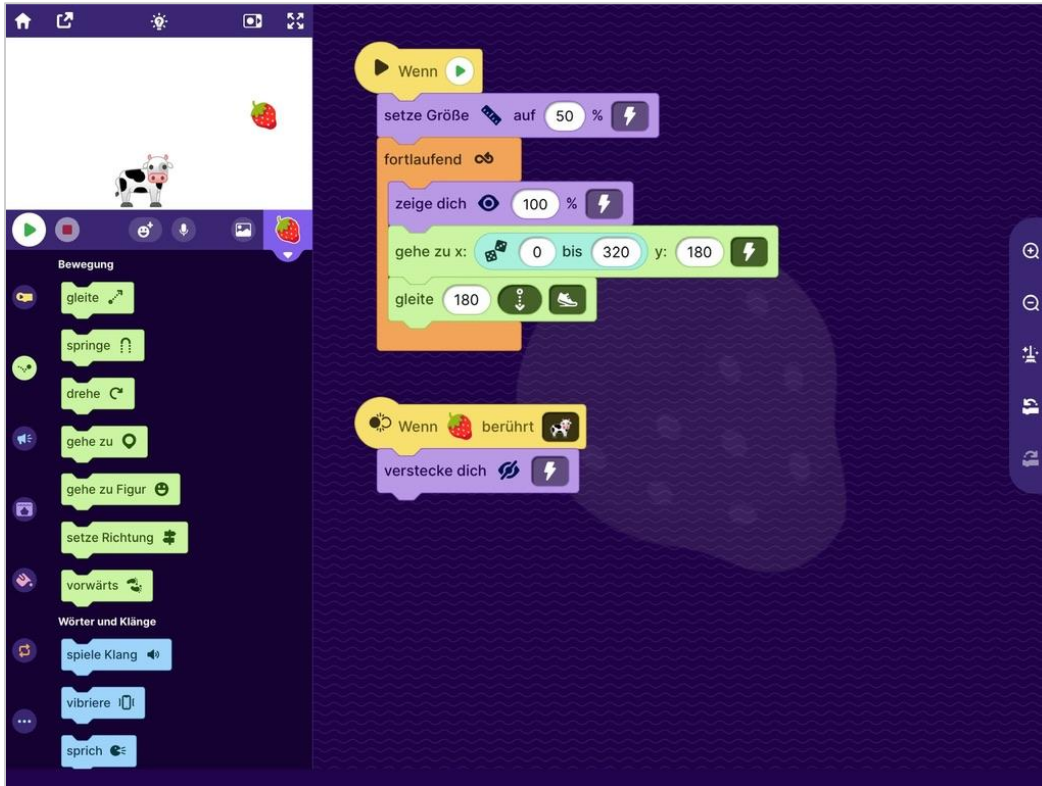
Kategorie “Wann starten?”



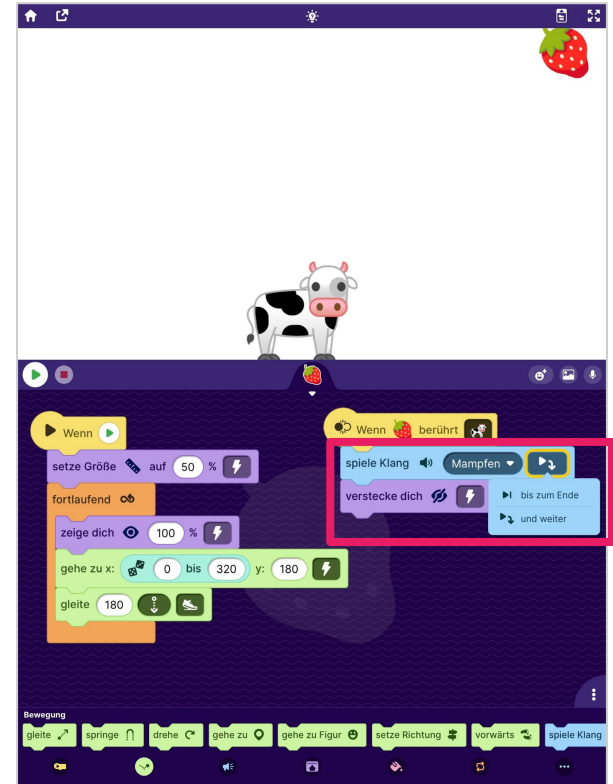
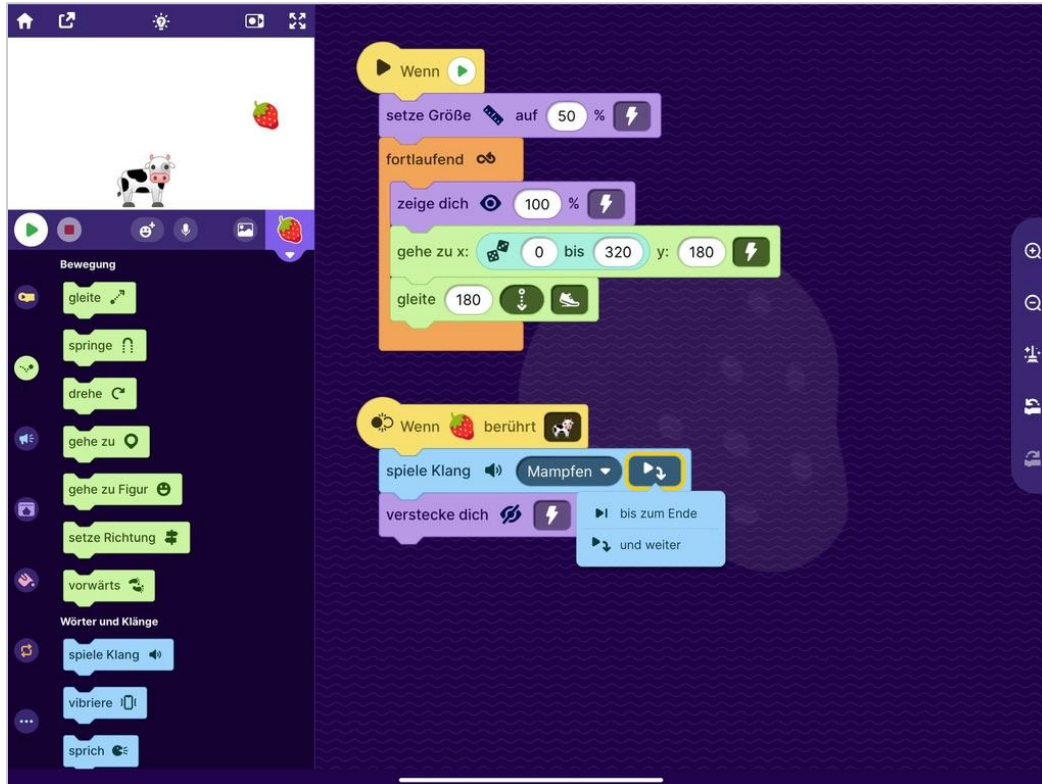
Block "Wenn berührt"



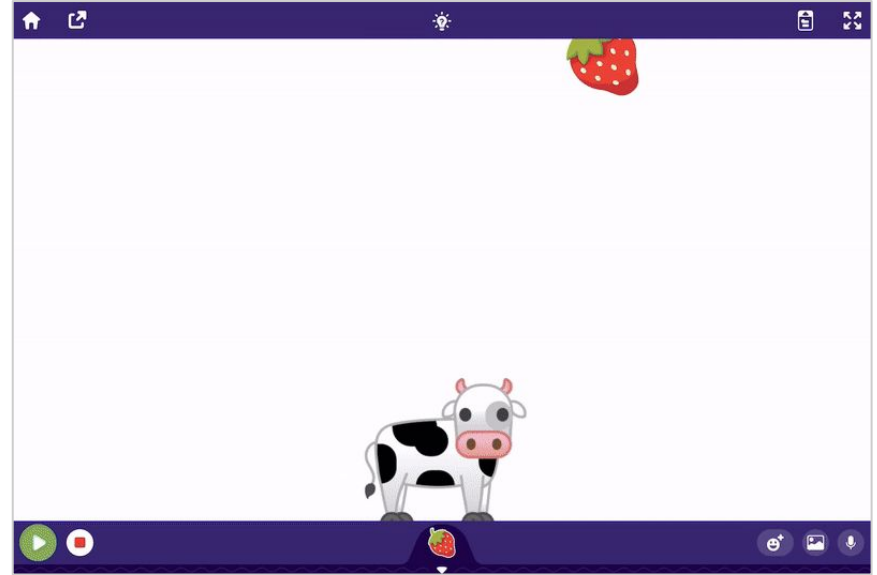
Block “verstecke dich” - und “zeige Dich”, schnell



Block "Spiele Klang" - und weiter



Teste: “Gefangen” erkennen und reagieren

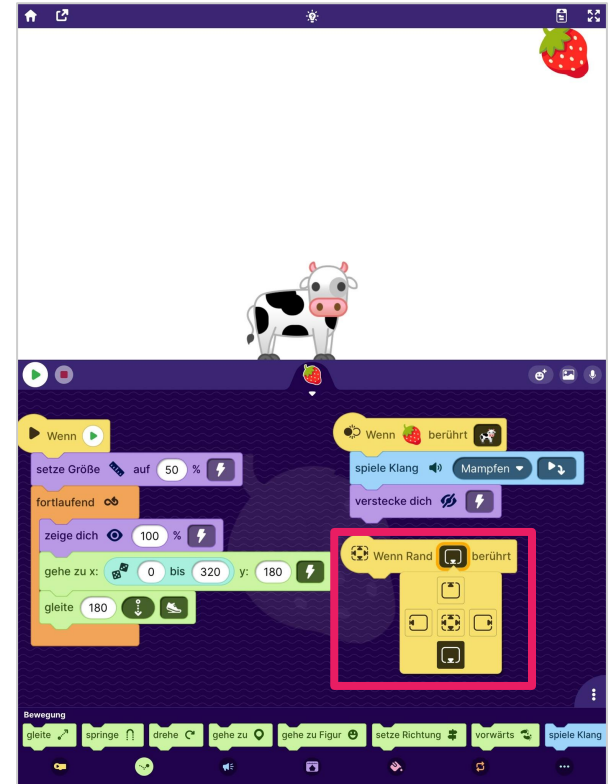
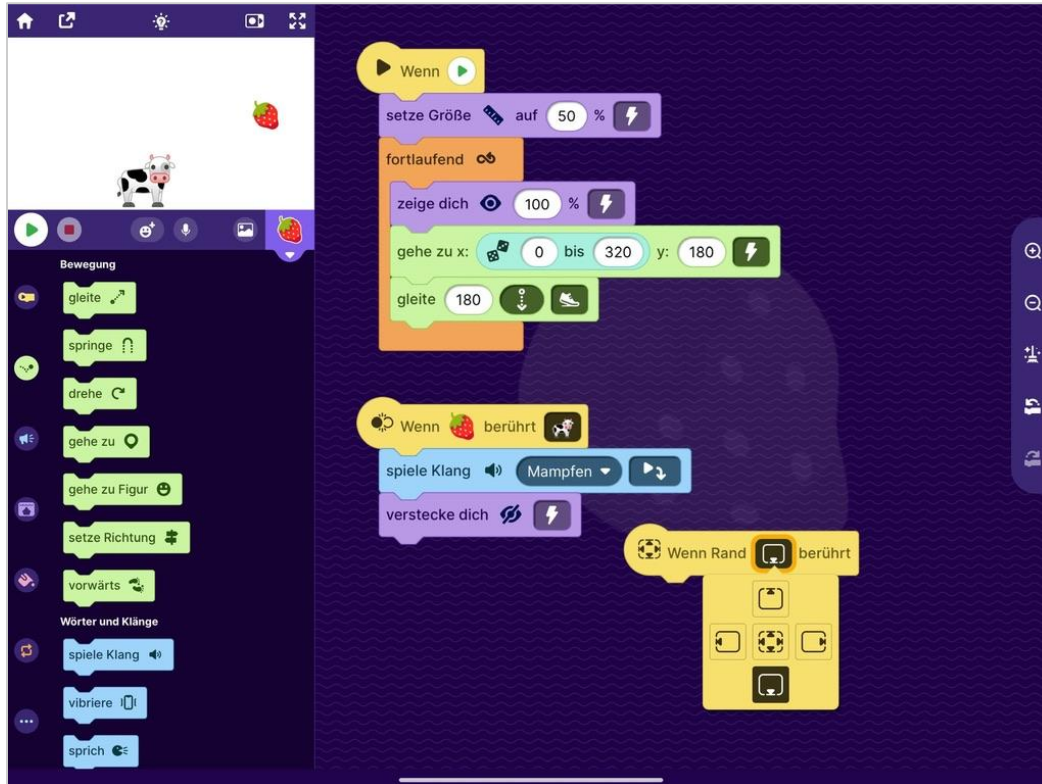


Der Plan

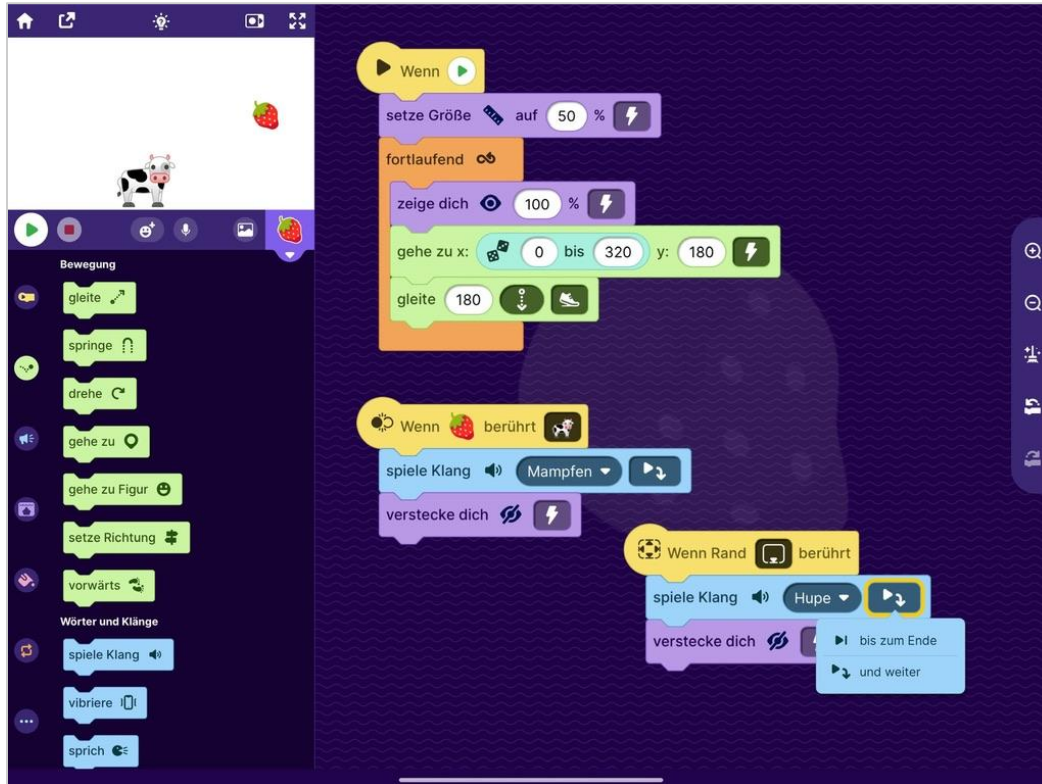
1. Fänger wählen
2. Fänger programmieren
3. Gegenstand wählen
4. Gegenstand programmieren
5. “Gefangen” erkennen und reagieren
6. **“Daneben” erkennen und reagieren**



Block "Wenn Rand berührt" - unten

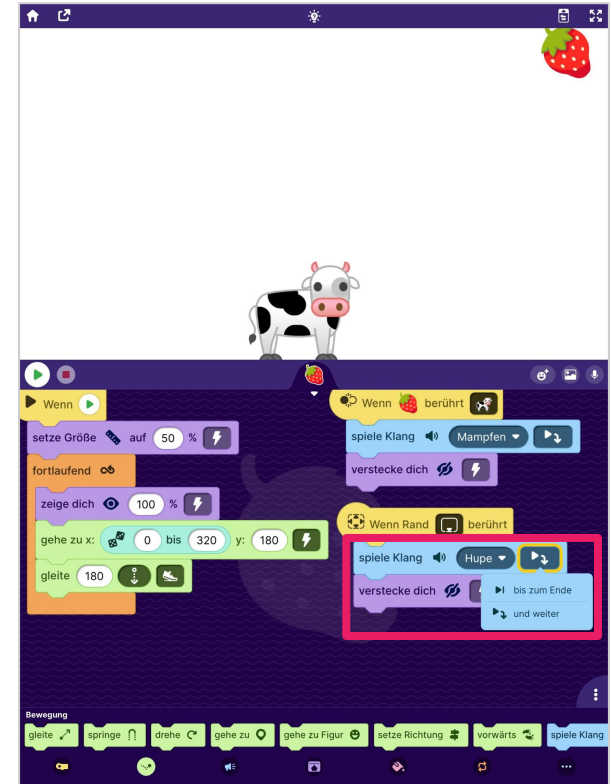


Block “Spiele Klang” - und weiter, “Verstecke Dich”



The image shows the Scratch code editor with a cow character on the stage. The script is as follows:

- Wenn** (When green flag clicked)
- setze Größe auf 50 %
- fortlaufend
 - zeige dich 100 %
 - gehe zu x: 0 bis 320 y: 180
 - gleite 180
- Wenn **Strawberry** berührt
 - spiele Klang **Mampfen**
 - verstecke dich
- Wenn **Ball** Rand berührt
 - spiele Klang **Hupe**
 - verstecke dich
 - bis zum Ende
 - und weiter



The image shows the Scratch code editor with a cow character on the stage. The script is as follows:

- Wenn** (When green flag clicked)
- setze Größe auf 50 %
- fortlaufend
 - zeige dich 100 %
 - gehe zu x: 0 bis 320 y: 180
 - gleite 180
- Wenn **Strawberry** berührt
 - spiele Klang **Mampfen**
 - verstecke dich
- Wenn **Ball** Rand berührt
 - spiele Klang **Hupe**
 - verstecke dich
 - bis zum Ende
 - und weiter

A red box highlights the "Wenn Rand berührt" block and its nested "verstecke dich" block, which contains "bis zum Ende" and "und weiter" options.

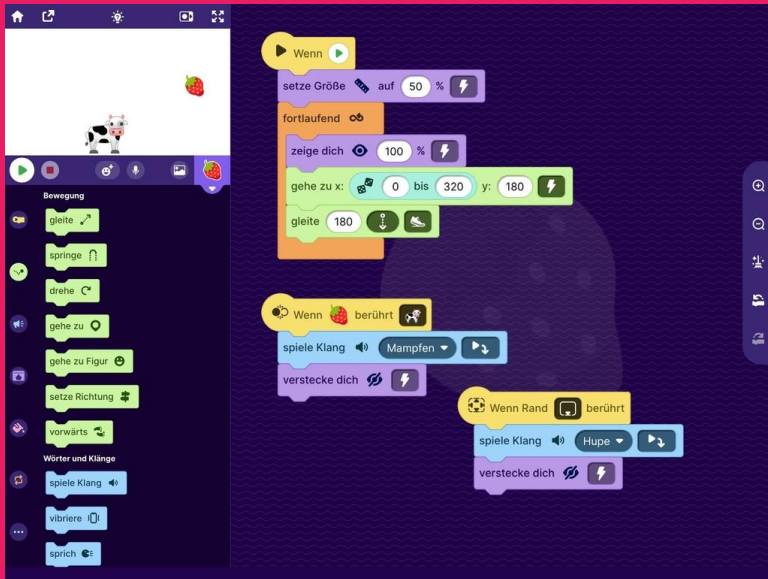
Teste:
“Daneben”
erkennen und
reagieren



Vollständige Programmierung

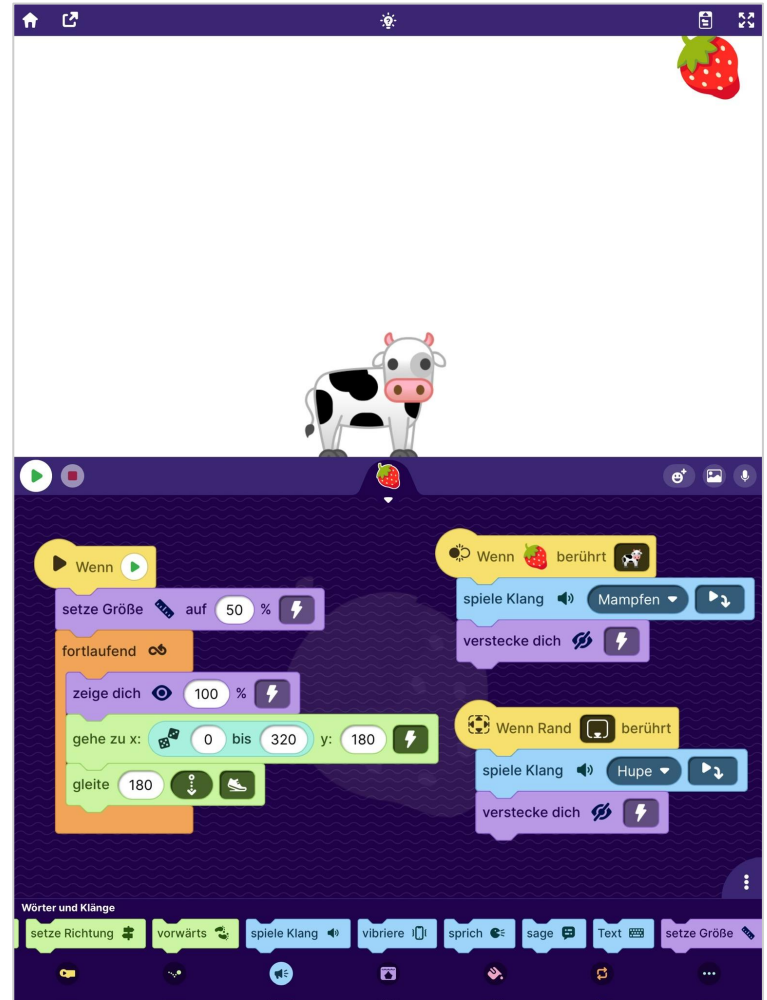


Programmierung Gegenstand



The image shows the Scratch programming environment. On the left, a stage displays a cow character and a strawberry object. The script editor on the right contains the following code:

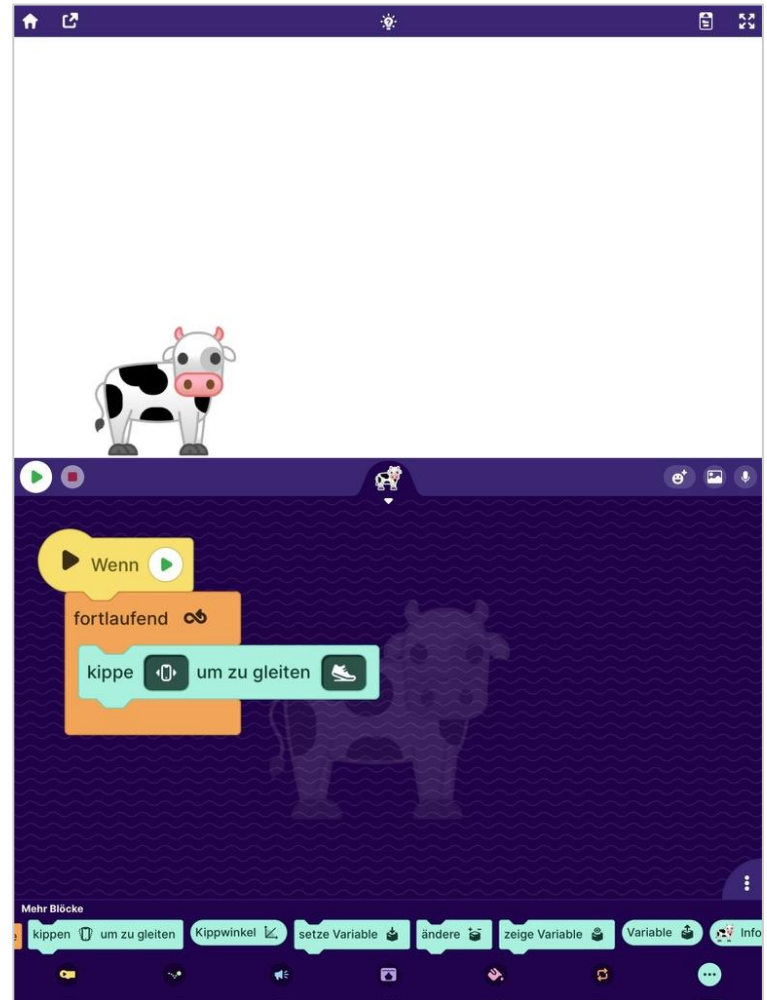
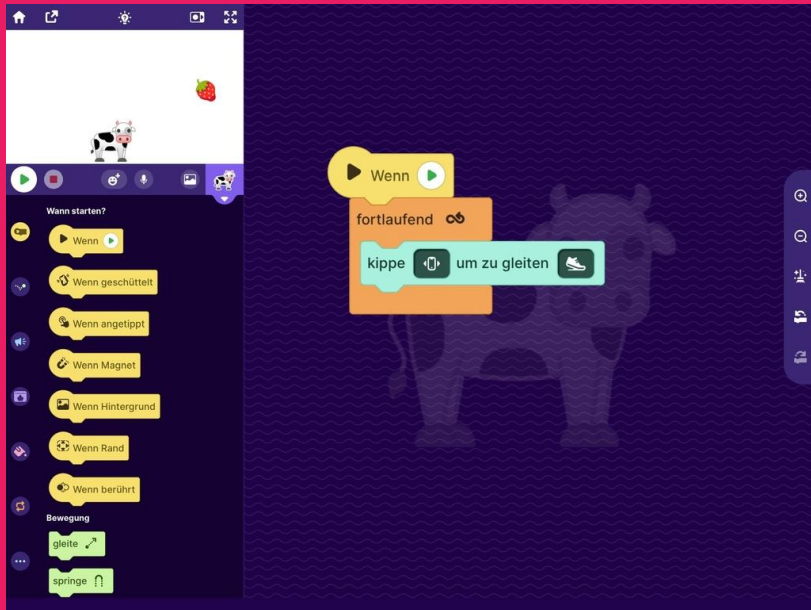
- Wenn** (When green flag clicked) block:
 - setze Größe auf 50 % (set size to 50%)
 - fortlaufend** (forever) loop:
 - zeige dich 100 % (show myself 100%)
 - gehe zu x: 0 bis 320 y: 180 (go to x: 0 to 320 y: 180)
 - gleite 180 (slide 180)
- Wenn** (When strawberry clicked) block:
 - spiele Klang Mampfen (play sound Mampfen)
 - verstecke dich (hide myself)
- Wenn Rand** (When edge clicked) block:
 - spiele Klang Hupe (play sound Hupe)
 - verstecke dich (hide myself)



The image shows the Scratch programming environment. On the left, a stage displays a cow character and a strawberry object. The script editor on the right contains the following code:

- Wenn** (When green flag clicked) block:
 - setze Größe auf 50 % (set size to 50%)
 - fortlaufend** (forever) loop:
 - zeige dich 100 % (show myself 100%)
 - gehe zu x: 0 bis 320 y: 180 (go to x: 0 to 320 y: 180)
 - gleite 180 (slide 180)
- Wenn** (When strawberry clicked) block:
 - spiele Klang Mampfen (play sound Mampfen)
 - verstecke dich (hide myself)
- Wenn Rand** (When edge clicked) block:
 - spiele Klang Hupe (play sound Hupe)
 - verstecke dich (hide myself)

Programmierung Fänger



Super gemacht!



So könnte es weitergehen:

- Anderes Hintergrundbild
- Punkte zählen
- Gegenstände, die Minuspunkte ergeben
- mehrere Leben
- weitere Animationen für “Gefangen” oder “Daneben”
- ...

