

### 3, 2, 1!...

#### Countdowns & Timers (1)

##### COUNTDOWN (30-0)

Variables

Time

```

when clicked
  set Time to 30
  repeat until Time = 0
    wait 1 secs
    change Time by -1
    broadcast end_game
        
```

Stage

```

when clicked
  hide
  GAME OVER!!!
  when I receive end_game
    show
    stop all
        
```

Costumes

Spinner

010

##### COUNTUP (0-30)

Variables

Time

```

when clicked
  set Time to 0
  repeat until Time = 30
    wait 1 secs
    change Time by 1
    broadcast end_game
        
```

Stage

```

when clicked
  hide
  GAME OVER!!!
  when I receive end_game
    show
    stop all
        
```

Costumes

Spinner

011

##### WAITING

Stage

```

when clicked
  repeat 80
    broadcast waiting
    broadcast ready to play
        
```

```

when I receive waiting
  show
  next costume
        
```

```

when I receive ready to play
  hide
        
```

Costumes

Spinner

012

CoderDojoSushiEdition

download @ [kata.coderdojo.com](http://kata.coderdojo.com)

more info @ [www.coderdojo.com](http://www.coderdojo.com)

projects @ [scratch.mit.edu/studios/1170890](http://scratch.mit.edu/studios/1170890)

sprites you will need to use

paint new sprite

choose new sprite from file

costumes for the sprite

see this project in our on-line studio

higher = faster  
lower = slower

higher = slower  
lower = faster

higher = smaller  
lower = bigger

finding costumes

**CoderDojoSushiEdition**  
 developed by @ginglexia v06.15

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## WHAT IS IT?

“Scratch Wasabi” are a series of “ingredients” cards which display the basics of Scratch in an easy to understand format. They are designed to help young coders get started with creating their own Scratch projects – especially games!

We’ve chosen some of the most common components we use and put them together in a way that we hope lets coders “pick and mix” what they want in their own project. For example you might want to think about how you want to control a sprite ... Using the keyboard?? Using the mouse?? Moving randomly with a Script?? How do you want to control the game ... against the clock?? keeping time?? pausing?? ... and so on ...

These cards were inspired by the excellent HTML Sushi Cards originally developed by CoderDojo Bray (and available on the CoderDojo Kata site). Like the HTML Sushi we’d suggest these A4 sheets are printed out double-sided (or back-to-back) and then laminated for easy re-use! There are also a series of A5 cards which contain the individual components on these sheets.

For each component we’ve also created an example Scratch project file in our studio which you can find on the [scratch.mit.edu](https://scratch.mit.edu) website – here you can see the individual elements in action!

In future versions we’re going to add more elements and also provide some example “recipe” projects which bring these elements together to create full blown Scratch games! We really hope you find these useful and enjoy creating your own projects!

*Ninja TC & Ginger Ninja ... aka Ginglexia!*



## WHY SCRATCH v1.4?

We’ve deliberately chosen to present Wasabi using Scratch v1.4!

- **It’s still the most commonly used version in schools!**
- **It comes with most Raspberry Pi Operating Systems!**
- **(We’re currently working on a Wasabi sheet to show the differences with v2 ... watch this space...)**

## WHY JUST PICTURES?

We’ve tried to use a few words as possible!

- **To make it more accessible to younger coders!**
- **To make translation easier!**
- **To make it more accessible to children with Dyslexia and other learning challenges!**
- **To help young coders teach others with some simple content!**

## WASABI

*“nuclear horseradish”* (urbandictionary.com)

*“really hot stuff”* (ginglexia!)

