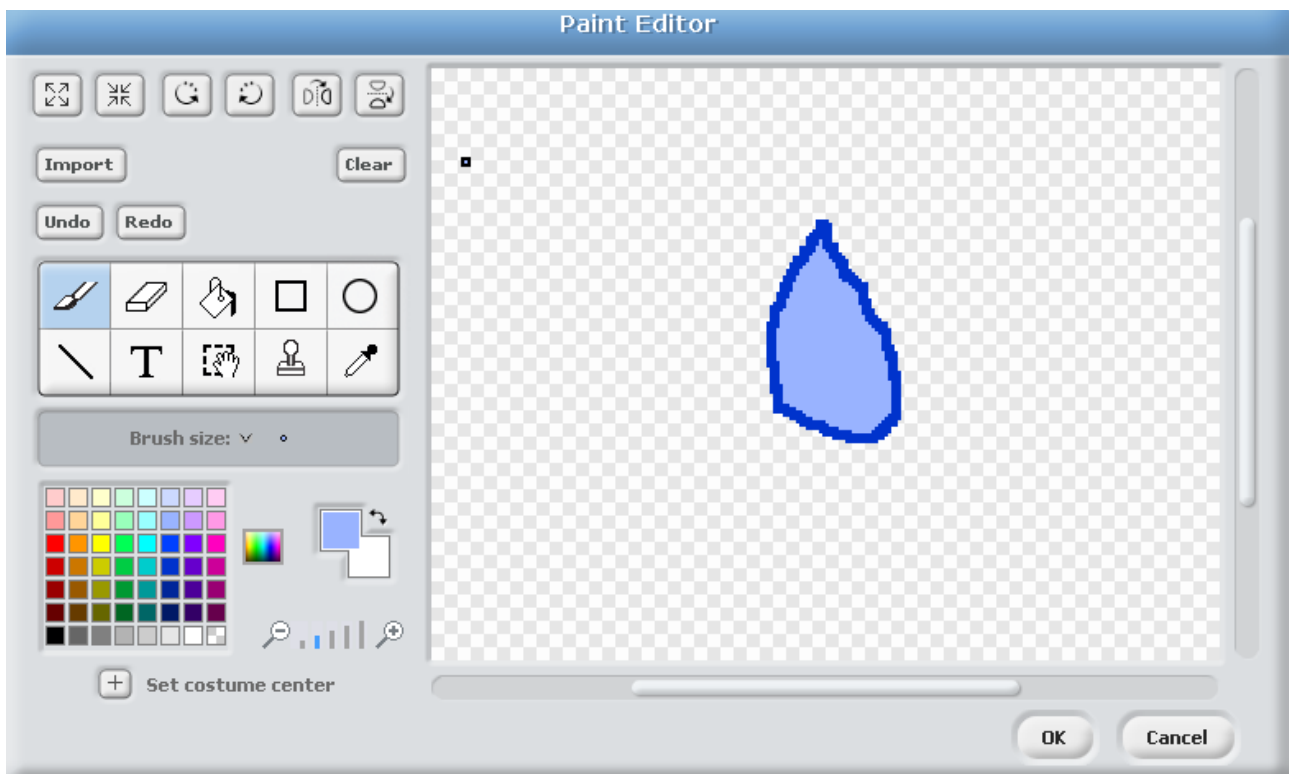


Time to start the rain

1 Let's add a new sprite. Click on the first button, the one with the little paint brush on it. This means we will draw our sprite -



Draw a raindrop.



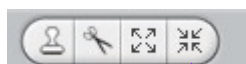
It doesn't have to be perfect. Every raindrop is different (or is that snow flakes ?).

You can pick different colours and make it look just the way you want it.

If you make any mistakes you can use the UNDO button to go back a step.

When you are finished click OK. The raindrop is probably a little bit too large.

Click on the shrink icon



and then click on the raindrop a few times. I had to do it about 40 times. I got it to be about the same size as the cats head. That's still a pretty big rain drop.

2 We are going to need a variable now. A variable is a bit like a box. Think about a box called 'level'. We can put a number into the box and check back later to see what the number is.

Click on the button 'variables' (On scratch Version 2 it is called data)

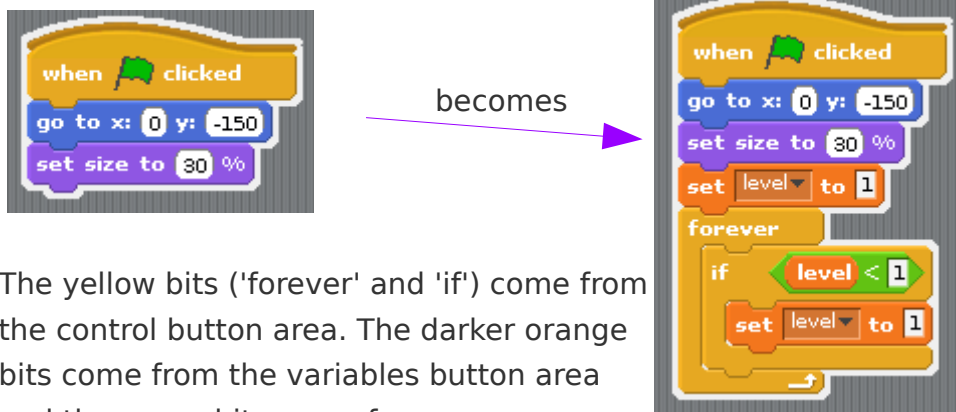
click on 'make a variable' and call it level.

Leave the dot in the 'for all sprites' option :



3 Let's add some code to stop the number going too low and causing us trouble later.

Click on the cat again, so we see the code in there. We are going to update an existing bit of code that you have already added :



The yellow bits ('forever' and 'if') come from the control button area. The darker orange bits come from the variables button area and the green bit comes from a new area called Operations.

This bit will run over and over and over (that is what the forever loop does). Each time it runs, it checks if level has become less than 1 and if it has, it bumps it back to 1.