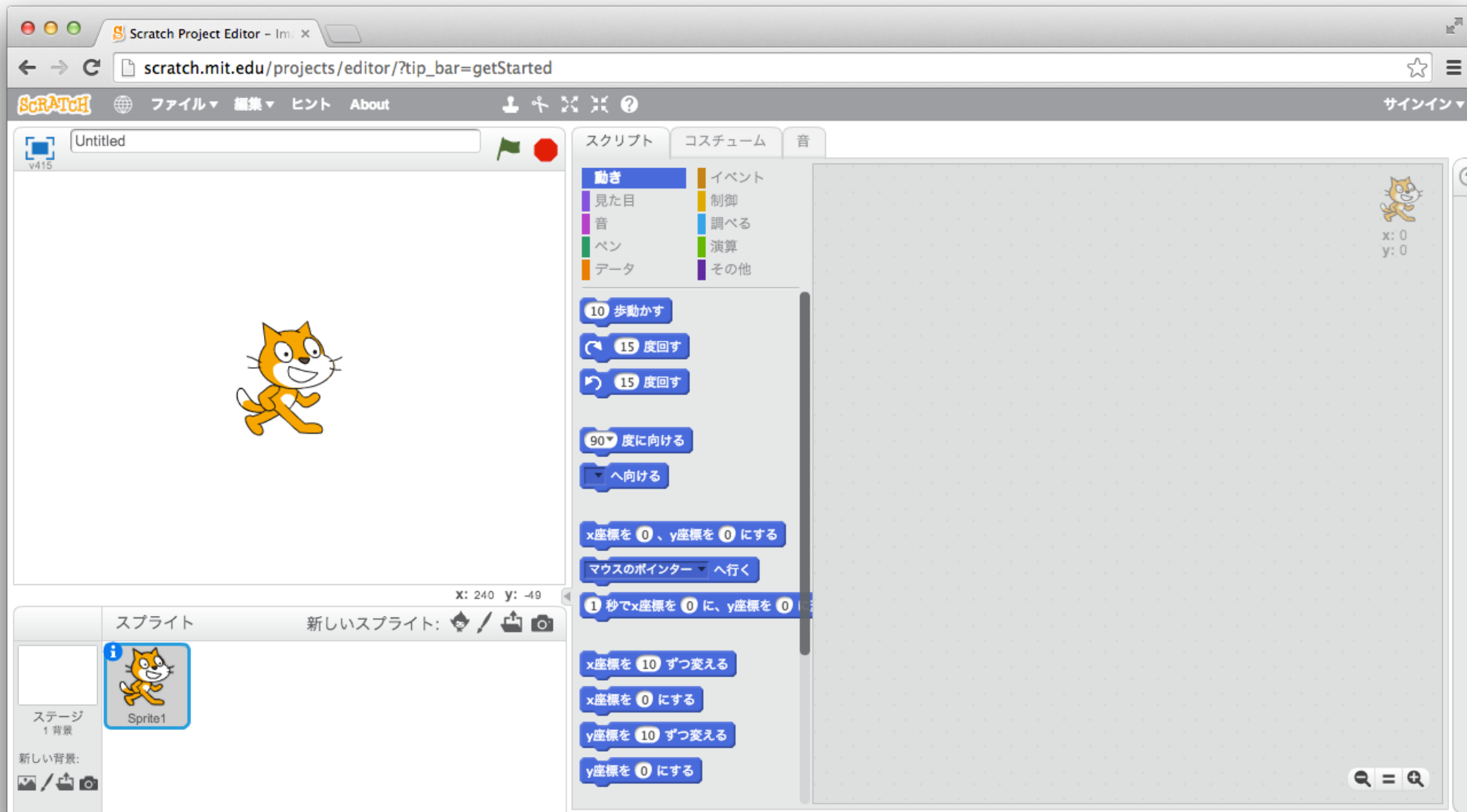


11.ゴーストの森ゲームを作ろう！



2 ネコがいる画面を出そう



3 背景を変えよう

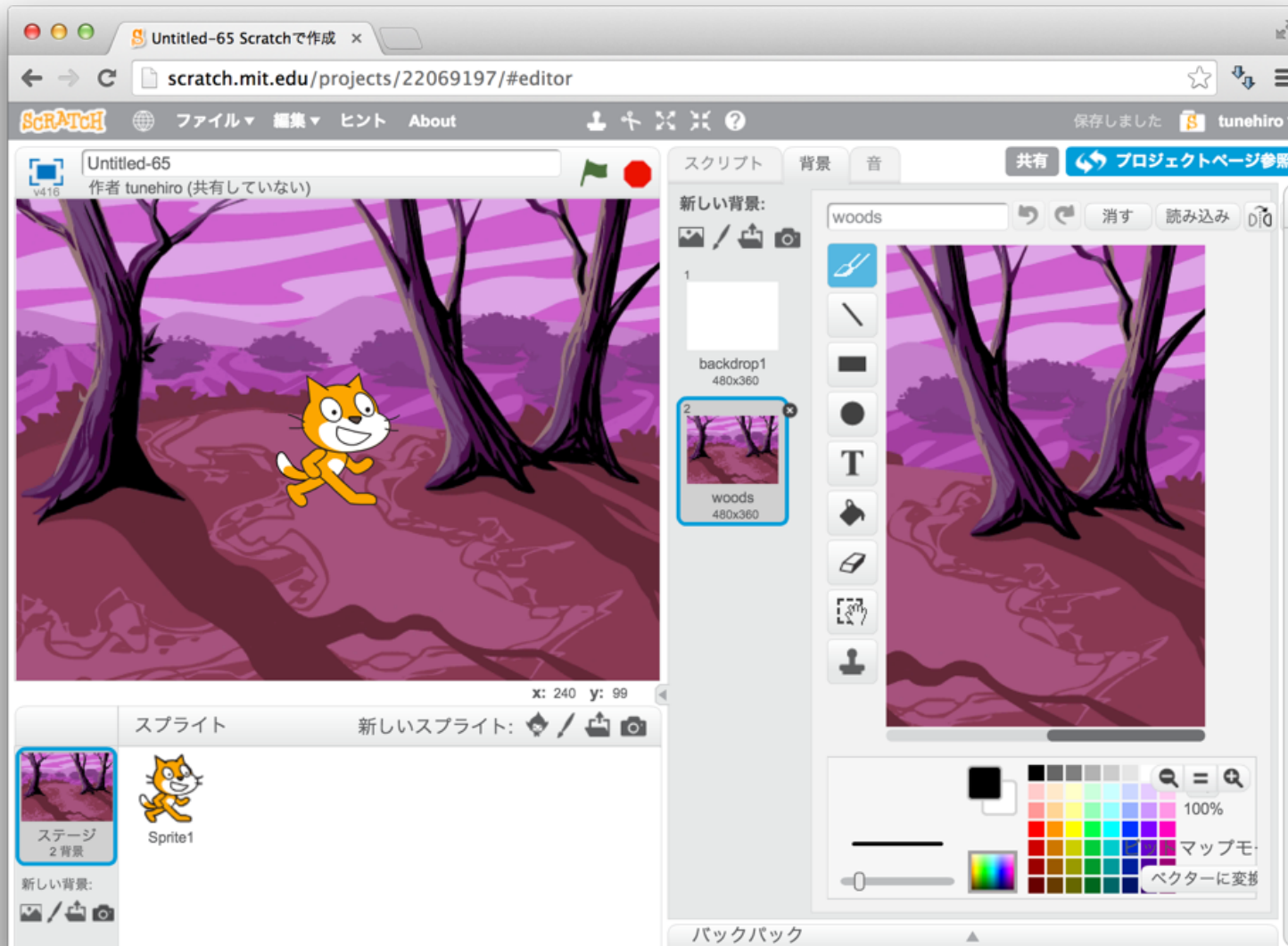
The image shows two overlapping screenshots of the Scratch web editor. The background screenshot shows a project titled 'Untitled-83' with the Scratch cat sprite on a white background. The foreground screenshot shows a project titled 'Untitled-65' with the 'Background Library' window open. The library lists categories like 'すべて', '屋内', '屋外', and 'その他', and themes like '城', '街', '飛ぶ', 'Holiday', '音楽とダンス', '自然', '宇宙', 'スポーツ', and '海中'. A red box highlights the 'woods' background image, and a mouse cursor is shown clicking it. A red circle with the number '1' is placed over the background icon in the bottom-left corner of the Scratch editor interface.

①クリック

②woodsをダブルクリック

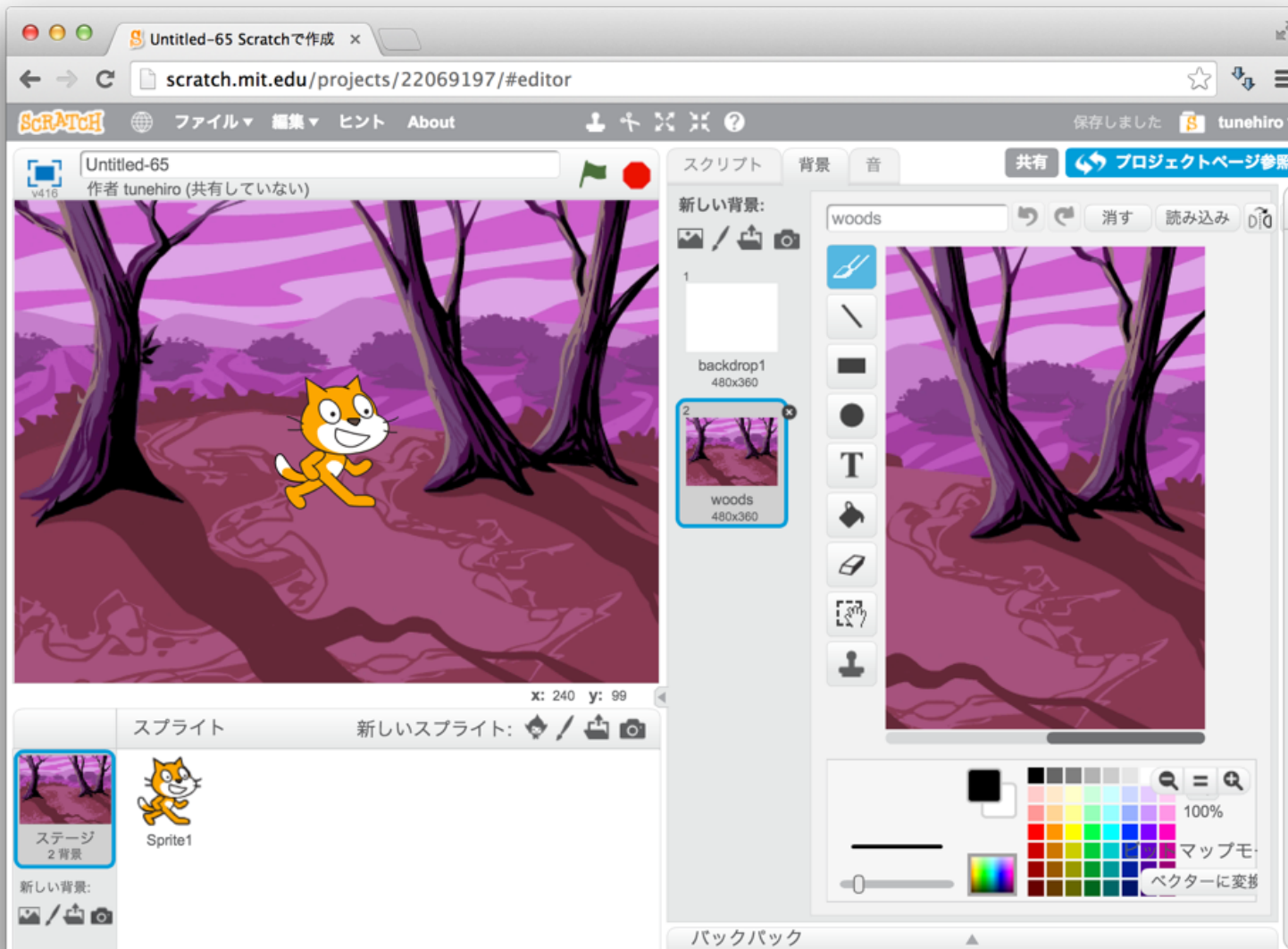
4 背景を変えよう

背景が変わったかな？

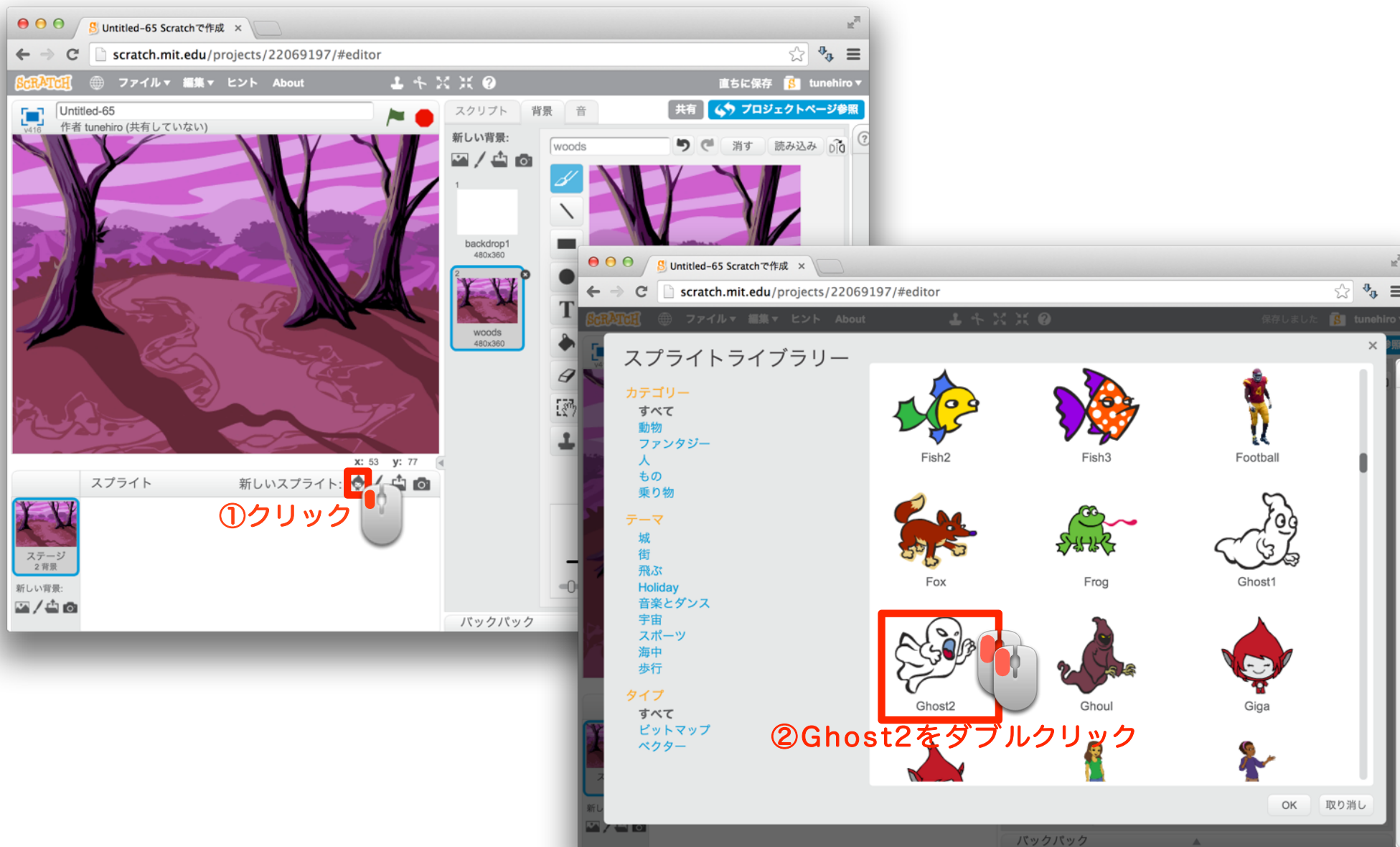


5 背景を変えよう

背景が変わったかな？



6 スクリプトを消そう



7 「イベント」ブロックを置こう



8 「制御」ブロックを組み合わせよう



9 「制御」ブロックを組み合わせよう

Scratch editor interface showing a project titled "Untitled-65" by "tunehiro". The stage displays a ghost sprite in a purple, spooky forest background. The "Scripts" block palette is open, and a "Click when clicked" block is selected. A red box highlights the "Click when clicked" block, and another red box highlights the "Move 10 steps" and "Repeat 15 times" blocks within the "Click when clicked" block. Red text annotations are present: "①クリック" (Click) pointing to the "Click when clicked" block, and "②「ずっと」の中に2つのブロックを移動しよう!" (Move 2 blocks into the 'Forever' loop!) pointing to the "Move 10 steps" and "Repeat 15 times" blocks.

10 「動き」ブロックを設定しよう

The screenshot shows the Scratch editor interface. The main stage displays a ghost sprite on a purple background. The 'Scripts' menu is open, and a 'When clicked' block is selected. A red box highlights the '20' in the 'Move 20 steps' block, with a red arrow pointing to it and the text '20に替える' (Change to 20). The 'Scripts' menu is open, and a 'When clicked' block is selected. A red box highlights the '20' in the 'Move 20 steps' block, with a red arrow pointing to it and the text '20に替える' (Change to 20).

11 「制御」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a ghost character in a purple forest. The script area on the right contains the following blocks:

- イベント ①クリック (Event: Click)
- 制御 (Control)
- がクリックされたとき (When clicked)
- ずっと (Forever loop)
- 20 歩動かす (Move 20 steps)
- 15 度回す (Turn 15 degrees)
- もし...なら (If...then)

Red annotations highlight the 'Click' event block and the 'Control' block. A red arrow points to the 'Control' block with the text: ②左ボタンをおしながら、移動しよう (Press the left button while moving).

12 「調べる」ブロックを組み合わせよう

Scratch editor interface showing a project titled "Untitled-65" by "tunehiro". The stage displays a ghost sprite in a purple forest background. The script area shows a "当がクリックされたとき" (When clicked) block containing a "ずっと" (Forever) loop with "20 歩動かす" (Move 20 steps) and "15 度回す" (Turn 15 degrees) blocks. A "調べ" (ask) block is highlighted in red, and a "に当たった" (when clicked) block is also highlighted in red. A mouse cursor is positioned over the "調べ" block.

① クリック

② 左ボタンをおしながら、移動しよう

13 「調べる」ブロックを設定しよう

The screenshot shows the Scratch editor interface. The main stage displays a ghost sprite in a purple, spooky forest background. The script area on the right contains a script block starting with a 'Click when clicked' event block, followed by a 'Click when clicked' block. The 'Click when clicked' block has a dropdown menu set to '端' (End). Red annotations highlight the 'Click when clicked' block and the '端' button.

① ▼ ボタンをクリック

② 「端」をクリック

14 「見た目」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a ghost sprite in a purple, spooky forest background. The code editor on the right shows a script triggered by a click event. The code includes a loop of 15 iterations containing a 'move 20 steps' block, a 'repeat 15 times' block, and a 'change color effect by 50' block. Red annotations highlight the '見た目' (Appearance) category in the block palette, the '色' (Color) effect block, and the value '50' in the effect block. A mouse cursor is shown clicking on the '50' value, with a red arrow pointing to it. Another red arrow points to the left button of the mouse, indicating a drag action. A third red arrow points to the '50' value, indicating a change to that value.

① クリック

② 左ボタンをおしながら、移動しよう

③ 50に変わる

15 「動き」ブロックを組み合わせよう

Scratch editor screenshot showing a ghost sprite's movement script. The '動き' (Motion) block category is highlighted in red. A red box highlights the 'もし端に着いたら、跳ね返る' (If edge reached, bounce back) block. A red arrow points to the mouse cursor icon with the text '②左ボタンをおしながら、移動しよう' (Click and drag to move). Another red arrow points to the 'もし端に着いたら、跳ね返る' block with the text '①クリック' (Click).

Script blocks shown:

- がクリックされたとき
- ずっと
- 20 歩動かす
- 15 度回す
- もし端に着いたら、なら
- 色の効果を 50 ずつ変える
- もし端に着いたら、跳ね返る
- 90 度に向ける
- へ向ける
- x座標を 47、y座標を -7 にする
- マウスのポインターへ行く
- 1 秒でx座標を 47 に、y座標を
- x座標を 10 ずつ変える
- x座標を 0 にする
- y座標を 10 ずつ変える
- y座標を 0 にする
- もし端に着いたら、跳ね返る
- 回転方法を 左右のみ にする

Ghost2が回りながら、動いたかな？

The screenshot shows the Scratch project editor interface. The main stage displays a ghost character named 'Ghost2' in a purple-hued forest. A red box highlights a 'Click' event block on the stage. The 'Scripts' menu is open, showing a 'When clicked' event block followed by a 'Repeat 15 times' loop. Inside the loop, there are several 'Move' blocks: 'Move 20 steps', 'Turn 90 degrees right', 'Move up', 'Move to x: 80, y: 6', 'Move mouse pointer to here', 'Move 1 second to x: 80, y: 6', 'Change x by 10', 'Set x to 0', 'Change y by 10', and 'Set y to 0'. There are also 'If edge reached' blocks for 'If edge reached, then' and 'If edge reached, then jump back'. The 'Sprite' panel at the bottom left shows 'Ghost2' as the selected sprite. The 'Scripts' panel at the bottom right shows the code blocks.

17 停止しよう

The screenshot shows the Scratch editor interface. The main stage displays a ghost sprite in a purple, misty forest. A red square with a white mouse cursor icon is positioned over the ghost's head, with the Japanese word "クリック" (click) written in red above it. The code area on the right contains the following blocks:

- がクリックされたとき (When clicked)
- ずっと (Forever loop)
- 20 歩動かす (Move 20 steps)
- 15 度回す (Turn 15 degrees)
- もし端に触れたなら (If edge touched) - 端 (edge) dropdown
- 色の効果を50ずつ変える (Change color effect by 50)
- もし端に着いたら、跳ね返る (If edge hit, bounce back)

The sprite's current coordinates are x: 146, y: 27. The stage background is labeled "ステージ 2 背景" (Stage 2 background).

今日のポイント！



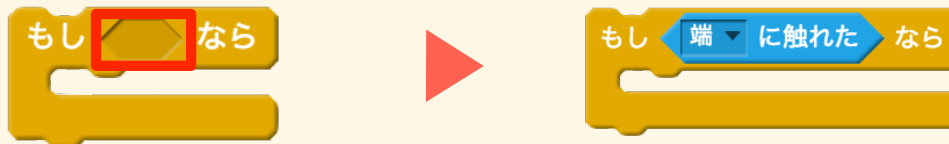
新しい「制御」ブロックを覚えよう



このブロックは「○○な時に、□□する」という形を作るブロックだよ！

使い方

- ① 「○○な時に」の部分のブロックを組み合わせる



- ② 「□□する」の部分のブロックを組み合わせる



19 さらにスプライトを増やそう

Scratch editor showing the 'Sprites' panel. A red box highlights the 'Add New Sprite' button, and a mouse cursor is clicking it. The text "①クリック" is overlaid.

Scratch editor showing the 'Sprite Library' window. A red box highlights the 'Ghost1' sprite, and a mouse cursor is double-clicking it. The text "②Ghost1をダブルクリック" is overlaid.

20 「イベント」ブロックと「制御」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a purple forest background with two ghost sprites, 'Ghost2' and 'Ghost1'. The 'Script' block palette on the right is open, showing the 'Control' category selected. A red box highlights two blocks: 'When clicked' (イベント) and 'Forever loop' (ずっと). A red text annotation reads: '2つのブロックを移動しよう!' (Let's move the two blocks!). The 'Sprite' palette at the bottom left shows the 'Stage' and the two ghost sprites. The browser address bar shows 'scratch.mit.edu/projects/22069197/#editor'.

21 「動き」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a purple forest background with two ghost sprites. One ghost is larger and appears to be jumping or falling, while the other is smaller and on the ground. The 'Scripts' menu is open, and the '動き' (Motion) category is selected. A red box highlights the '動き' category in the menu. A red circle with the number 1 and the text '① クリック' is positioned above the '動き' category. The '動き' block palette is visible, showing various motion blocks. A red box highlights a 'ずっと' (Forever) loop block containing three motion blocks: '10 歩動かす' (Move 10 steps), '15 度回す' (Turn 15 degrees), and 'もし端に着いたら、跳ね返る' (If edge reached, bounce back). A red circle with the number 2 and the text '② 「ずっと」の中に3つのブロックを移動しよう!' is positioned to the right of the 'ずっと' loop block. The 'Sprite' area at the bottom shows the 'Ghost1' sprite selected. The 'Scripts' menu is open, and the '動き' category is selected. The '動き' block palette is visible, showing various motion blocks. The 'ずっと' loop block contains three motion blocks: '10 歩動かす', '15 度回す', and 'もし端に着いたら、跳ね返る'. The 'もし端に着いたら、跳ね返る' block is highlighted with a red box.

Ghost1も動いたかな？



24 「制御」ブロックを組み合わせよう



25 「調べる」ブロックを組み合わせよう

Scratch editor screenshot showing a script block being edited. The script block is highlighted with a red box and labeled "①クリック". The script block contains a "Click" block, a "Move 10 steps" block, a "Repeat 15 times" block, and a "Clicked" block. The "Clicked" block is also highlighted with a red box and labeled "②左ボタンをおしながら、移動しよう".

26 「調べる」ブロックを設定しよう

The screenshot shows the Scratch editor interface. The main stage displays a ghost character in a purple forest. The script area on the right contains the following code:

- Click when green flag clicked
- Move 10 steps
- Repeat 15 times
 - もし端に着いたら、跳ね返る
 - もし Ghost に触れた なら
 - マウスのポインター端
 - Ghost2

Red annotations highlight the 'Click when Ghost2 clicked' block and the 'Ghost2' target in the dropdown menu.

① ▼ボタンをクリック

② 「Ghost2」をクリック

27 「見た目」ブロックを設定しよう

The screenshot shows the Scratch editor interface. The main stage displays a ghost character in a forest. The 'Looks' category is selected in the 'Appearance' menu. The 'Hello! と 2 秒言う' block is highlighted with a red box. The 'Code' category is selected in the 'Scripts' menu. The '助けてー' block is highlighted with a red box. Red arrows point from the 'Hello! と 2 秒言う' block to the '助けてー' block. Japanese text explains the process of moving the block.

①左ボタンをおしながら、移動しよう

②「助けてー」に変える

28 さらに「見た目」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a ghost character in a forest. The 'Scripts' panel is open, showing a 'when clicked' event block with a 'change size by -0.5' block. Red annotations highlight the '-0.5' value and the 'change size by 10' block in the 'Looks' panel.

② -0.5 に変える

① 左ボタンをおしながら、移動しよう

今日のポイント！



「～に触れた」というブロックを覚えよう



このブロックは「～～と触れたか」を判断することができるブロックだよ！

使い方

① 触れるものを選ぶ



② 「制御」ブロックなどと組み合わせる



ゴーストの森ゲーム完成！



スタートボタンを押して遊んでみよう！

Ghost1が小さくなってしまったよね？



32 Ghost1の大きさを戻そう

The screenshot shows the Scratch editor interface. The main stage displays a ghost character (Ghost1) in a forest background. The code editor on the right shows a script triggered by a green flag click. The script includes a 'click' block with a red circle on the left mouse button, followed by a 'change size by -0.5' block. A red arrow points to the 'click' block with the text: '左ボタンをおしながら、下に移動させて分解しよう!' (While holding the left button, move it down to decompose it!). Below this, there is a 'loop' block containing a 'step 10' block, a 'repeat 15 times' block, and a 'change size by -0.5' block. The 'sprites' panel at the bottom shows Ghost1 and Ghost2.

33 Ghost1の大きさを戻そう

The screenshot shows the Scratch editor interface. The main stage displays a ghost character (Ghost1) in a forest scene. The 'Scripts' panel is open, and the 'When clicked' event is selected. The 'Set size to 100%' block is highlighted with a red box and a red arrow pointing to it, with the text '100に変わる' written next to it. The 'Costumes' panel shows 'ghost1' selected. The 'Sprites' panel shows 'Ghost1' and 'Ghost2'.

34 Ghost1の大きさを戻そう

The screenshot shows the Scratch editor interface. The main stage displays a ghost character (Ghost1) in a forest setting. The code editor on the right shows a script triggered by a click event, containing a 'Set size to 100%' block. A red box highlights this block, and a red arrow points to it from a text annotation. The annotation reads: '左ボタンをおしながら、移動しよう' (Hold the left button while moving). Below the main script, there is a 'Forever' loop containing several blocks: 'Move 10 steps', 'Repeat 15 times', 'If edge reached, bounce back', 'If Ghost2 touched', 'Say Help! for 2 seconds', and 'Decrease size by 0.5'. Another red box highlights the 'Set size to 100%' block within this loop. The bottom of the code editor shows a 'Layer down' block.

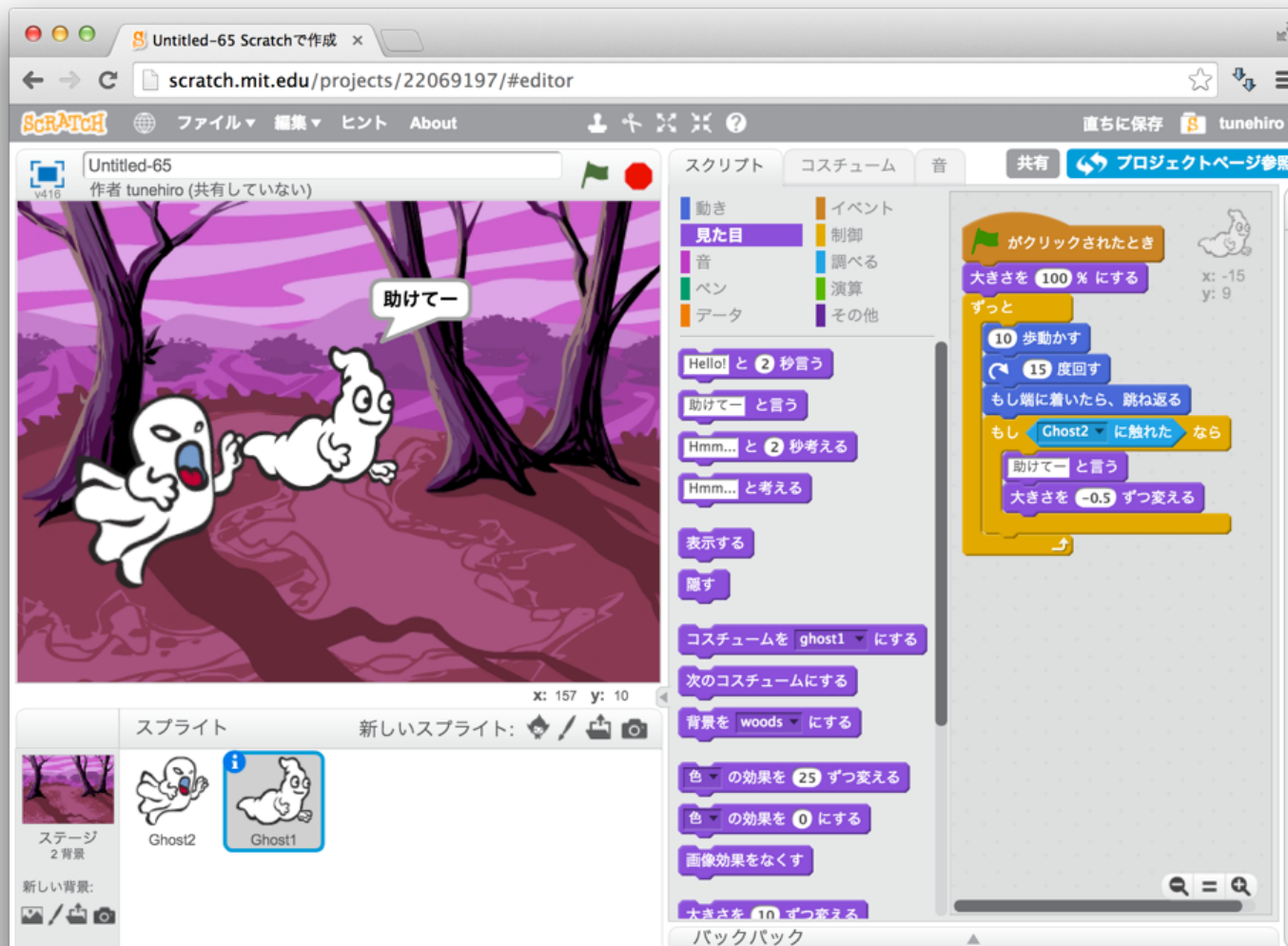
35 Ghost1の大きさを戻そう

The screenshot shows the Scratch editor interface. The main stage displays a ghost character (Ghost1) in a forest setting. The code editor on the right contains the following script:

- がクリックされたとき
- 大きさを 100 % にする
- ずと
- 歩動かす
- 15 度回す
- もし端に着いたら、跳ね返る
- もし Ghost2 に触れた なら
- 助けてー と言う
- 大きさを -0.5 ずつ変える
- ちつと
- 10 歩動かす
- 15 度回す
- もし端に着いたら、跳ね返る
- もし Ghost2 に触れた なら
- 助けてー と言う
- 大きさを -0.5 ずつ変える

A red arrow points to the 'ずと' block, and a red text box next to it says: **左ボタンをおしながら、組み合わせよう** (While holding the left button, combine them).

これでGhostのサイズが戻るよ！



スタートボタンを押して遊んでみよう！