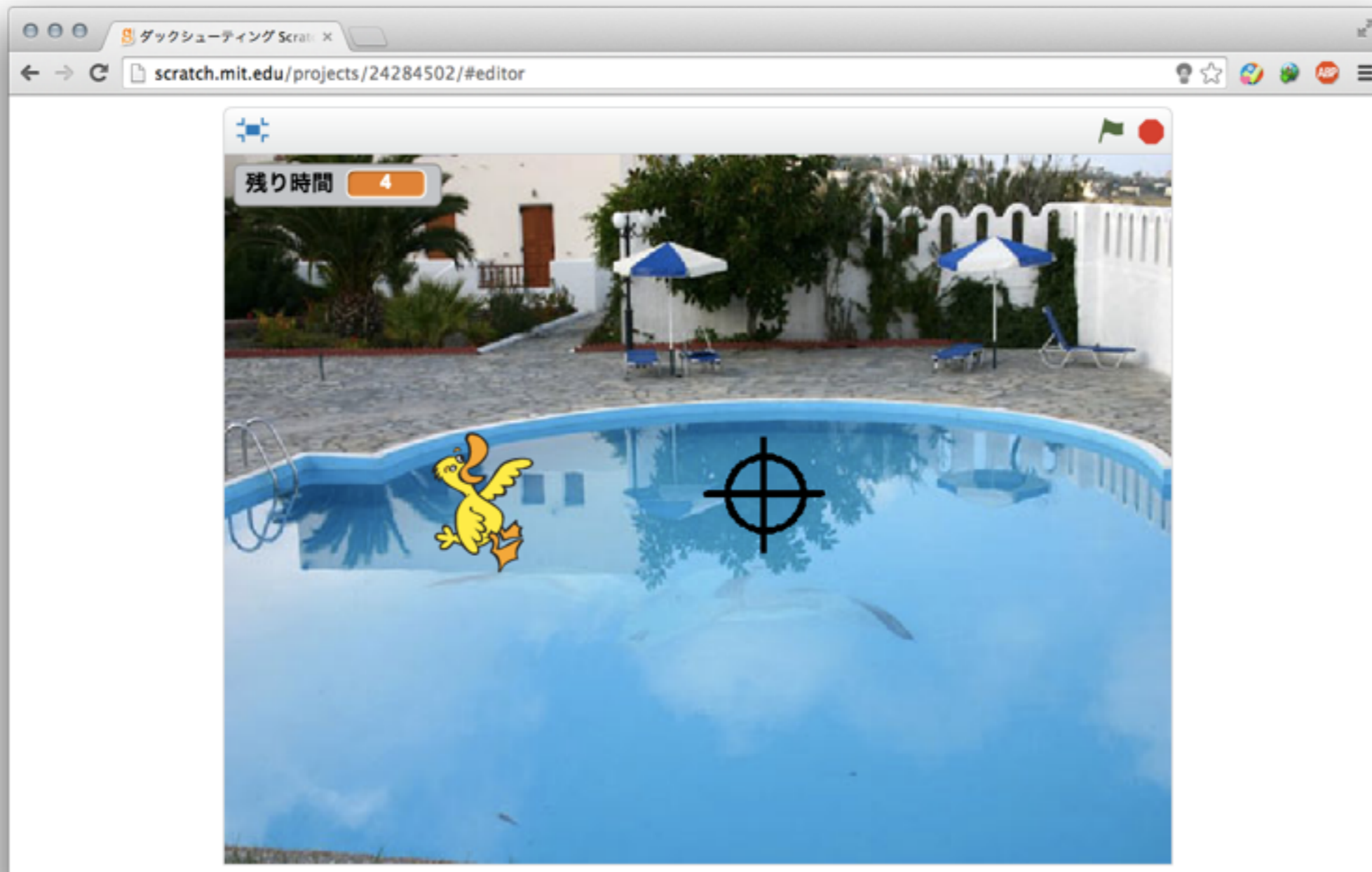
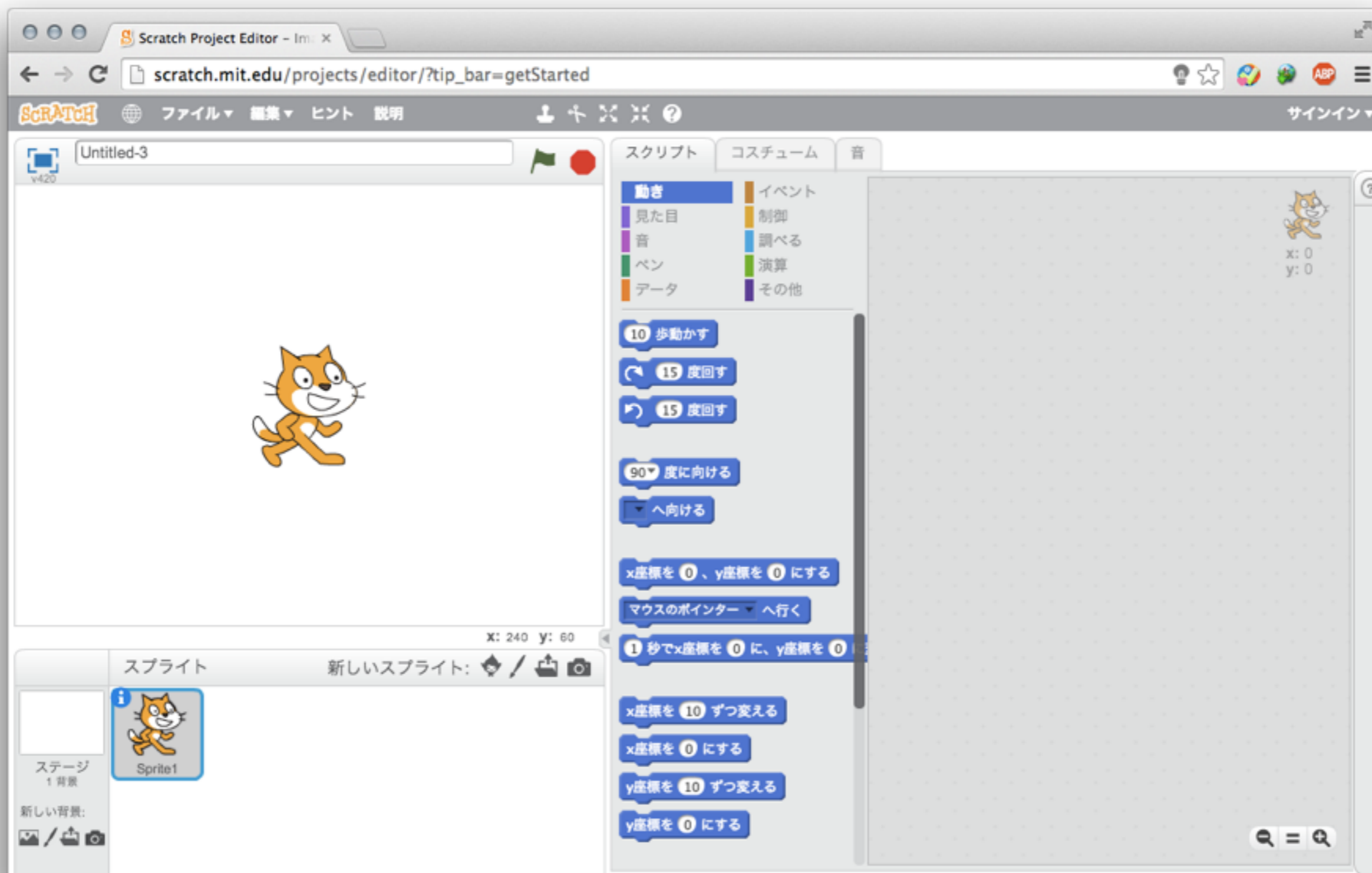


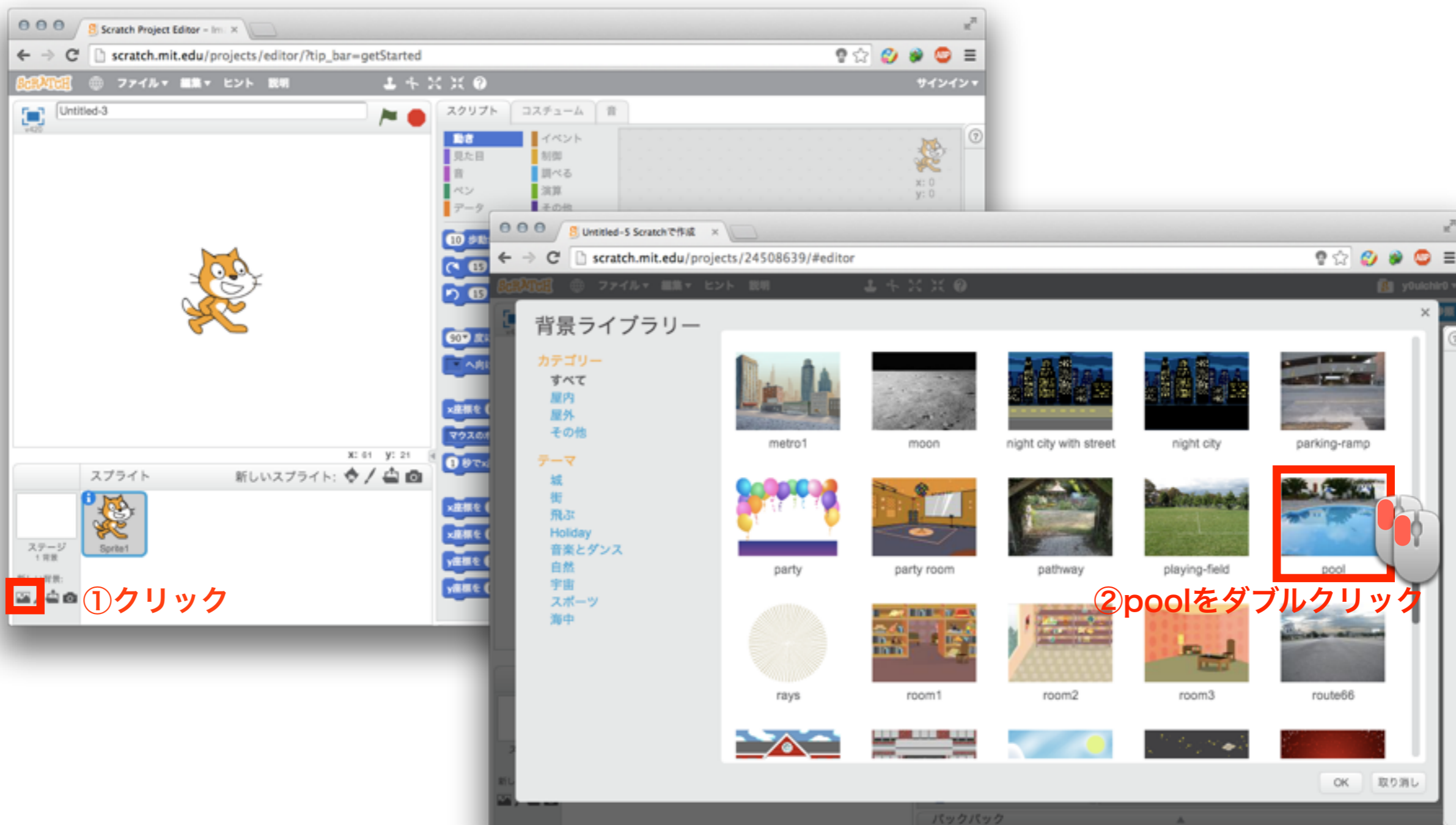
# 24.ダックシューティングゲームを作ろう！



## 2 ネコがいる画面を出そう

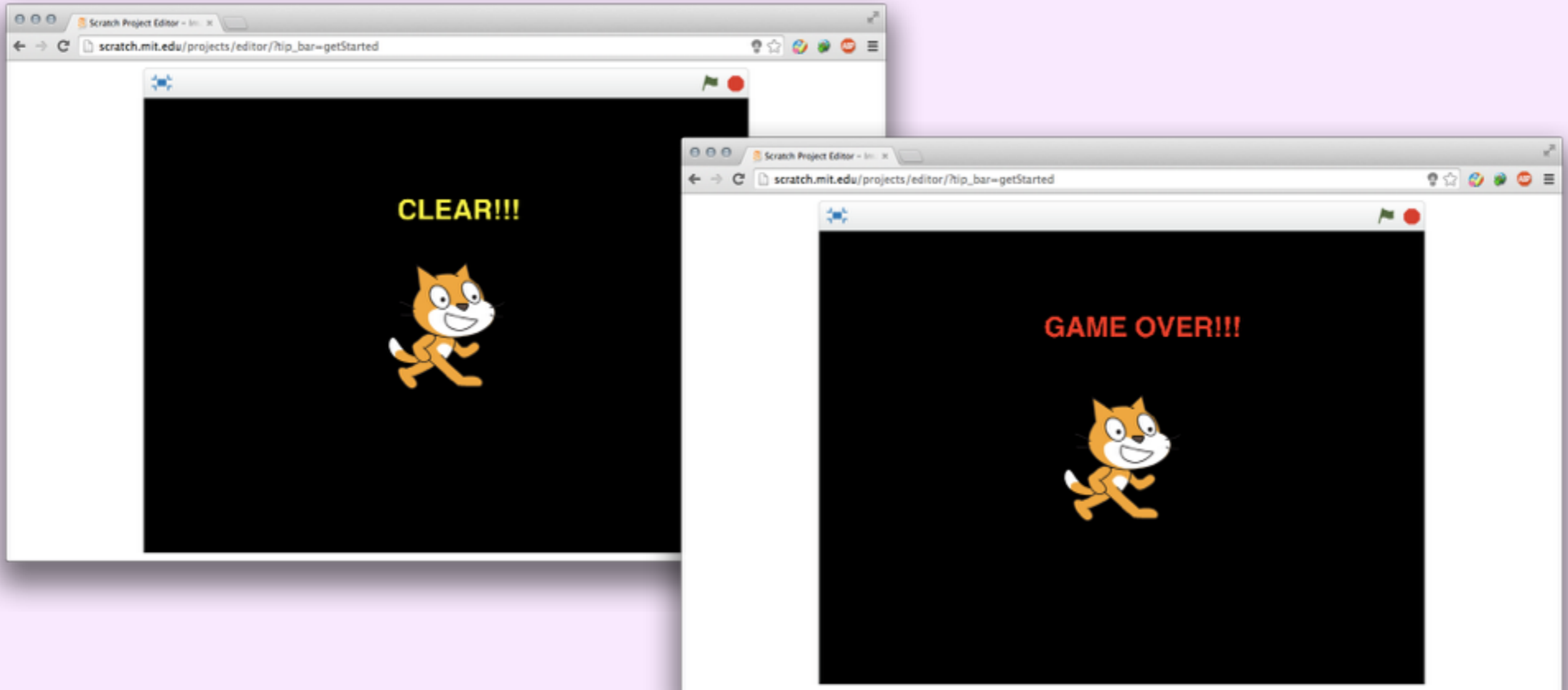


# 3 背景を変えよう



# 今日のポイント！

クリアーとゲームオーバーの画面を作ろう！



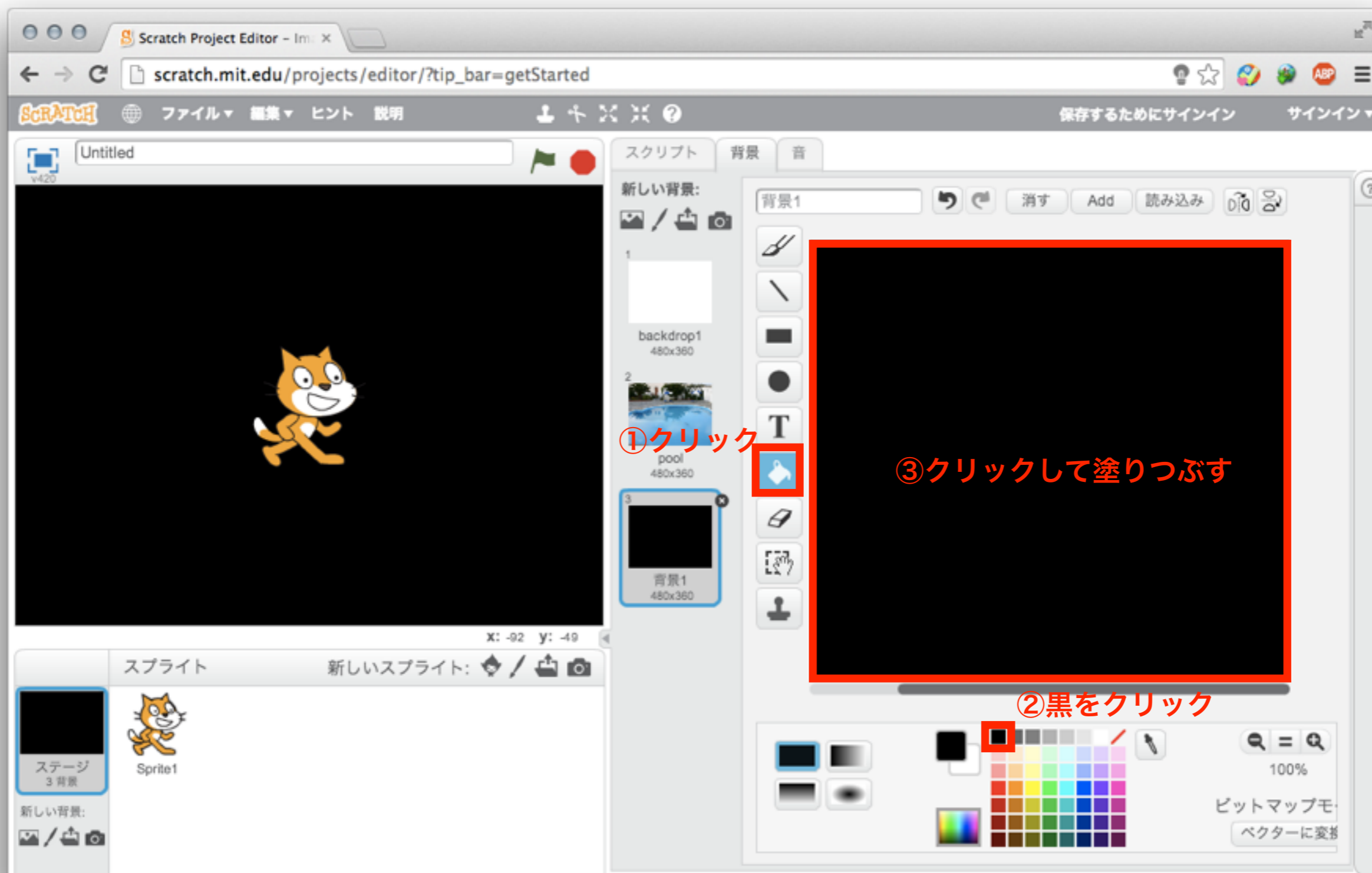
これまで色々な背景をえらんで使ってきたよね！

今回は自分で文字を書いて、クリアーとゲームオーバーの画面をつくっていくよ！

# 5 背景を変えよう



# 6 背景を変えよう

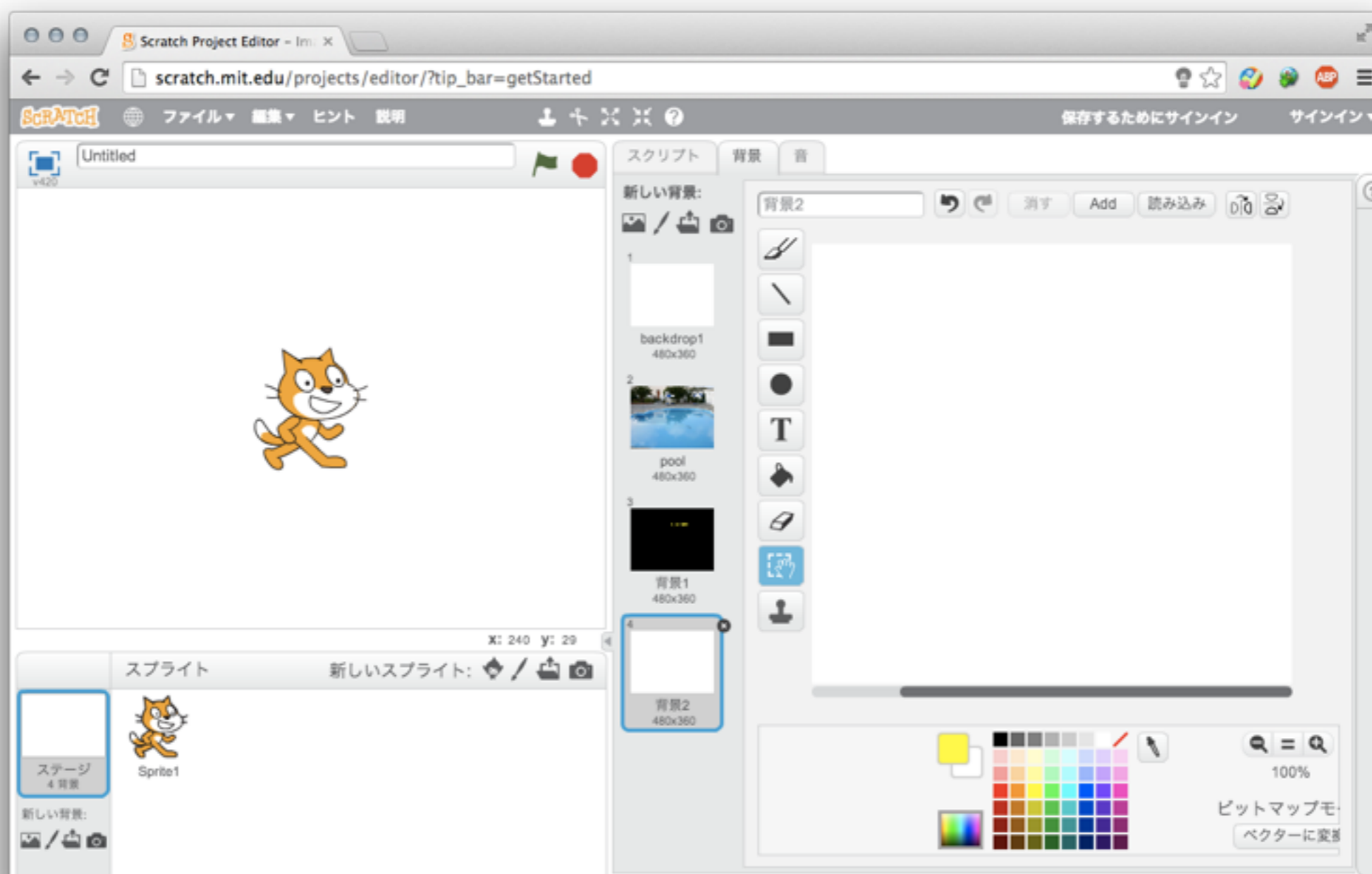


# 7 背景を変えよう



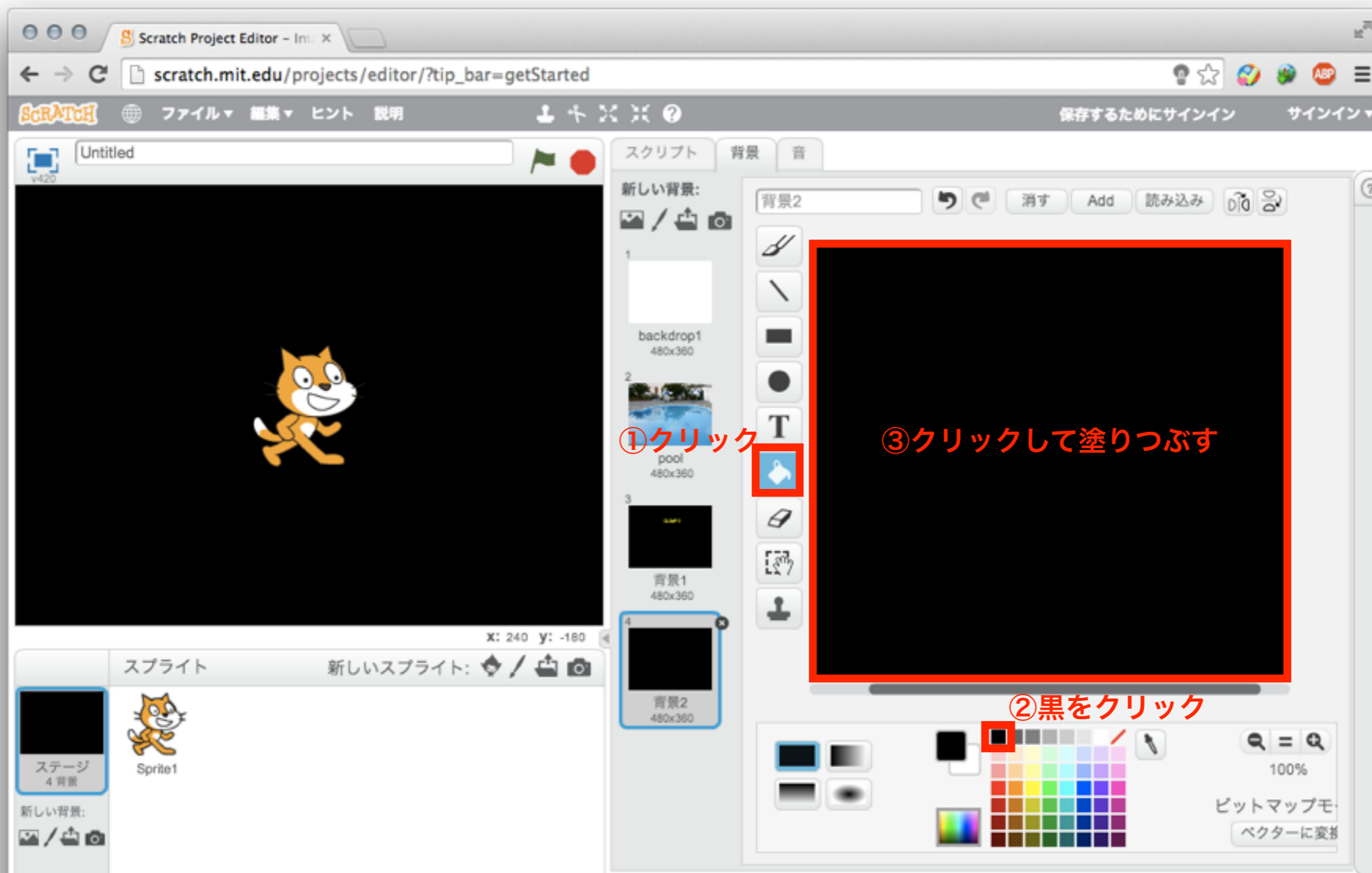
## 8 背景を変えよう

# 白い画面が追加されたかな？

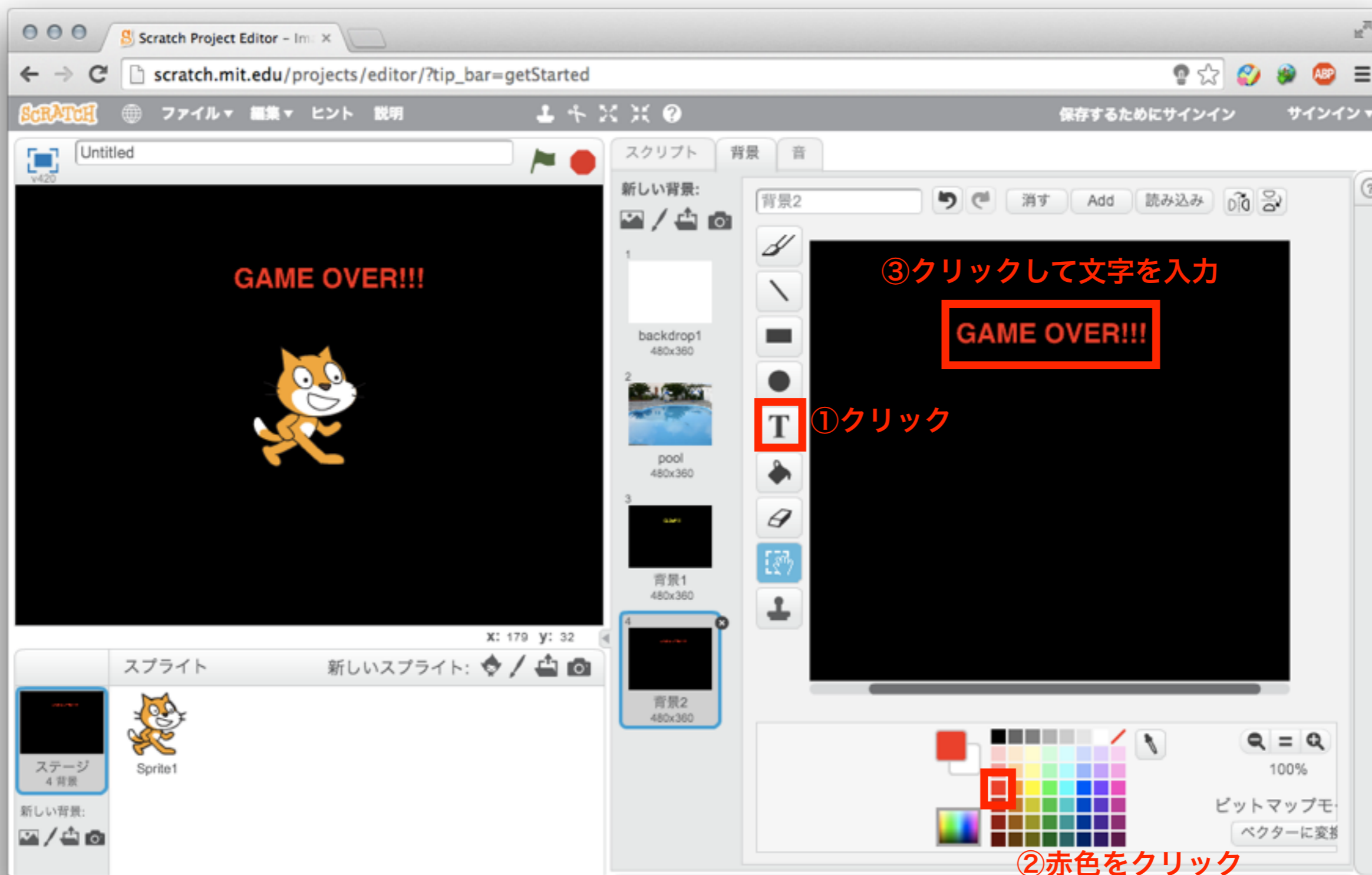




# 9 背景を変えよう



# 10 背景を変えよう

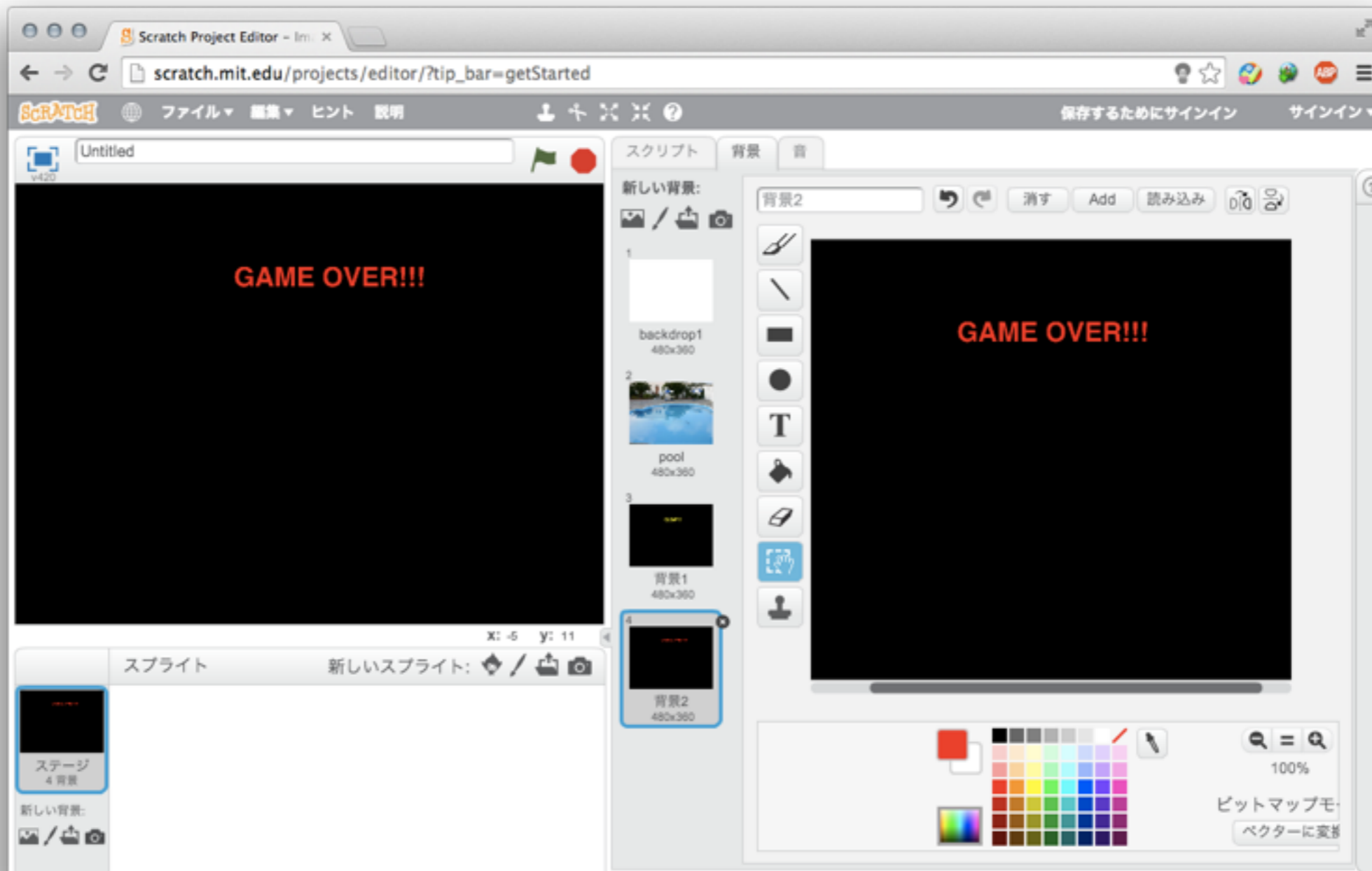


# 11 スプライトを消そう

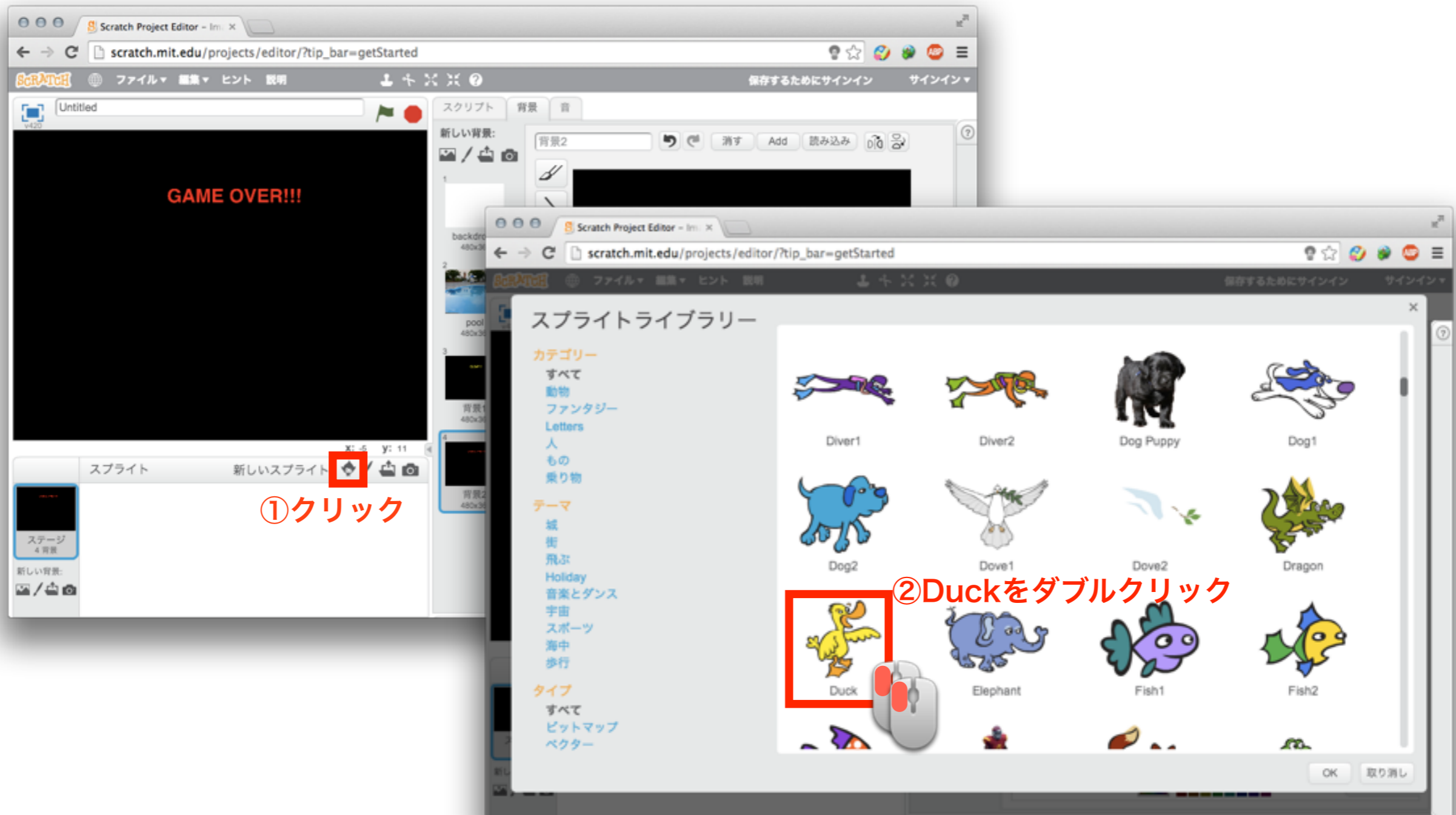


# 12 スプライトを消そう

## ネコが消えたかな？



# 13 スプライトを追加しよう



# 14 背景をpoolに戻そう

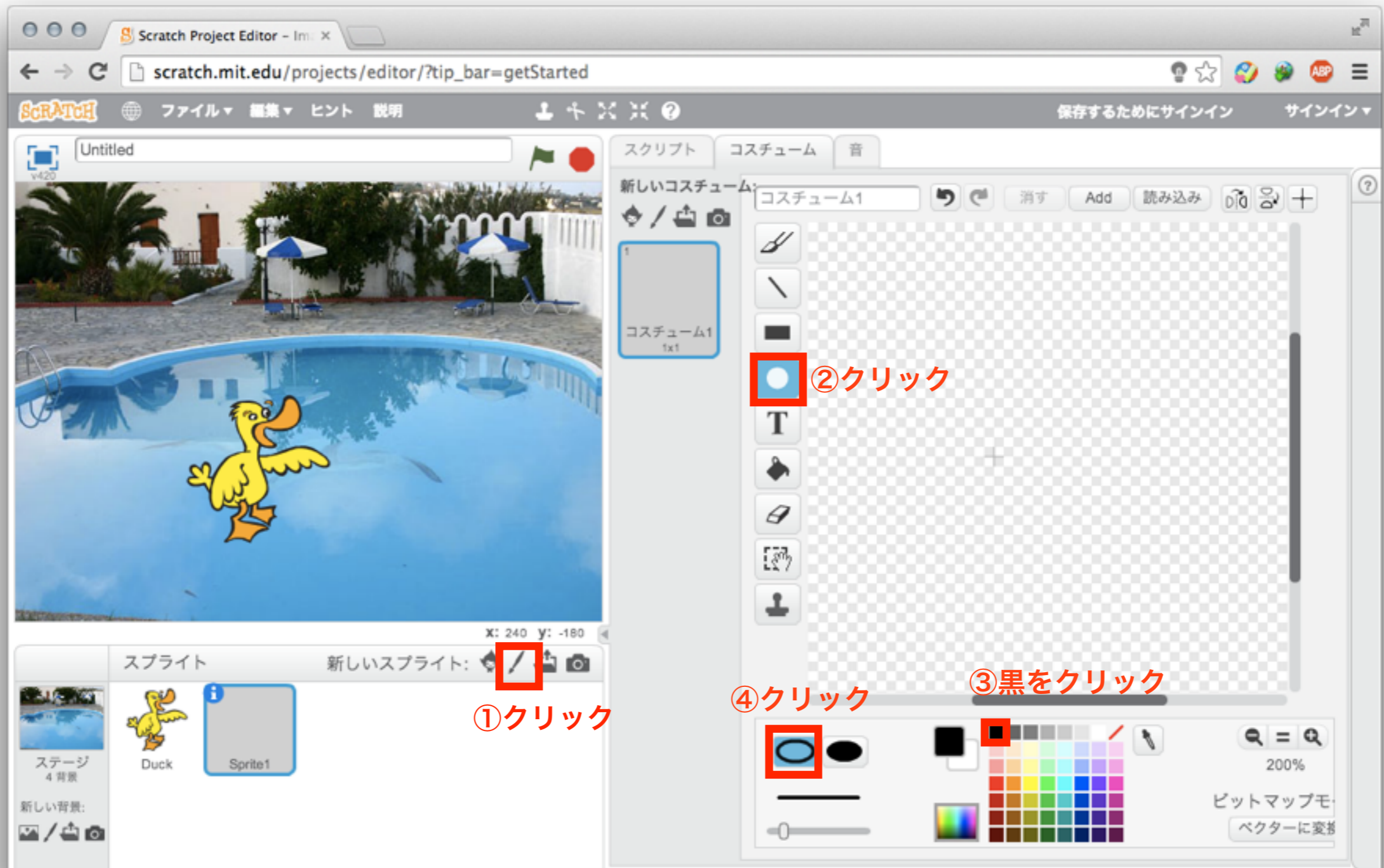
The screenshot shows the Scratch Project Editor interface. The main stage displays a yellow duck on a blue pool background. The 'Backgrounds' panel on the right shows a list of backgrounds, with 'pool' selected and highlighted by a red box. The 'Sprites' panel at the bottom left shows the 'Duck' sprite and a 'Stage' background, with the 'Stage' background highlighted by a red box. The 'Backgrounds' panel also has a red box around the 'pool' background. The 'Backgrounds' panel has a search bar with 'pool' entered. The 'Backgrounds' panel has a 'pool' background selected. The 'Backgrounds' panel has a 'pool' background selected. The 'Backgrounds' panel has a 'pool' background selected.

① ステージをクリック

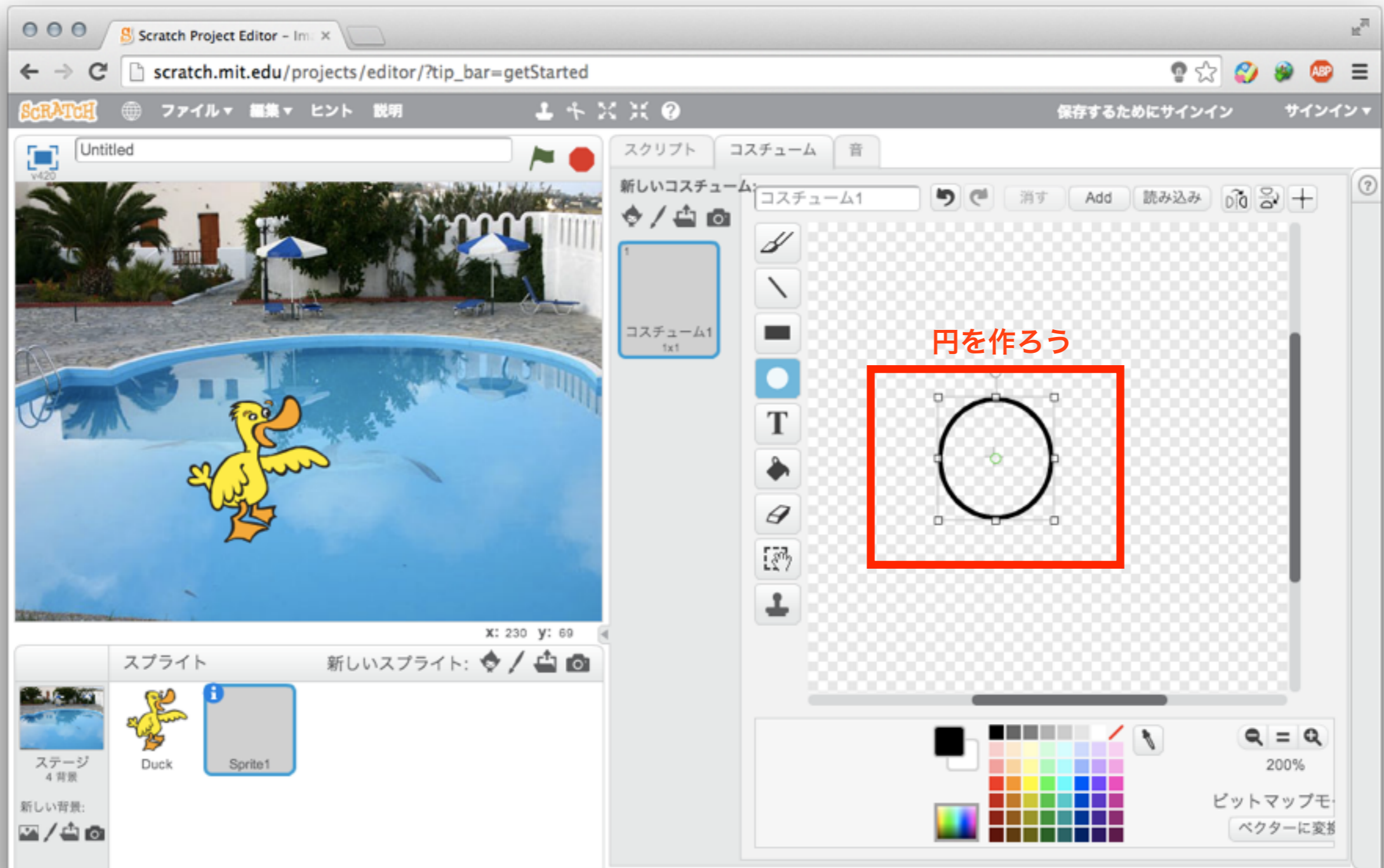
② クリック

③ poolをクリック

# 15 スプライトを自分で作るう

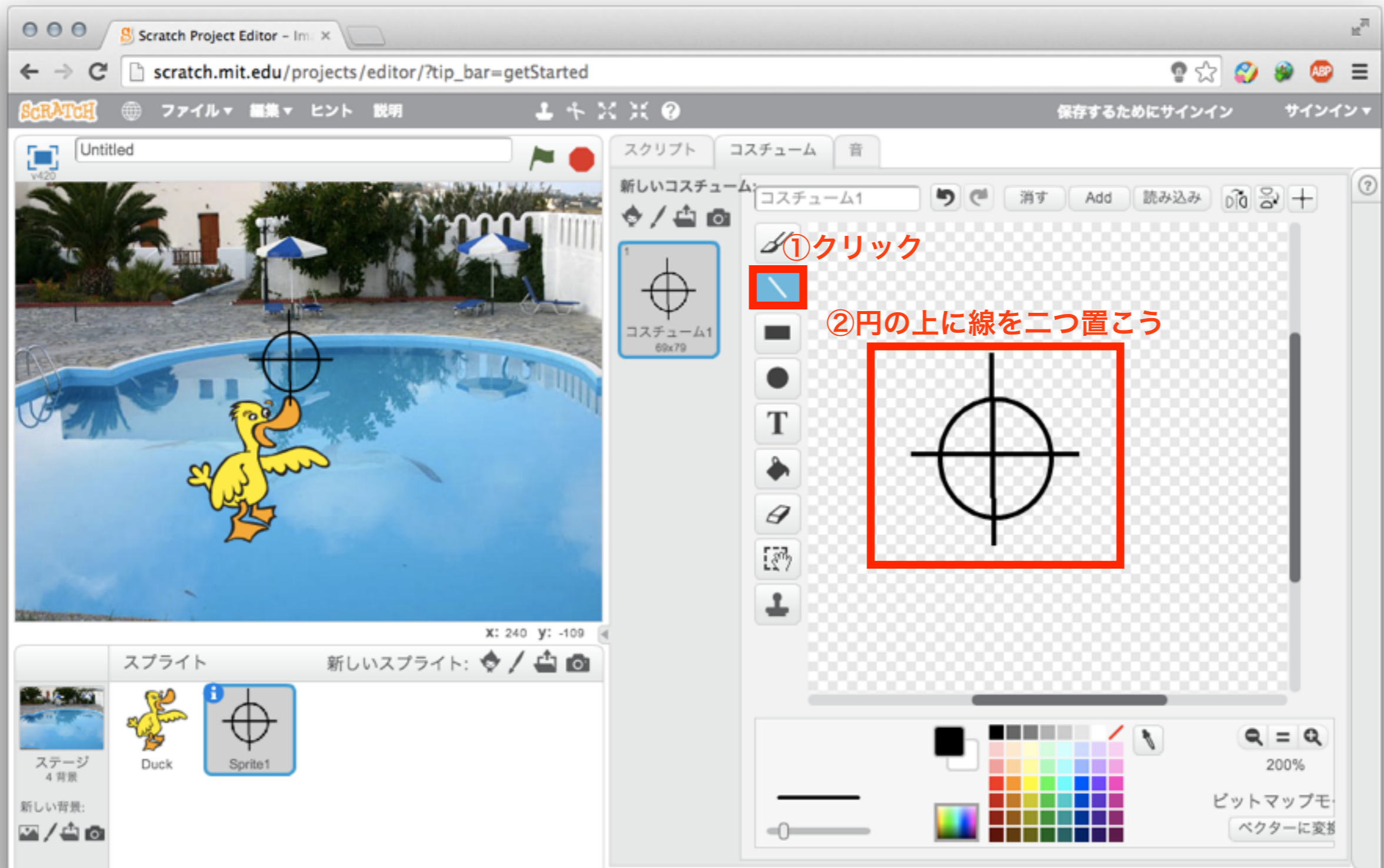


# 16 スプライトを自分で作ろう



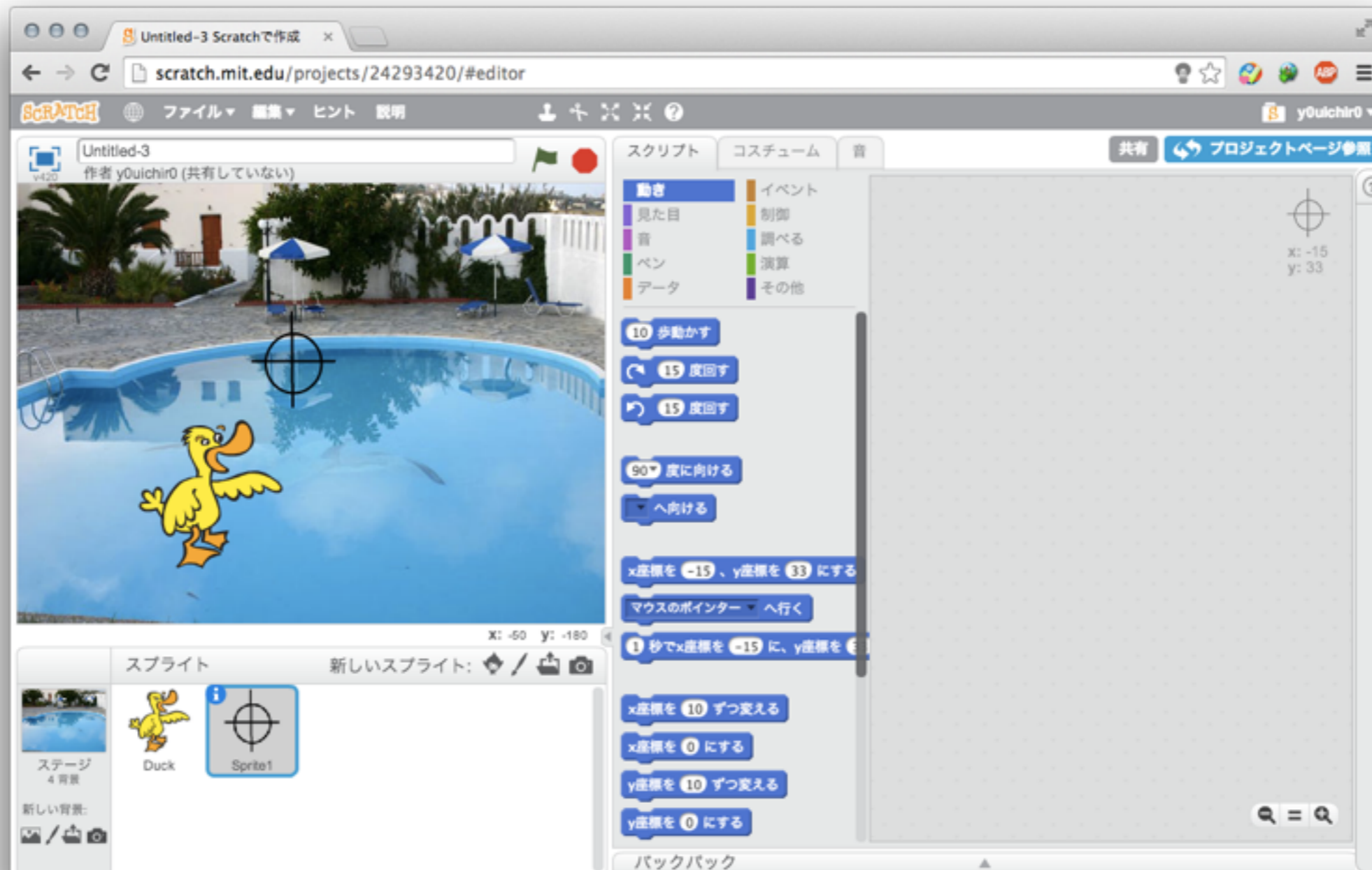


# 17 スプライトを自分で作るう



# 18 スプライトを追加しよう

## 新しいスプライトが追加されたかな？



# 19 「イベント」ブロックを置こう

The screenshot shows the Scratch editor interface. The stage displays a duck sprite on a background of a swimming pool. The 'Scripts' menu is open, and the 'Events' category is selected. The 'When clicked' block is highlighted with a red dashed box and a red arrow. The 'Sprite clicked' block is also highlighted with a red box and a red arrow. The 'Duck' sprite is highlighted in the 'Sprites' panel with a red box and a red arrow. The 'Click' button is highlighted with a red circle and a red arrow. The 'Click' button is also highlighted with a red circle and a red arrow. The 'Click' button is also highlighted with a red circle and a red arrow.

① クリック

② クリック

③ クリック

④

# 20 「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 duck sprite on a pool background. The script area on the right shows a 'Click when clicked' event block followed by a 'Set size to 50%' block. A red arrow points to the '50' value in the 'Set size to 50%' block, with a label '③ 50に替える'. The 'Set size to 100%' block is also highlighted with a red box. The 'Looks' block in the script area is highlighted with a red box and labeled '① クリック'. The 'Set size to 100%' block is labeled '②'.

# 21 「見た目」ブロックを組み合わせよう

Scratch editor interface showing a project titled "Untitled-3" by "y0uichir0". The main stage displays a duck sprite on a pool background. The "Looks" (見た目) block palette is open, and the "Show" (表示する) block is highlighted in red. A red arrow points from the "Show" block in the palette to the "Show" block in the script area, which is also highlighted with a red dashed box. The script area shows a "When clicked" (がクリックされたとき) event block followed by "Set size to 50%" (大きさを 50 % にする) and "Show" (表示する) blocks. The "Looks" palette includes categories like "Looks" (見た目), "Sound" (音), "Pen" (ペン), "Data" (データ), "Events" (イベント), "Control" (制御), "Operators" (演算), and "Other" (その他). The "Looks" palette also includes blocks like "Hello! and say for 2 seconds" (Hello! と 2 秒言う), "Hello! and say" (Hello! と言う), "Hmm... and think for 2 seconds" (Hmm... と 2 秒考える), "Hmm... and think" (Hmm... と考える), "Show" (表示する), "Hide" (隠す), "Set costume to duck" (コスチュームを duck にする), "Next costume" (次のコスチュームにする), "Set background to background 2" (背景を 背景2 にする), "Change color effect by 25" (色 の効果を 25 ずつ変える), "Set color effect to 0" (色 の効果を 0 にする), "Remove image effects" (画像効果をなくす), and "Change size by 10" (大きさを 10 ずつ変える). The "Sprite" area shows the "Duck" sprite selected, and the "Stage" area shows the "Background 4" selected. The "Coordinates" area shows x: 240, y: 91.

# 22 せいぎょ 「制御」ブロックを組み合わせよう

Scratch editor interface showing a duck sprite on a pool background. The 'Control' block category is selected in the 'Scripts' palette. A 'Click when clicked' block is placed on the stage, with a 'Show' block nested inside it. A red dashed box highlights the 'Click when clicked' block, and a red arrow points to it with the label '① クリック'. Another red dashed box highlights the 'Show' block, and a red arrow points to it with the label '②'.

# 23 「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 yellow duck sprite on a blue background. The code area on the right contains the following blocks:

- がクリックされたとき (When clicked)
- 大きさを 50 % にする (Set size to 50%)
- 表示する (Show)
- ずっと (Forever loop)
- もし端に着いたら、跳ね返る (If hit edge, bounce)
- もし...なら (If...then)

Red annotations highlight the '動き' (Motion) category in the block palette and the 'もし端に着いたら、跳ね返る' block in the code area. A red arrow points to the 'もし...なら' block, and a red circle with the number '2' is placed near the bottom of the code area.

# 24 「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 yellow duck sprite on a background of a swimming pool. The 'Scripts' palette is open, showing various block categories. The 'Motion' category is selected, and the '10 steps' block is highlighted with a red box. A red arrow points from this block to a '10 steps' block inside a 'loop' block in the script area. The script area also contains other blocks: 'when clicked', 'set size to 50%', 'show', 'loop', 'if on edge, bounce', 'if', and 'set x to -100, y to -67'. The 'Sprite1' panel at the bottom shows the duck sprite and its current coordinates (x: 240, y: 41).



# 25 えんざん 「演算」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a duck character on a pool background. The script area on the right contains the following code:

- Click (① クリック)
- Set size to 50% (演算)
- Show
- Forever loop:
  - Move 30 steps (③ 30 に変える)
- Repeat until clicked loop:
  - Move 50 steps (④ 50 に変える)

Annotations in the image include:

- ① クリック (Click)
- ② 1 から 10 までの乱数 (1 to 10 random number)
- ③ 30 に変える (Change to 30)
- ④ 50 に変える (Change to 50)

# 26 「調べる」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a duck sprite in a pool. The script area on the right contains a 'when clicked' block followed by a 'set size to 50%' block, a 'show' block, and a 'forever' loop. Inside the loop, there is a 'move 30 to 50 random steps' block and an 'if edge clicked then' block. The 'ask' block is highlighted in the 'ask' category, and the 'edge' block is highlighted in the 'ask' sub-category. The 'edge' block in the script is also highlighted.

① クリック

②

③ ▼ ボタンをクリックして、「端」をクリック

# 27 「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 duck sprite on a pool background. The 'Motion' block palette is open, and the 'When clicked' script area contains several motion blocks. Red annotations highlight specific blocks and values:

- ① クリック (Click) - Points to the 'Click' block in the 'Motion' palette.
- ② 15度 (15 degrees) - Points to the '15 degrees' block in the 'Motion' palette.
- ③ 30 (30) - Points to the '30' value in the '30 degrees' block in the script area.

The script area contains the following blocks:

- When clicked
- Size to 50%
- Show
- Forever loop containing:
  - Move 10 steps
  - Turn 15 degrees
  - Turn 15 degrees
  - Turn 90 degrees
  - Face up
  - Set x to -88, y to -73
  - Click to go to mouse pointer
  - Move x to -88, y to 0 in 1 second
  - Change x by 10
  - Set x to 0
  - Change y by 10
  - Set y to 0

# 28 せいぎょ 「制御」ブロックを組み合わせよう

Scratch editor interface showing a duck sprite on a pool background. The 'Control' block category is selected in the 'Scripts' menu. A 'Click when clicked' block is highlighted with a red box and labeled '① クリック'. A 'When green flag clicked' block is selected, and a 'When clicked' block is highlighted with a red dashed box and labeled '②'. The 'When clicked' block is connected to a 'Loop' block containing a 'If touching' block and a 'Turn' block.

# 29 「調べる」ブロックを組み合わせよう

Scratch editor screenshot showing a project titled "Untitled-3" with a duck sprite in a pool scene. The "Scripts" panel is open, and the "Click" block is highlighted in red with a circled "1". The "Event" panel is also open, and the "Space key pressed" block is highlighted in red with a circled "2". The main script area shows a sequence of blocks: "When clicked", "Set size to 50%", "Show", "Forever loop" containing "If edge reached, bounce", "Move 30 to 50 random steps", "If reached edge", "Turn 30 degrees", "If space key pressed", and "If reached edge".

# 30 「音」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a yellow duck sprite in a swimming pool. The 'Sound' tab is selected in the top right. The 'Scripts' panel on the left has '音' (Sound) highlighted in red, with a circled '1' and the text '① クリック' (1 Click) next to it. Below it, the 'duck' sound block is highlighted in red, with a circled '2' and the text '②' next to it. The script area on the right contains the following blocks: 'がクリックされたとき' (When clicked), '大きさを 50 % にする' (Set volume to 50%), '表示する' (Show), 'ずっと' (Forever loop), 'もし端に着いたら、跳ね返る' (If edge reached, bounce), '30 から 50 までの乱数 歩動かす' (Random walk from 30 to 50), 'もし 箱に触れた なら' (If box touched, then), '30 度回す' (Turn 30 degrees), 'スペース キーが押された なら' (If space key pressed, then), 'duck の音を鳴らす' (Play duck sound), and 'もし なら' (If, then).

# 31 「調べる」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a duck sprite in a pool scene. The 'Scripts' panel is open, and the 'Click' block is highlighted. The 'Click' block is being clicked to select 'Sprite1'.

① クリック

②

③ ▼ボタンをクリックして、「Sprite1」をクリック

# 32 「見た目」ブロックを組み合わせよう

Scratch editor interface showing a project titled "Untitled-3" with a duck sprite in a pool scene. The "Looks" block category is selected in the left sidebar. The "When clicked" script block is expanded, showing a sequence of actions: "Set size to 50%", "Show", "Loop", and "Change background to Background 1". Red annotations highlight the "Looks" category, the "Hide" block, and the "Background 1" selection.

① クリック

②

③ ▼ ボタンをクリックして、「背景1」をクリック



# 33 せいぎょ 「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 duck sprite on a pool background. The 'Scripts' menu is open, and the 'Control' block category is highlighted. A red box highlights the 'Click' block. A red arrow points to the 'Stop All' block in the script area. The script area contains the following blocks:

- Click when green flag clicked
- Set size to 50%
- Show
- Forever loop:
  - Jump to end if reached
  - Move 30 to 50 random steps
  - If touched by [arrow] then:
    - Turn 30 degrees
  - If space key pressed then:
    - Play duck sound
    - If touched by [Sprite1] then:
      - Hide
      - Set background to [Background1]
      - Stop all

# スタートボタンを押したら、アヒルが移動したかな？

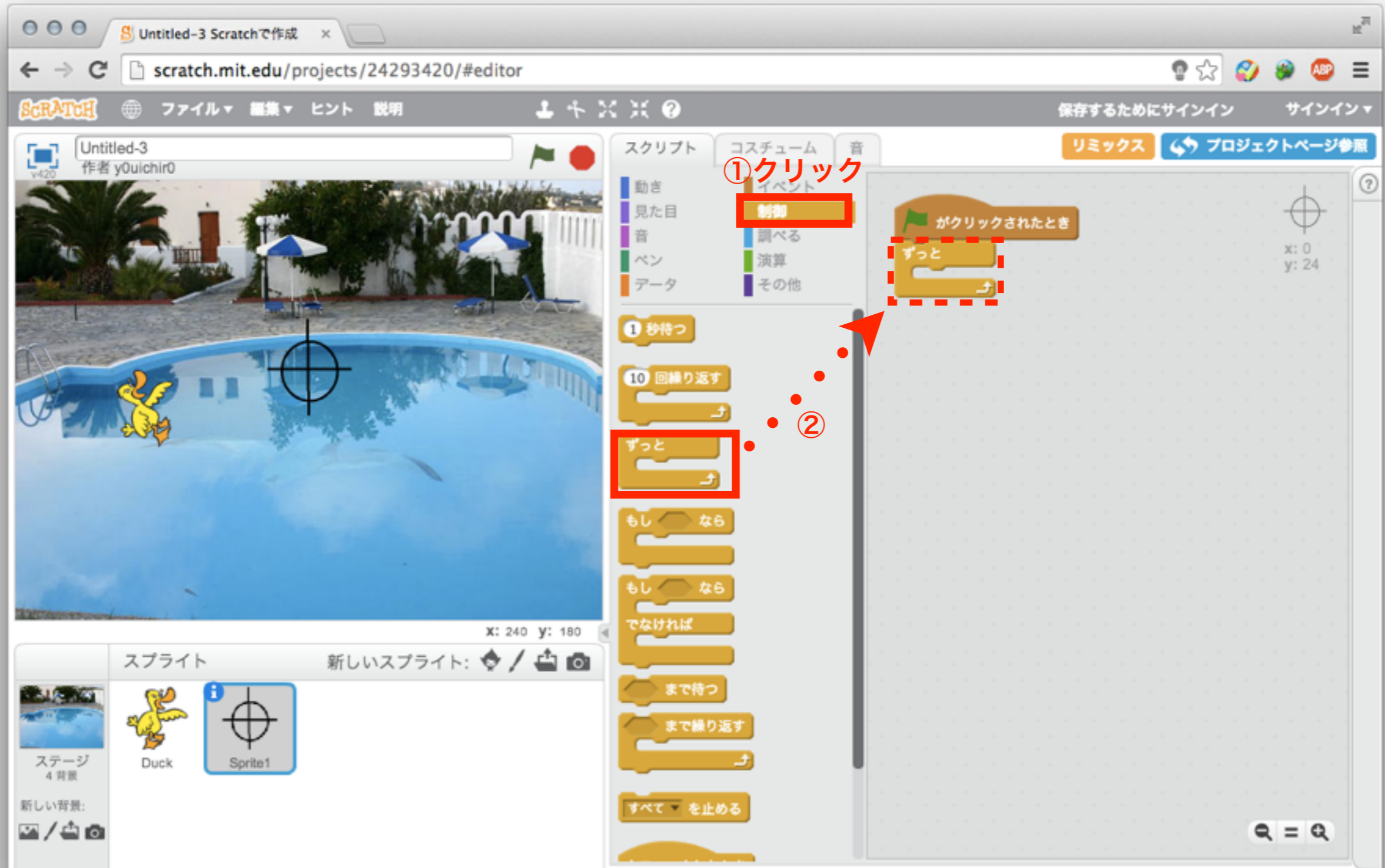


**アヒルが自由に動くよ！**

# 35 「イベント」ブロックを置こう

The screenshot shows the Scratch editor interface. The main stage displays a duck in a pool. The 'Scripts' palette on the right is open, and the 'Events' block 'がクリックされたとき' (When clicked) is highlighted with a red box and a red arrow labeled '②クリック'. Below it, the 'がクリックされたとき' block is also highlighted with a red box and a red arrow labeled '③'. The 'Sprite1' icon in the 'Sprites' palette is highlighted with a red box and a red arrow labeled '①クリック'. The 'message1' block is also visible in the script area.

# 36 せいぎょ 「制御」ブロックを組み合わせよう



# 37 「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 duck sprite on a pool background. The script 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)
- マウスのポインターへ行く (Move mouse pointer to here)
- 10 歩動かす (Move 10 steps)
- 15 度回す (Turn 15 degrees)
- 15 度回す (Turn 15 degrees)
- 90 度に向ける (Turn 90 degrees)
- へ向ける (Point here)
- x座標を 0、y座標を 24 にする (Set x to 0, y to 24)
- マウスのポインターへ行く (Move mouse pointer to here)
- 1 秒でx座標を 0 に、y座標を 24 にする (Move to x=0, y=24 in 1 second)
- x座標を 10 ずつ変える (Change x by 10)
- x座標を 0 にする (Set x to 0)
- y座標を 10 ずつ変える (Change y by 10)
- y座標を 0 にする (Set y to 0)

Annotations in the image include:

- ① クリック (Click) pointing to the 'がクリックされたとき' block.
- ② pointing to the 'マウスのポインターへ行く' block in the script area.

# 38 「イベント」ブロックを置こう

The screenshot shows the Scratch editor interface. The main stage area displays a swimming pool background with a yellow duck sprite. The 'Scripts' menu is open, showing the 'Events' category selected. The 'Events' menu is highlighted with a red box and labeled '② クリック'. The 'Click when green flag clicked' block is highlighted with a red dashed box and labeled '③'. The 'Stage' background is highlighted with a red box and labeled '① クリック'.

スクリーンショットはScratchの編集画面を示しています。中央のステージには、プールと黄色いカウムのスプライトが描かれています。右側のメニューで「イベント」ブロックが選択されており、その中から「クリックされたとき」のブロックが追加されています。また、左下の「スプライト」パネルで「ステージ」が選択されています。

# 39 変数を作ろう

Scratch editor interface showing the process of creating a variable.

① クリック

② クリック

③ 「残り時間」にする

④ クリック

変数名: 残り時間

すべてのスプライト用

OK

# 40 「データ」ブロックを組み合わせよう

Scratch editor interface showing a project titled "Untitled-3" with a duck sprite and a "残り時間" (Remaining Time) variable. The "Data" block category is selected in the Scripts panel. A "Click when clicked" event block is active, and a "残り時間 を 5 にする" (Set remaining time to 5) block is highlighted with a red dashed box. Red arrows point to the variable dropdown (labeled ①) and the value "5" (labeled ②5にする). The Scripts panel shows a list of blocks for the "残り時間" variable, including "残り時間 を 0 にする", "残り時間 を 1 ずつ変える", "変数 残り時間 を表示する", and "変数 残り時間 を隠す".



# 41 「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 pool background with a duck sprite. The 'Looks' block palette is open, and a script block is being edited. The script block contains the following blocks: 'when clicked', 'set remaining time to 5', and 'set background to pool'. Red annotations highlight the 'Looks' category in the block palette, the 'Set background to pool' block, and the 'pool' dropdown menu in the script block. The annotations are numbered 1, 2, and 3.

① クリック

②

③ ▼ ボタンをクリックして、「pool」をクリック

# 42 せいぎょ 「制御」ブロックを組み合わせよう

Scratch editor interface showing a project titled "Untitled-3" with a duck sprite and a pool background. The "Control" block palette is highlighted with a red box and labeled "① クリック". A red dashed box highlights a sequence of control blocks: "Click when clicked", "Set remaining time to 5", "Set background to pool", "Forever loop", "If-then", and "Forever loop". A red arrow labeled "②" points from the "Forever loop" block in the palette to the "If-then" block in the script area.

# 43 せいぎょ 「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 swimming pool scene with a yellow duck sprite. The script area on the right contains the following blocks:

- がクリックされたとき
- 残り時間を 5 にする
- 背景を pool にする
- ずっと
- 1 秒待つ (highlighted with a red box and a red arrow pointing to it from the left)
- もし なら

The left sidebar shows the 'Scripts' category selected, with '1 秒待つ' also highlighted in red. The bottom left shows the 'Sprites' area with 'Duck' and 'Sprite1' visible.

# 44 「データ」ブロックを組み合わせよう

Scratch editor interface showing a project titled "Untitled-3" with a background of a swimming pool and a duck sprite. The "Data" block category is highlighted in the left sidebar. The script area shows a sequence of blocks: "when clicked", "set remaining time to 5", "background to pool", "wait 1 second", and "decrease remaining time by 1". Red annotations with numbers 1, 2, and 3 point to the "click" event, the "decrease by 1" block, and the "-1" value respectively.

# 45 えんざん 「演算」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a swimming pool scene with a yellow duck sprite. The script area on the right contains the following blocks:

- がクリックされたとき (When clicked)
- 残り時間を 5 にする (Set remaining time to 5)
- 背景を pool にする (Set background to pool)
- ずっと (Forever loop)
- 1 秒待つ (Wait 1 second)
- 残り時間を -1 ずつ変える (Decrease remaining time by 1)
- もし 1 > 0 ならば (If 1 > 0 then)

Annotations in red:

- ① クリック (Click) points to the 'がクリックされたとき' block.
- ② points to the '>' operator in the 'もし 1 > 0 ならば' block.
- ③ 1 にする (Set to 1) points to the '1' value in the 'もし 1 > 0 ならば' block.

The '演算' (Arithmetic) category is highlighted in the left sidebar, and the '>' operator is also highlighted in the operator palette.

# 46 「データ」ブロックを組み合わせよう

The screenshot shows the Scratch editor interface. The main stage displays a pool background with a duck sprite and a crosshair. The 'Scripts' menu is open, and the 'Data' block is highlighted with a red box and the label '① クリック'. Below it, the '変数を作る' (Create Variable) section shows a variable named '残り時間' (Remaining Time) being created, also highlighted with a red box and the label '②'. The script area contains the following blocks:

- がクリックされたとき (When clicked)
- 残り時間を 5 にする (Set remaining time to 5)
- 背景を pool にする (Set background to pool)
- ずっと (Forever loop)
- 1 秒待つ (Wait 1 second)
- 残り時間を 1 ずつ減らす (Decrease remaining time by 1)
- もし 残り時間が 0 ならば (If remaining time is 0)

# 47 「見た目」ブロックを組み合わせよう

Scratch editor interface showing a project with a pool background and a duck sprite. The 'Looks' (見た目) block category is highlighted in the left sidebar. The script area shows a sequence of blocks: 'when clicked' (がクリックされたとき), 'set remaining time to 5' (残り時間を5にする), 'set background to pool' (背景をpoolにする), 'forever loop' (ずっと), 'wait 1 second' (1秒待つ), 'decrease remaining time by 1' (残り時間を1ずつ減らす), 'if remaining time > 0 then set background to background 2' (もし残り時間が0より大きいなら背景を背景2にする).

① クリック

②

③ ▼ボタンをクリックして、「背景2」をクリック

# 48 せいぎょ 「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 swimming pool scene with a duck sprite. The script editor on the right contains the following code:

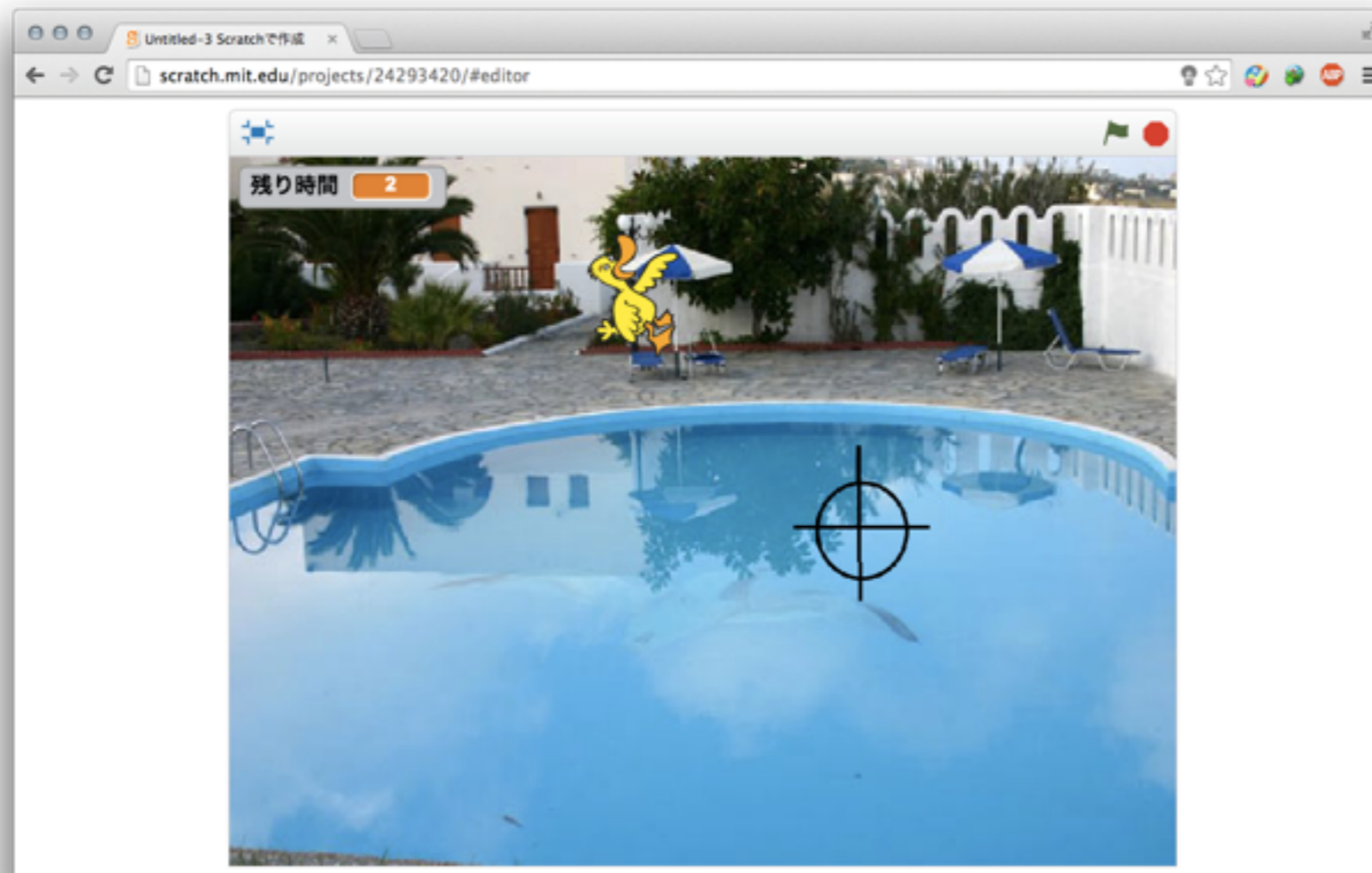
- がクリックされたとき
- 残り時間を 5 にする
- 背景を pool にする
- ずっと
- 1秒待つ
- 残り時間を 1 ずつ変える
- もし 1 > 残り時間 なら
- 背景を 背景2 にする
- すべて を止める

Red annotations include:

- A red box around the 'Click' block in the 'Click' category, with the label '① クリック'.
- A red box around the 'Stop all scripts' block in the 'Control' category, with the label '②'.
- A red arrow pointing to the 'Stop all scripts' block in the script.
- A red dotted line connecting the 'Click' block to the 'Stop all scripts' block.



# ダックシューティングゲーム完成！



スタートボタンをクリックして、  
時間内にアヒルを狙ってスペースキーを押そう！