



# SCRATCH

## ACTIVITY: “Happy birthday to you”



### Objectives:

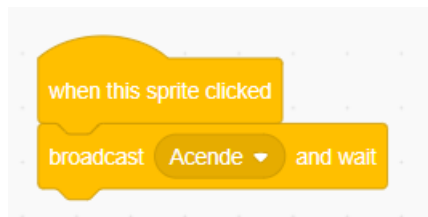
Click on the magician to light the candles

Click on the [green](#) button to blow out the candles

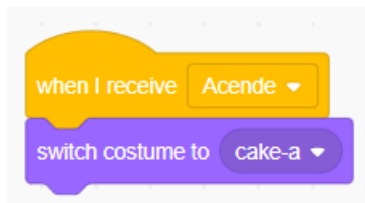


## How to do it?

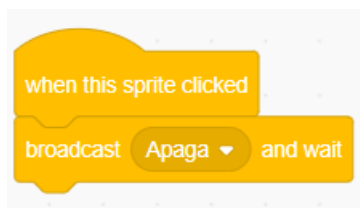
1. Insert the “Party” background from the Backgrounds Tab.
2. Insert the sprites “Cake” and “Wizard”.
3. Insert the sprite “Button1”. (green button).
4. Program the sprite “Wizard” to broadcast the message “Light up” when we click on it.



5. Program the sprite “Cake” to switch to costume “Cake-a” when it receives the message “Light up”.



6. Program the sprite “Button1” to broadcast the message “Delete” when we click on it.



7. Program the sprite "Cake" to switch to costume "Cake-b" when it receives the message "Delete".

