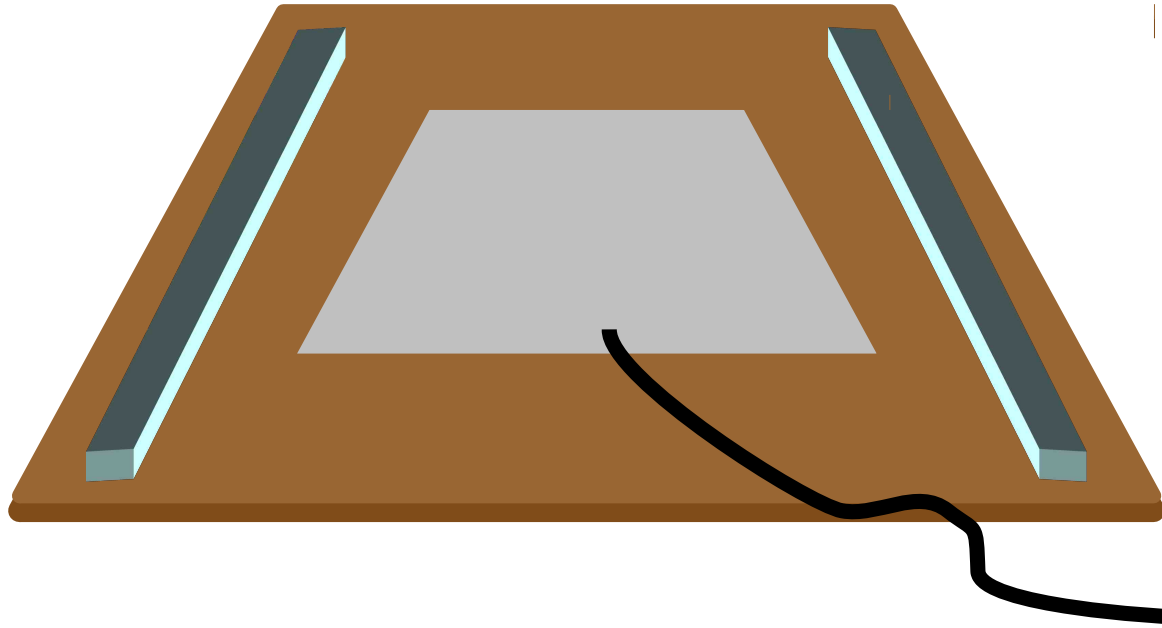


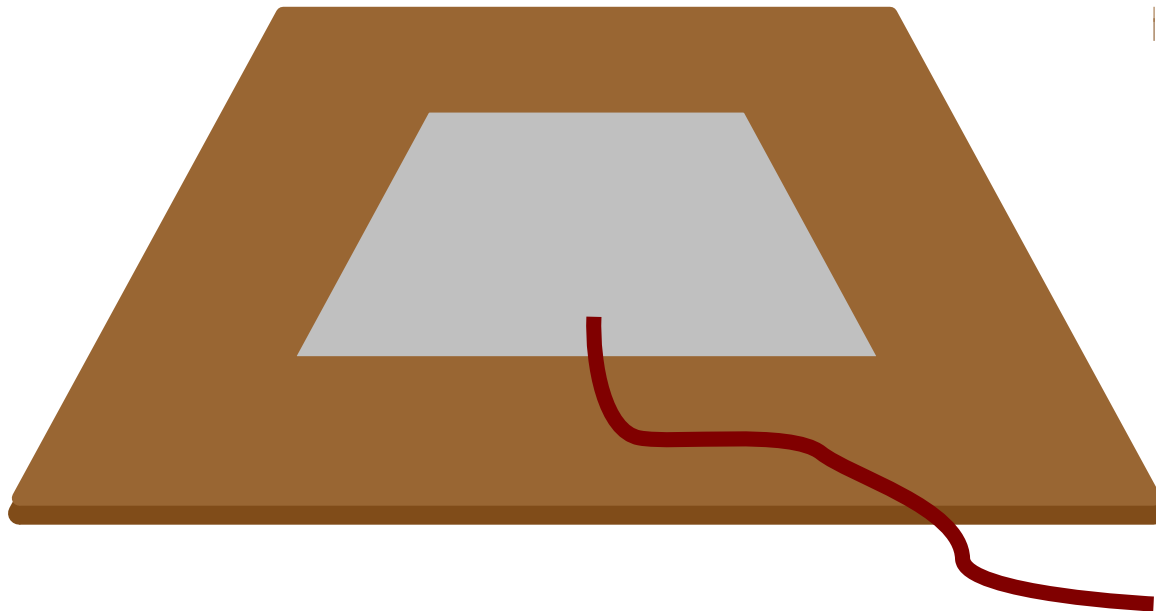
Scratch Anti Theft Alarm

DIY **Pressure Plate Switch** connected to **Makey Makey** board. The **Scratch** code controls and activates the alarm depending on the switch status





**2 cardboard
sheets with
aluminium foils
and wires**



MATERIALS

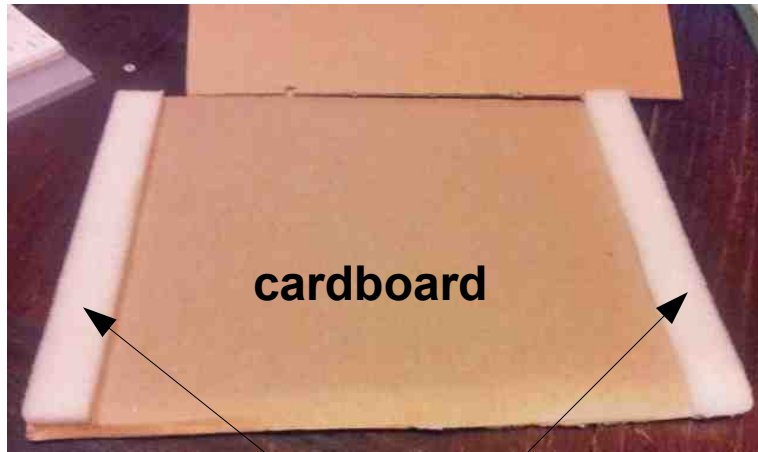
Cardboard

Aluminium foil

Foam tape or polystyrene

Tape

wires



cardboard

**foam tape or polystyrene or cardboard
(only on one cardboard)**



aluminum foil (on both cardboards)

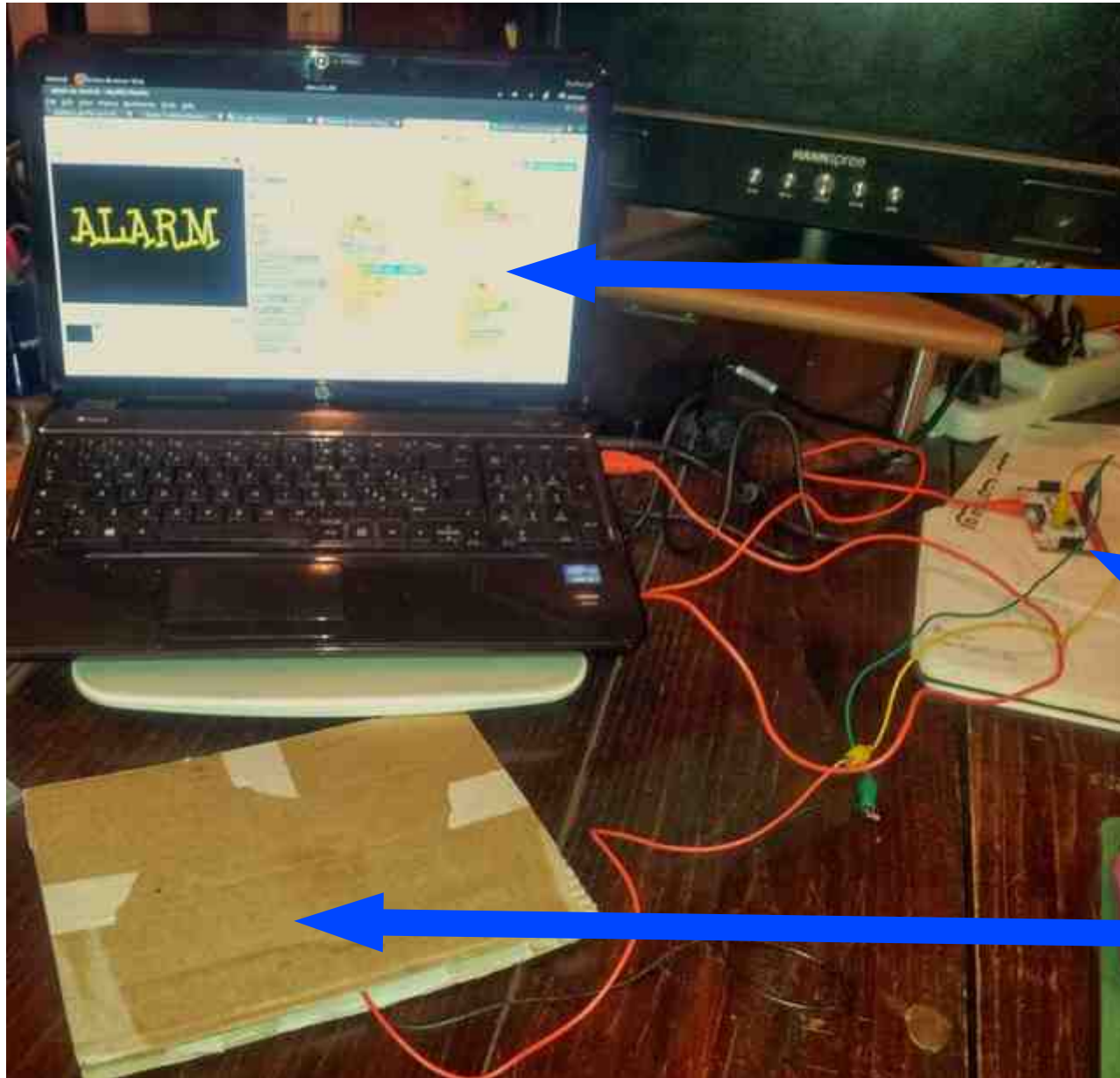


wire (on both cardboards)



**stack the cardboards with
aluminium foils face to face, and
attach with tape**

Pressure Plate → MaKey MaKey → Scratch



pc&Scratch

MaKeyMaKey

Pressure Plate

The Code

The screenshot displays the Scratch IDE for a project named "Scratch Anti Theft Alarm" by CyberParra. The stage features a black background with the word "ALARM" written in large, yellow, hand-drawn letters. The code is organized into three main sections:

- Initial Setup:** A "when green flag clicked" event triggers a "forever" loop containing:
 - "if control = 1 then" block with a "play sound ALARM until done" block.
 - "hide" block.
 - "set size to 150 %" block.
- Control Logic:** A "forever" loop with an "if not key space pressed?" condition:
 - "if true" branch: "set control to 1".
 - "else" branch: "set control to 0" and "hide".
- Visual Feedback:** A "when green flag clicked" event triggers another "forever" loop:
 - "if control = 1 then" block with "show", "wait 0.5 secs", and "next costume" blocks.

The Scripts palette on the left lists various block categories: Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, and More Blocks. The Sprites area shows a single sprite named "Sprite1" with the "ALARM" text costume.

Project page: scratch.mit.edu/projects/13413113/

Scratch
Anti
Theft
Alarm

The VIDEO

[o-o] WeBotLab

> Robotica Educativa > Creative Computing > Tinkering