Choose a sprite from the library. Or, paint a new one.

Try this code:

```
when space key pressed
change color effect by 25
```

Extra tip:

You can choose a different effect from the menu:

```
change color effect by 25
```

Or, type in a different number. Then press the space bar again.

To clear the effects, click the stop sign.
Start dancing to a drum beat.

GET READY

Choose a dancer or other image.

TRY THIS CODE

Type in this number.
Click to choose a drum sound.

DO IT!

Click the green flag to start.

Make A Card
1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Key Moves

Use the arrow keys to move your sprite.

Try this code:

- When up arrow key pressed:
  - Point in direction 0°
  - Move 10 steps

- When down arrow key pressed:
  - Point in direction 180°
  - Move 10 steps

- When left arrow key pressed:
  - Point in direction 90°
  - Move 10 steps

- When right arrow key pressed:
  - Point in direction 90°
  - Move 10 steps

Do it!

Press the arrow keys to move!

Extra tip

Does your sprite look upside-down? You can change its rotation style.

- Set rotation style all around
- All around
- Left right
- Don't rotate

Make a Card

1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Say Something

What do you want your sprite to say?

New sprite: Select a sprite.

when this sprite clicked
say Hey! I didn't know hippos could fly! for 2 secs

Type in any words.

DO IT!

Click on the sprite to start.

Make A Card
1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Import a costume, or paint your own sprite.

Move smoothly from one point to another.

New sprite:

Get Ready

Import a costume, or paint your own sprite.

Try This Code

When [sprite clicked]

- glide 1 secs to x: 20 y: 80
- glide 1 secs to x: 10 y: -20
- glide 2 secs to x: -110 y: -100

Try different numbers.

Here are the x and y positions on the Stage.

To see a sprite's current x y position:

Click the green flag to start.

Extra Tip

Click the info button.

The x y position is shown here.

Here are the x and y positions on the Stage.

Make A Card

1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Choose the cat or another costume.

Click the green flag to start.

Make A Card

1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Choose or record a sound clip.
Keep it short!

Choose an image of a person ready to dance.

Choose whirl from the menu.

Press the key to start.
Interactive Whirl!

Whirl a photo by moving the mouse.

GET READY

New sprite: 🎨 / 📷

Choose the squirrel or other photo to whirl.

TRY THIS CODE

when [green flag clicked]
forever
set [whirl] effect to [mouse x]

Insert MOUSE X block here.

Choose whirl from the menu.

DO IT!

Click the green flag to start.

EXTRA TIP

Click the green flag to start.

Notice how the numbers change as you move the mouse.

http://scratch.mit.edu

SCRATCH

Make A Card

1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Make a simple animation.

Click for duplicate (stamper) tool.

Click the sprite to duplicate the costume.

Use the paint tools to make the new costume look different.

TRY THIS CODE

```
when [green flag clicked]
forever
  switch costume to [penguin1] [costumes]
  wait [0.5] secs
  switch costume to [penguin2] [costumes]
  wait [0.5] secs
```

Click the green flag to start.

http://scratch.mit.edu

DO IT!

Make A Card

1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Animate a character as it moves.

Do your sprite look upside-down? You can change its rotation style.

Click to open the sprite library.

Choose a sprite that has 2 or more costumes.

TRY THIS CODE

Does your sprite look upside-down? You can change its rotation style.

Make A Card

1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
You can change the name of your sprite.

Choose a drum (from the Things category).

Try this code:

- When this sprite clicked
- Change color effect by 29
- Play drum pick random 1 to 18 for 0.2 beats
- Change color effect by -25

DO IT!

Click to see (and hear) what it does.

GET READY

New sprite: 🎥 🎨 📸

Click the 🎥.

You can change the name of your sprite.

TRY THIS CODE

Insert the PICK RANDOM block.

DO IT!

Click to see (and hear) what it does.

Make A Card

1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Add a scoreboard to your game.

Choose Data
Click Make a Variable
Type “score” for the variable name and then click OK.

TRY THIS CODE

Use the pull-down menu to select the sprite you’re chasing.
Increases the score by 1.

DO IT!

Click the green flag to start.