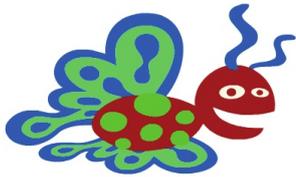
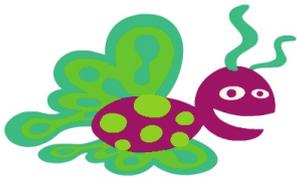


# Change a color

Press a key to change the color of a sprite.



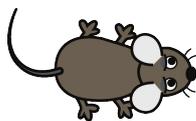
# Move to a Beat

Start dancing to a drum beat.



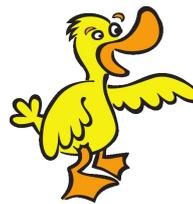
# Key Moves

Use the arrow keys to move your sprite.

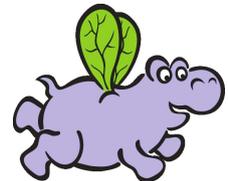
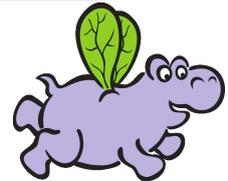


# Say Something

What do you want your sprite to say?



Hey! I didn't know hippos could fly!



# Move to a Beat



Get ready



Choose a dancer or another image.

Try this code

```

when green flag clicked
  forever loop
    move 30 steps
    play drum 1 for 0.5 beats
    move -30 steps
    play drum 2 for 0.5 beats
  
```

Type in this number.

Click to choose a drum sound.

Do it



Click the green flag to start

# Say Something



Get ready



Select a sprite

Try this code

```

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

Type in any words.

Extra tip



Click on the sprite to start.

# Change a color



Get ready



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

Try this code

```

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

Do it



Press the space bar to change colors.

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 sign.

# Key Moves



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

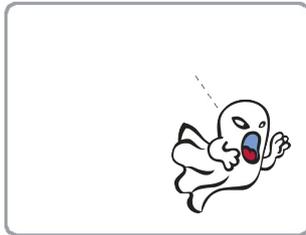
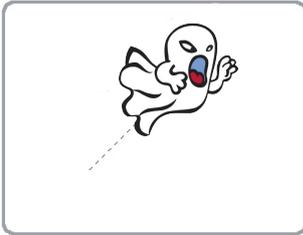
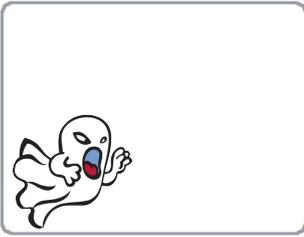
```

set rotation style all around
  
```

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

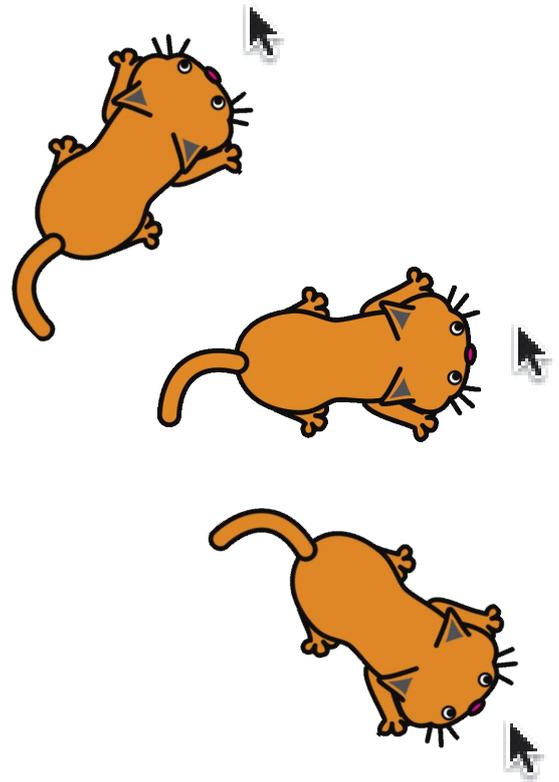
# Glide

Move smoothly from one point to another.



# Follow the Mouse

Follow the mouse pointer.



# Dance Twist

Play a sound clip and do a body twist.



# Interactive Whirl

Whirl a photo by moving the mouse.



# Follow the mouse



Get ready



Choose the cat or another costume.

Try this code

```

when green flag clicked
  forever loop
    point towards mouse-pointer
    move 3 steps
  
```

Do it



Click the green flag to start

# Glide



Get ready



Import a costume

Or paint your own sprite.

Try this code

```

when green flag 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.

Vertical position

Horizontal position

How long

Do it



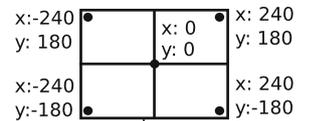
Click the green flag to start

Extra tip

To see a sprite's position:



Click the **i**, see x and y



x and y positions on the Stage

# Interactive Whirl



Get ready



Choose the squirrel or another photo to whirl.

Try this code

```

when green flag clicked
  forever loop
    set whirl effect to mouse x
  
```

Insert "Mouse X" block here.

Chose whirl from the menu.

Do it



Click the green flag to start

Extra tip



Notice how the numbers change as you move the mouse.

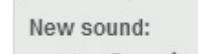
# Dance Twist



Get ready



Choose an image of a person ready to dance.



Choose or record a sound clip. Keep it short!

Try this code

```

when d key pressed
  play sound human beatbox2
  set whirl effect to 50
  wait 0.25 secs
  set whirl effect to 0
  wait 0.25 secs
  
```

Chose whirl from the menu.

Do it



Press the key to start.

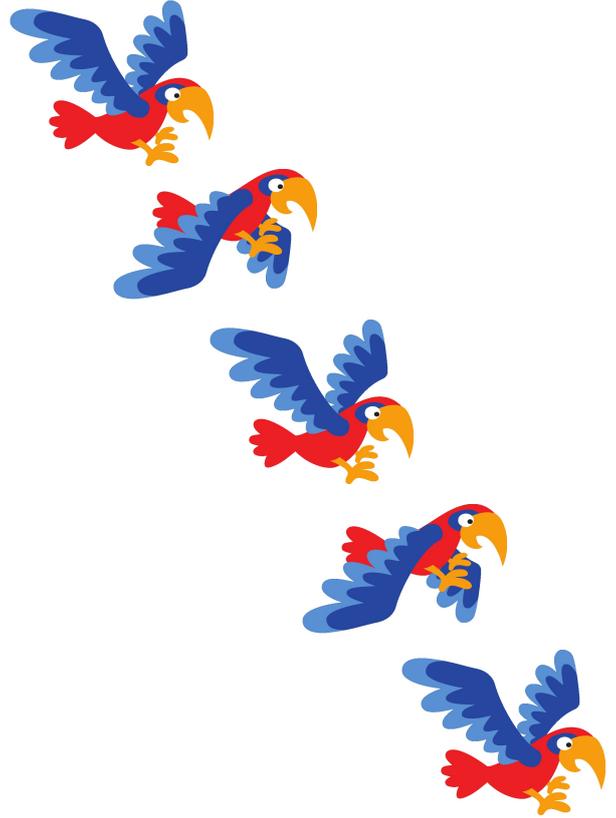
# Animate It

Make a simple animation.



# Moving animation

Animate a character as it moves.



# Surprise Button

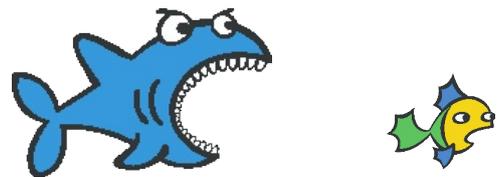
Make your own button.



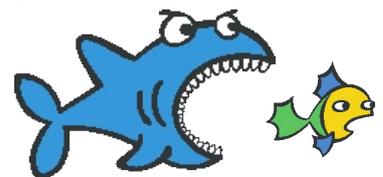
# Keep Score

Add a scoreboard to your game.

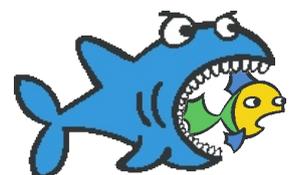
score 0



score 0



score 1



# Moving animation



Get ready



Click to open the sprite library.



Choose a sprite that has 2 or more costumes.

Try this code

```

when clicked
  forever
    next costume
    wait 0.5 secs
    move 5 steps
    if on edge, bounce
  
```

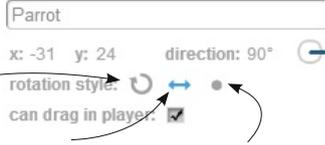
Extra tip

Does your sprite look upside-down?

You can change its rotation style.



Click the **i**.



all around left-right don't rotate

# Animate It

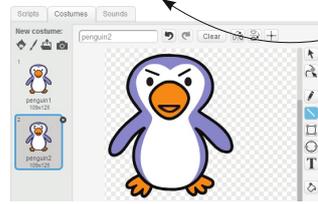


Get ready



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 clicked
  forever
    switch costume to penguin1
    wait 0.5 secs
    switch costume to penguin2
    wait 0.5 secs
  
```

Do it

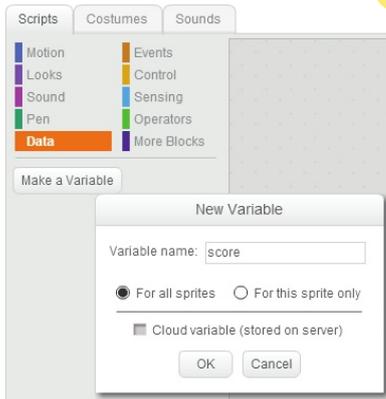


Click the green flag to start

# Keep Score



Get ready



Choose "Data" Click

Make a Variable

Type "score" for the variable name and then click OK.

Try this code

```

when clicked
  set score to 0
  forever
    turn pick random 1 to 10 degrees
    move 5 steps
    if touching Fish2? then
      change score by 1
      play sound Chomp until done
      move -100 steps
  
```

Do it



Click the green flag to start.

# Surprise Button



Get ready

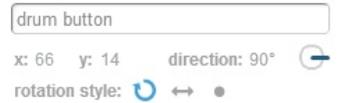


Choose a drum (from the Things category).



Click the **i**.

You can change the name of your sprite.



Try this code

```

when this sprite clicked
  change color effect by 25
  play drum pick random 1 to 18 for 0.2 beats
  change color effect by -25
  
```

Insert the "Pick random" block.

Do it



Click to see (and hear) what it does.