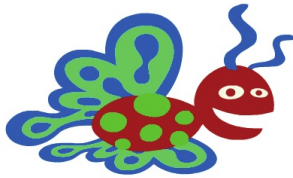
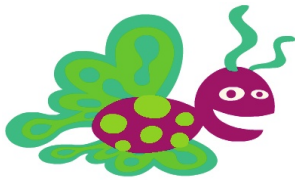


Change a color

Press a key to change the color of a sprite.



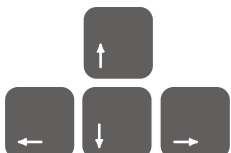
Move to a Beat

Start dancing to a drum beat.



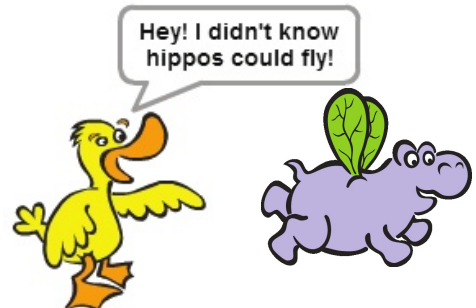
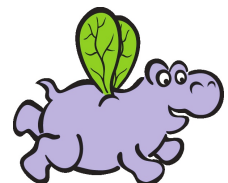
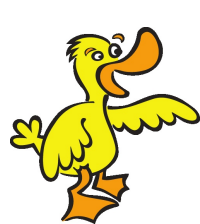
Key Moves

Use the arrow keys to move your sprite.



Say Something

What do you want your sprite to say?



Move to a Beat

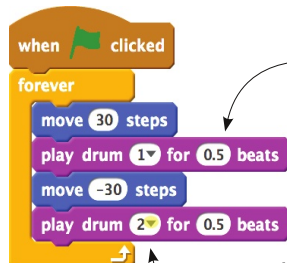


Get ready



Choose a dancer or another image.

Try this code



Type in this number.

Click to choose a drum sound.

Do it



Click the green flag to start

Say Something

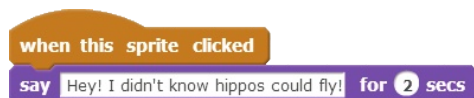


Get ready



Select a sprite

Try this code



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

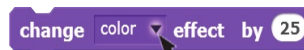


Do it

Press the space bar to change colors.

Extra tip

You can choose a different effect from the menu:



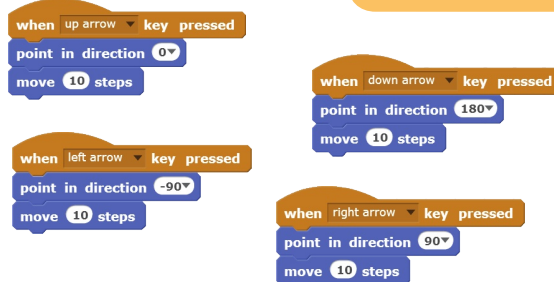
Or type in a different number. Then press the space bar again.

To clear the effects, click sign.

Key Moves



Try this code



Do it



Press the arrow keys to move!

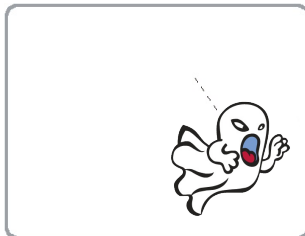
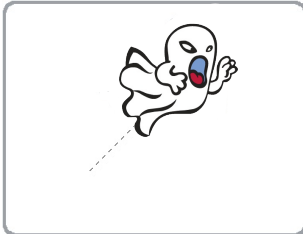
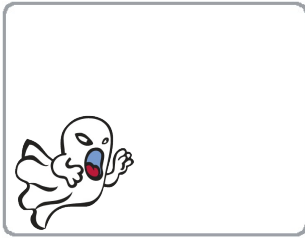
Extra tip



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

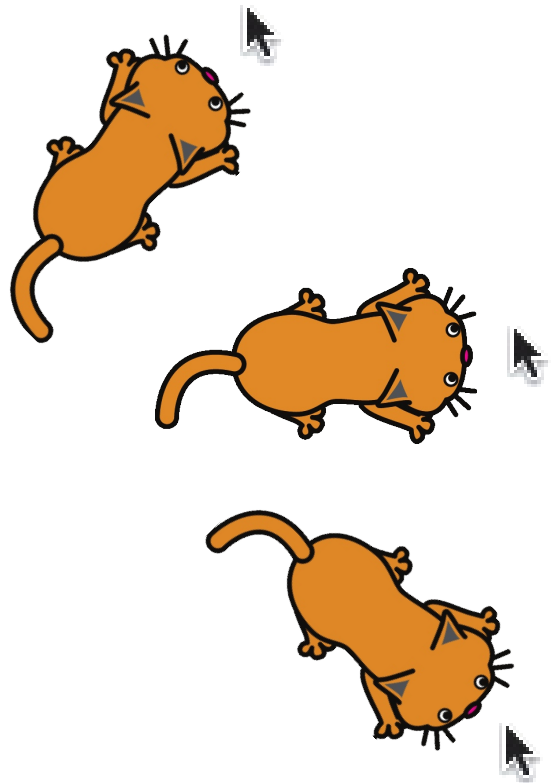
Glide

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

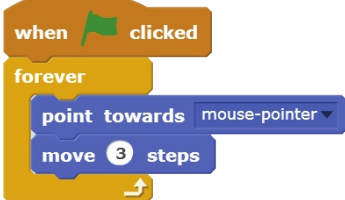


Get ready

New sprite:

Choose the cat or another costume.

Try this code



Do it



Click the green flag to start

Interactive Whirl

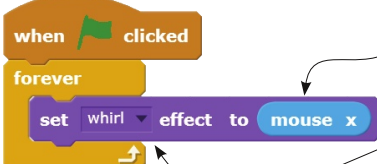


Get ready

New sprite:

Choose the squirrel or another photo to whirl.

Try this code



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.

Glide



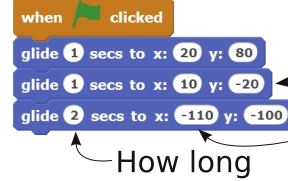
Get ready

New sprite:

Import a costume

Or paint your own sprite.

Try this code



Try different numbers.

Vertical position

Horizontal position

How long

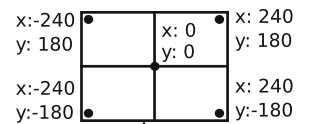
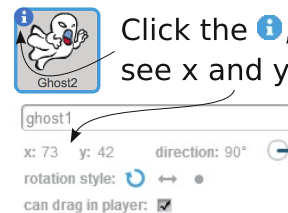
Do it



Click the green flag to start

Extra tip

To see a sprite's position:



x and y positions on the Stage

Dance Twist



Get ready

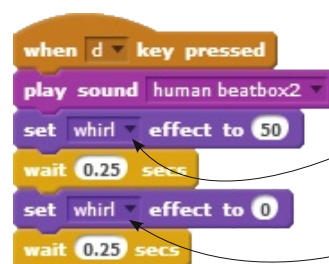
New sprite:

Choose an image of a person ready to dance.

New sound:

Choose or record a sound clip. Keep it short!

Try this code



Chose whirl from the menu.

Do it



Press the key to start.

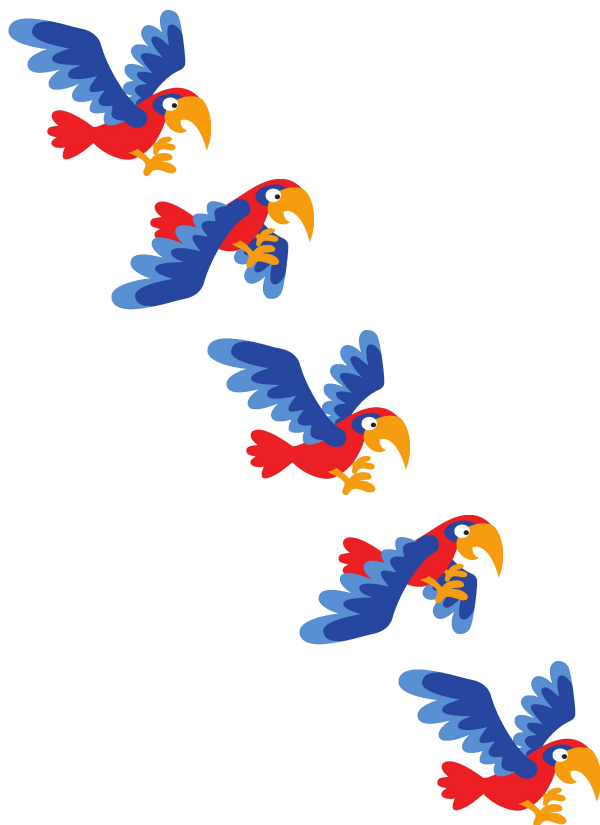
Animate It

Make a simple animation.



Moving animation

Animate a character as it moves.



Surprise Button

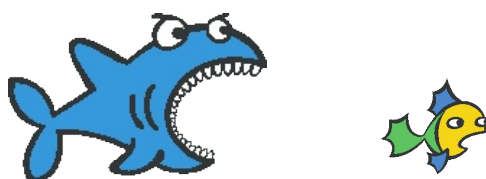
Make your own button.



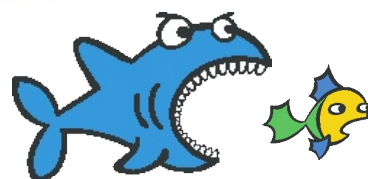
Keep Score

Add a scoreboard to your game.

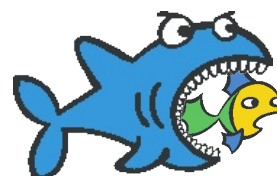
score 0



score 0



score 1



Moving animation



Get ready

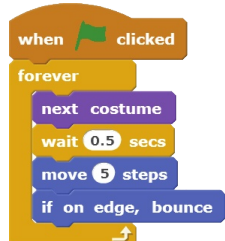
New sprite:



Click to open the sprite library.

Choose a sprite that has 2 or more costumes.

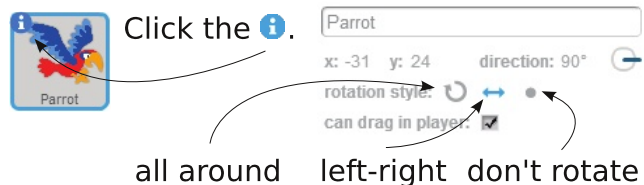
Try this code



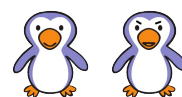
Extra tip

Does your sprite look upside-down?

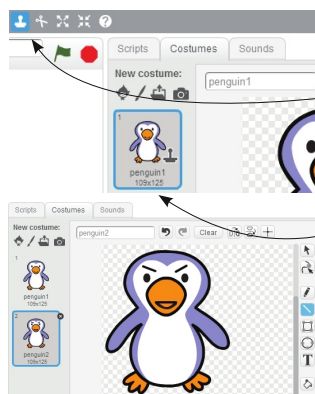
You can change its rotation style.



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



Do it

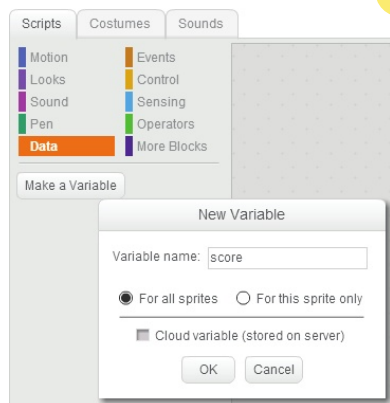


Click the green flag to start

Keep Score



Get ready

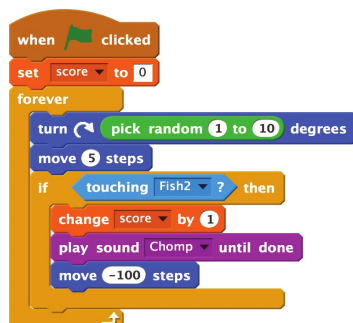


Choose "Data"
Click

Make a Variable

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

Try this code



Do it



Click the green flag to start.

Surprise Button



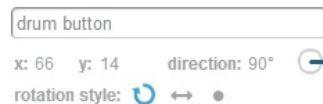
Get ready



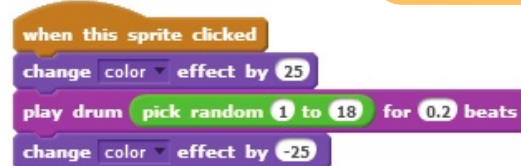
Choose a drum (from the Things category).

Click the i.

You can change the name of your sprite.



Try this code



Insert the "Pick random" block.

Do it



Click to see (and hear) what it does.