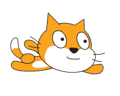
**Prepare to fly**



* Aim for this:

A picture containing object

Description automatically generated

A close up of a building

Description automatically generated****A close up of a sign

Description automatically generated

A close up of a sign

Description automatically generated**The scenery**

* Add a new sprite in the shape of a building
  + new sprite → buildings
* Drag it to the side of the stage
* Now we’re going to make it look like the cat is flying by making the scenery move
* Make sure you are working on the building sprite



If you want to change the

costume after each loop →

**Painting the sky**



* Click the icon to change the colour of the backdrop to blue
* Add other thing(s) (clouds, rainbows) to the sky as a new sprite
* To make the new sprite float, add a script like this to it:

*If we wanted the animation of buildings and*

*clouds to stop at the same time, what’s the*

*number we should put for* ***repeat****?*