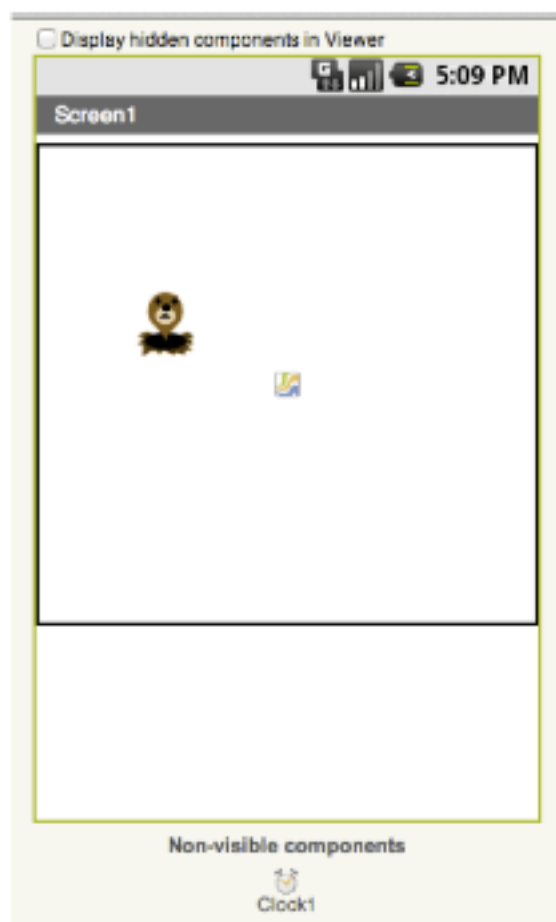




## Timed Movement

*Move a Sprite with the passing of time.*

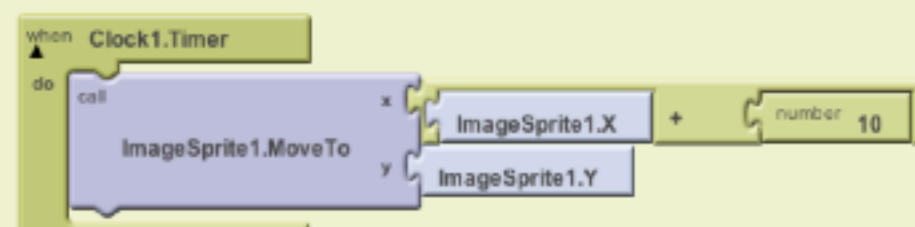


### Get Ready

You will need these components in your design screen:

- **Canvas**
- **Sprite**
- **Clock**

### Try These Blocks



### What Does it Mean?

**MoveTo** moves an object to an absolute location on the canvas, not a relative amount.

Whenever the **Clock 1.Timer** fires the Sprite will move to the right 10 pixels.

Now try making the object move diagonally...

