

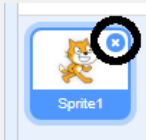


Make hippos fly!

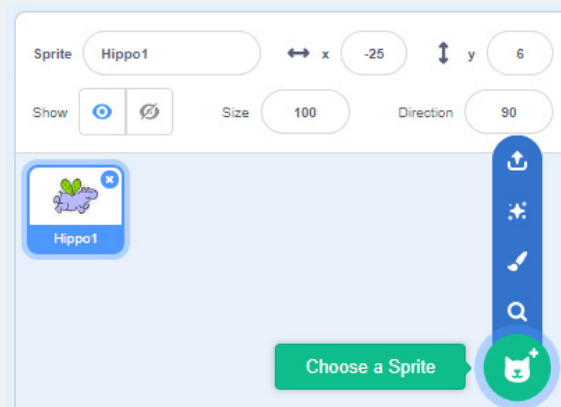
Make some animated flying hippos!

Get started

- 1 Open a new Scratch project and delete the cat **sprite** by clicking on the **x**.



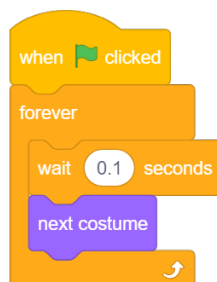
- 2 Click on the icon to **Choose a Sprite**, find the hippo with wings, and click on **OK**.



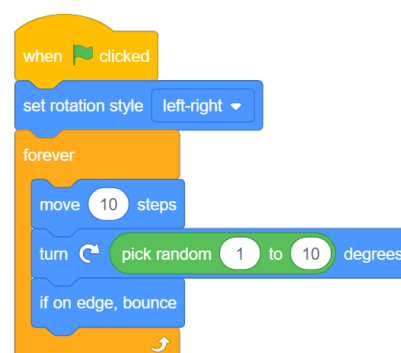
Make the hippo fly

- 1 Go to the Code tab and add the following code blocks to your sprite.

These blocks makes the wings flap:



These blocks make the hippo move around:

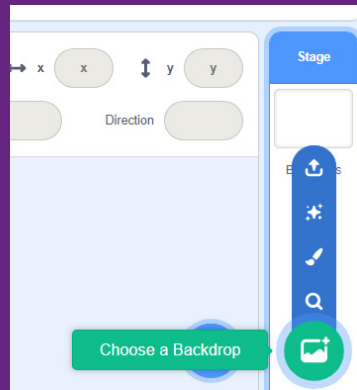


- 2 Click on the green flag to see your animation!



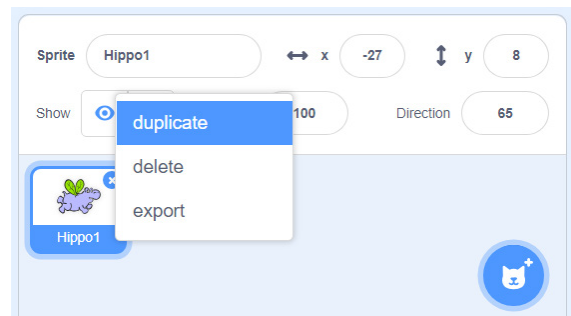
Add a backdrop

- 1 In the bottom right-hand corner, you'll see the **Stage**. Click on the icon to **Choose a Backdrop** from the library. Or if you prefer, you can draw your own backdrop by clicking on the **paintbrush** icon.

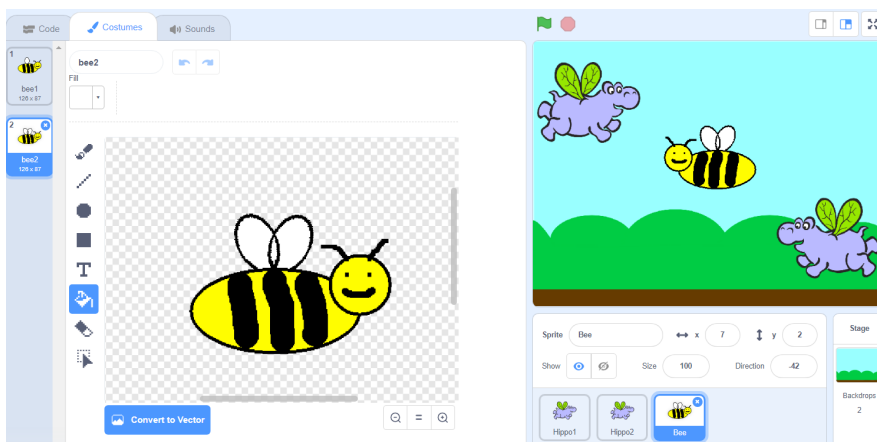


Make more things fly!

- 1 Right-click on your sprite and select **duplicate**. Now there are two of them! Duplicate it as many times as you like. You can use the **delete** option to delete sprites.



- 2 Once you've duplicated the hippo sprite, change the costumes of the new sprite. If you want to, you can even try drawing costumes of your own!



Top tip:

You can **duplicate** a costume too! Doing this makes it easy to create two costumes that are nearly the same.

Why not turn your animation into a game? Visit dojo.soy/sp-scratch-begin to see how it's done with the Beginner Scratch Sushi Cards, and also earn yourself a digital badge!

To see this card online or print out more, go to dojo.soy/sp-sushi-scratch.



CoderDojo

Find us on social media



/CoderDojo



@coderdojo



@CoderDojo

The CoderDojo Foundation is Irish Registered Charity (524255) CHY20812 and is part of the Raspberry Pi Foundation, UK registered charity 1129409