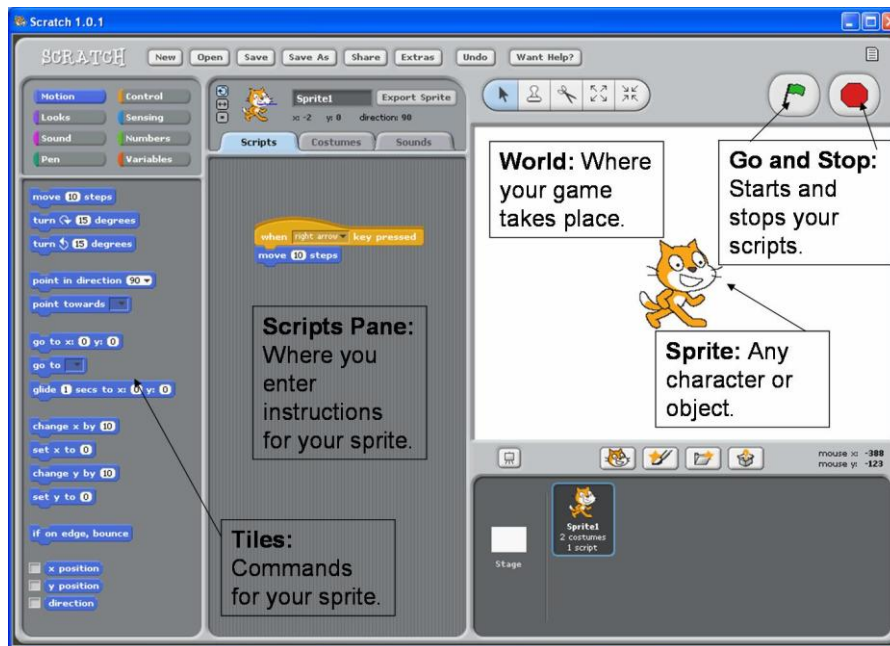


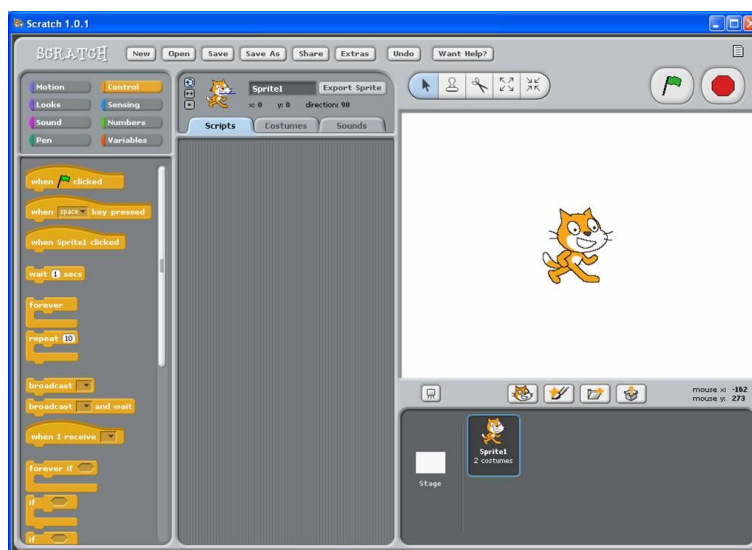
CHOOSING A SPRITE AND MAKING IT MOVE IN 4 DIRECTIONS



Step 1: Choosing Your Sprite

A Sprite is a character or object in your game. Sprites can move and be active or be props that stay still. We will choose a Sprite character that will move about your screen.

1. Open Scratch
2. You will see the opening screen.



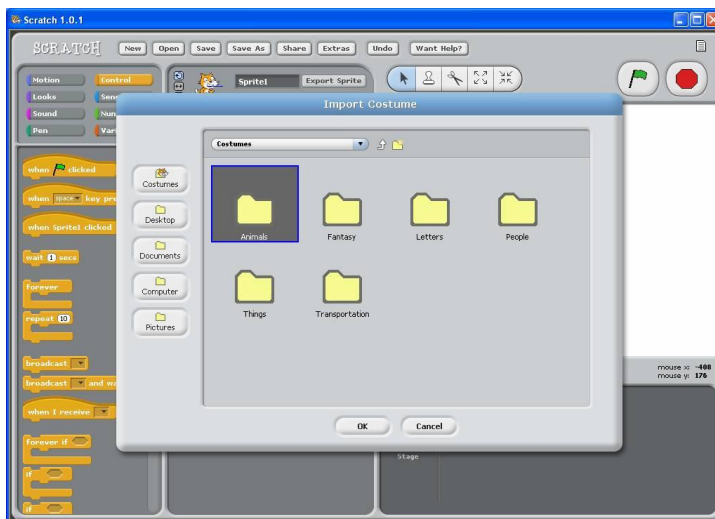
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3. Click on the "Costumes" tab.



4. Click "Import"

5. Select a Folder (Animals, People, Things)



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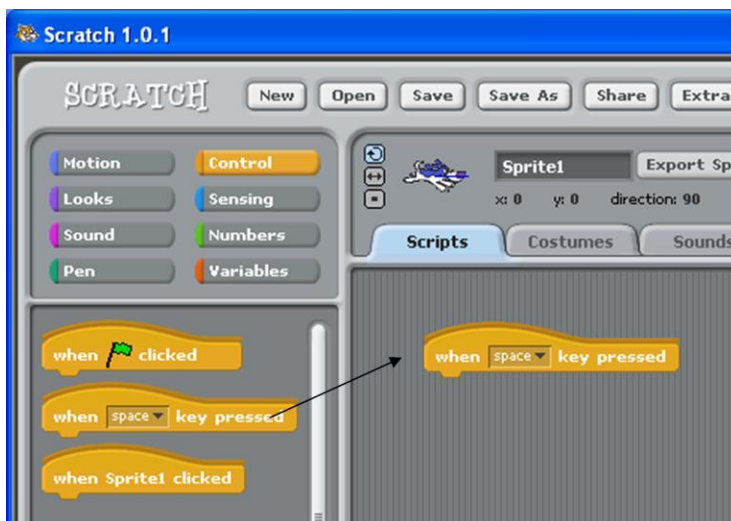
6. Choose a Sprite! (Double Click)



Step 2: Making Your Sprite Move in 4 directions (Right, Left, Up, Down)

Sprites cannot do anything by themselves. A Sprite's action comes from the scripts in the script window. These scripts are the instructions for exactly what the sprite will do. You drag these instructions from the Block pane into the "Scripts" pane. These blocks then fit together like a puzzle to create the instructions.

7. Click on the **"Scripts"** Tab
8. You want your Sprite to move to the right. Select the **"Control"** section.
9. Left Click and hold **"When 'space' pressed"** block and drag it to the Scripts window.

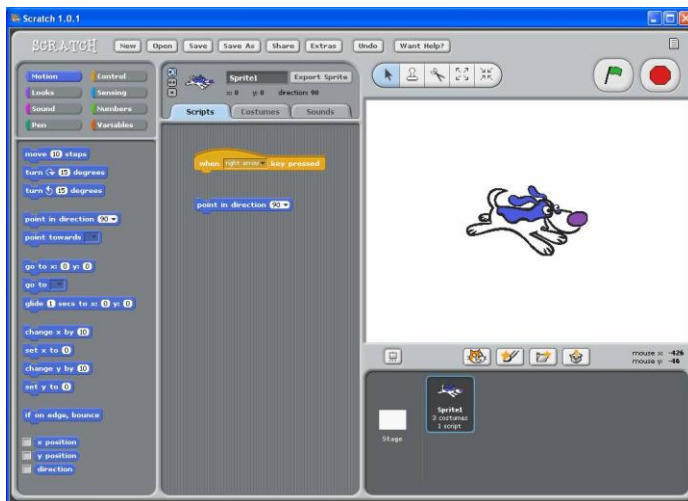


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10. Click on the word "space" and select "right arrow." (We will make Sprite move right)



11. Click on the "Motion" section and drag a "point in direction 90" block over to the Scripts window.

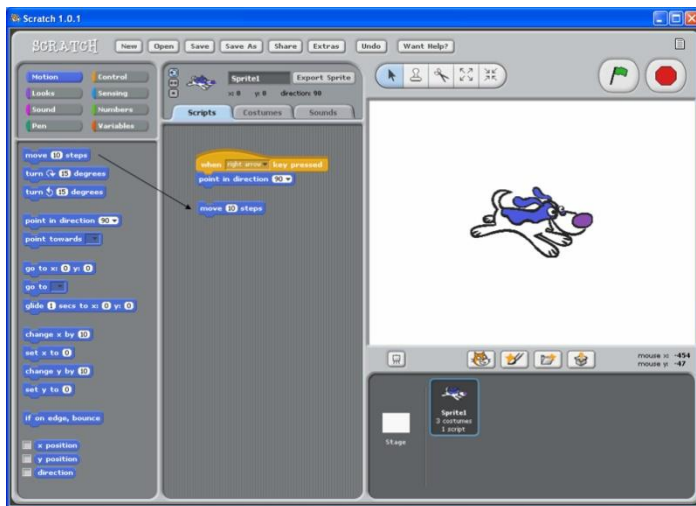


12. Connect the "point in direction" block to the "When 'right arrow' pressed" block.

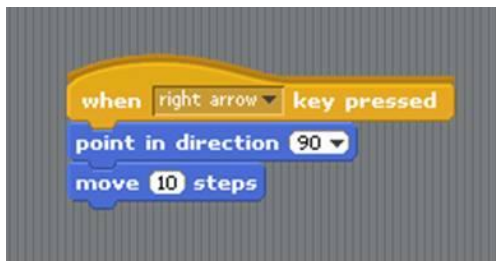


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13. Click the **"Move 10 steps"** block and drag over to the Scripts window.

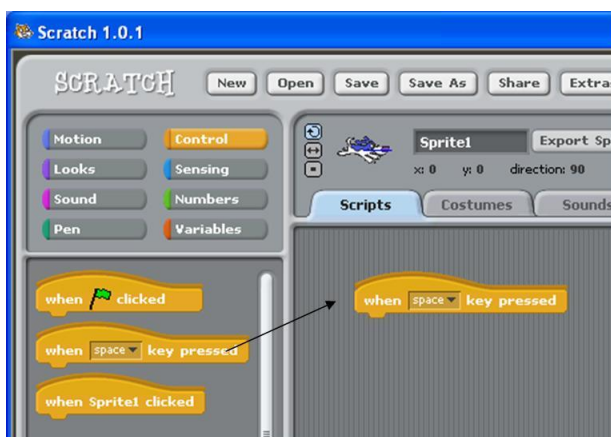


14. Connect **"Move 10 steps"** to the **"point in direction"** block.



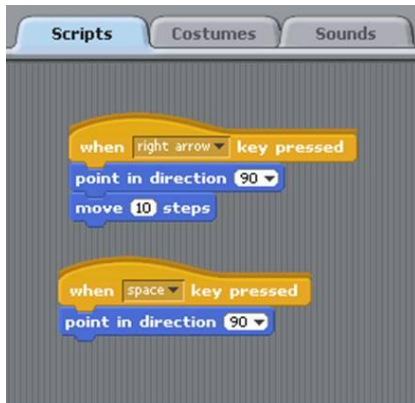
15. Press the right arrow on the computer and watch your sprite move to the right.

16. Making your sprite go left: Drag the **"When 'space' pressed"** block to the scripts window.

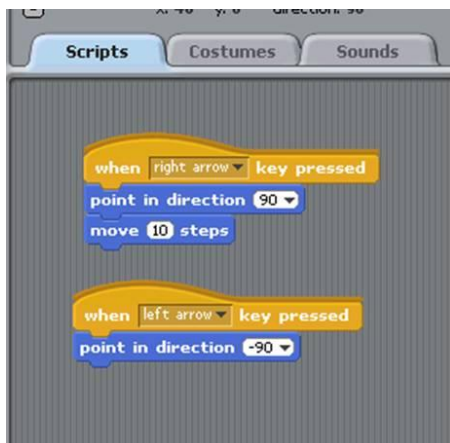


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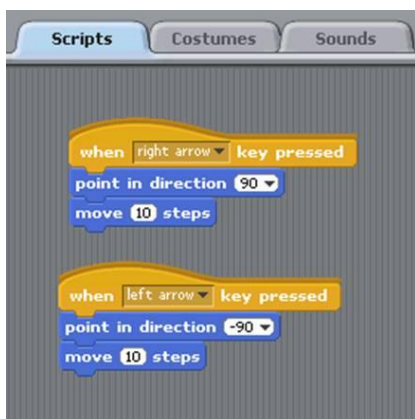
17. Drag "**point in direction 90**" block over to the Scripts window. Connect to the "**When 'space' pressed**" block.



18. Change the 'space' to 'left arrow.' Change the '90' to '-90' to make the sprite face left.

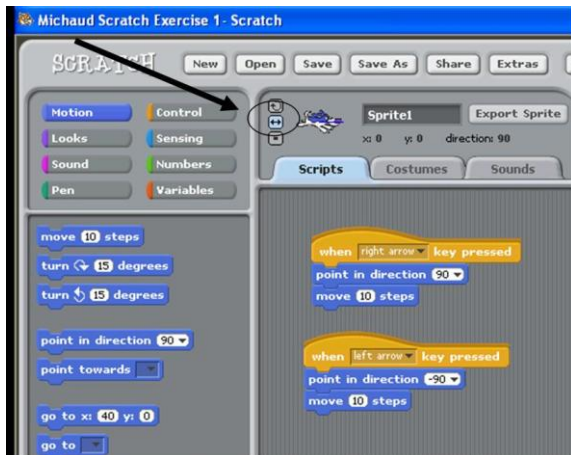


19. Drag the "**Move 10 steps**" block to the scripts window and connect to the 'left arrow' script.



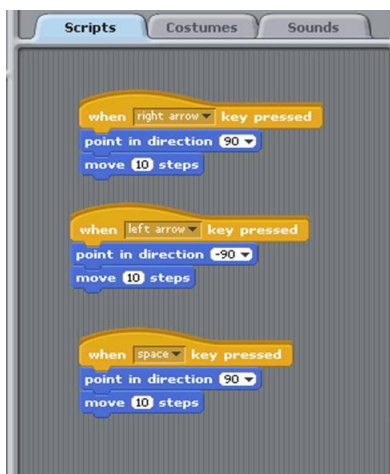
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20. Now your left arrow will work! Click the "just flip left-right" icon to make your sprite face in the correct directions.



21. Making your sprite move down: Drag and connect the following blocks:

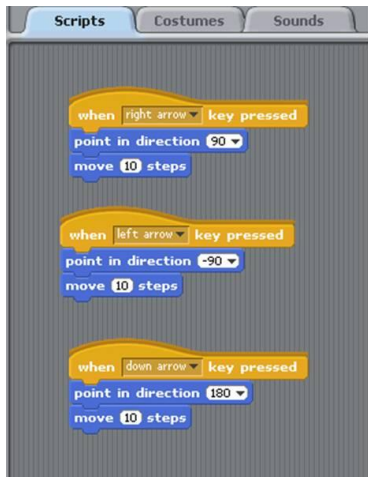
- "When 'space' pressed"
- "point in direction '90'"
- "move 10 steps"



22. Set the direction to down:

- Change 'space' to 'down arrow'
- Change '90' to '180'

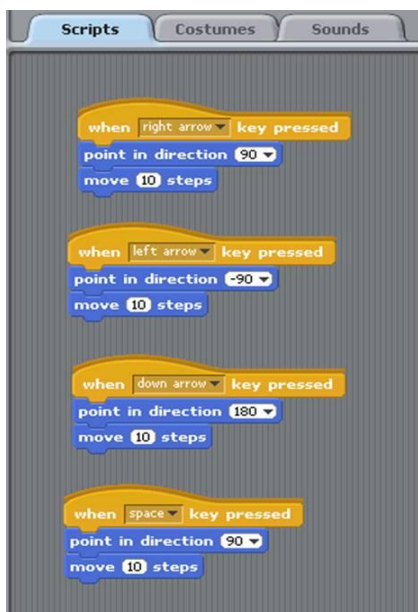
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23. Your down arrow should work!

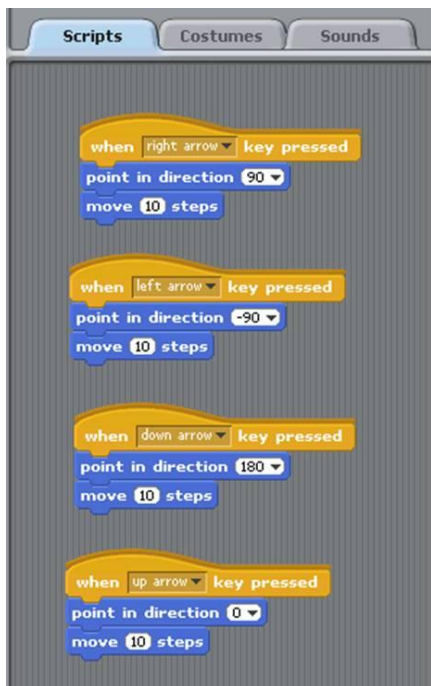
24. Make your sprite move up: Drag and connect the following blocks:

- a. **"When 'space' pressed"**
- b. **"point in direction '90'"**
- c. **"move 10 steps"**



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25. Set the direction to up:
- a. Change 'space' to 'up arrow'
 - b. Change '90' to '0'



26. Now your Sprite should be able to move in all 4 directions! Test your program by moving your Sprite about the screen.
27. Save your work! Click "**Save**" and navigate to your folder and save it in your "Scratch Projects."