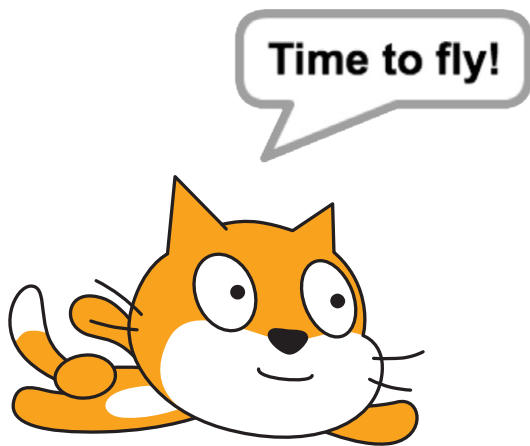


## Choose a character

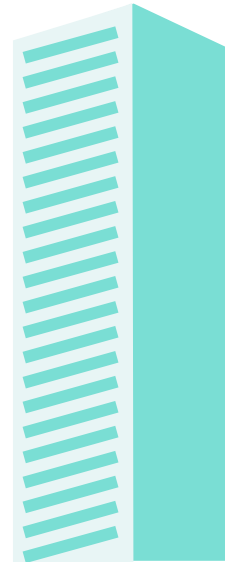
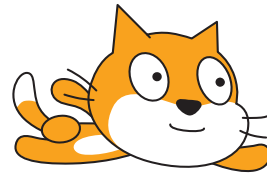
Choose a character to fly.



Time to fly - 1

## Start flying

Move the scenery so your character looks like it's flying.



2 - Time to fly

## Switch looks

Add variety to your scenery.

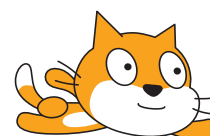
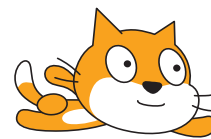


3 - Time to fly

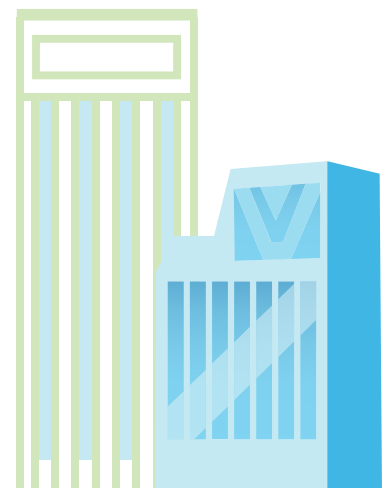


## Make it interactive

Make your character move when you press a key.



Time to fly - 4



## Start flying



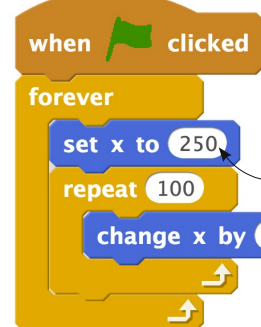
Get ready



Choose a sprite to fly by, such as Buildings.



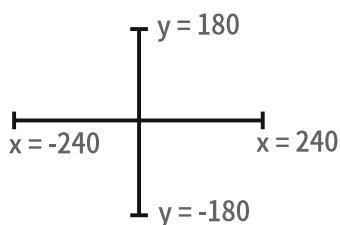
Add this code



Start from the right end of the stage.

Type a negative number to move left.

Tip



x is the position on the Stage from left to right.

## Choose a character



Get ready

New backdrop:



Choose a backdrop or paint your own.

New sprite:



Choose a sprite from the Flying theme or paint your own.



Add this code



Type what you want your sprite to say.

Do it

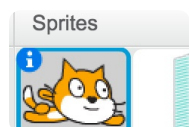


Click the green flag to start

## Make it interactive



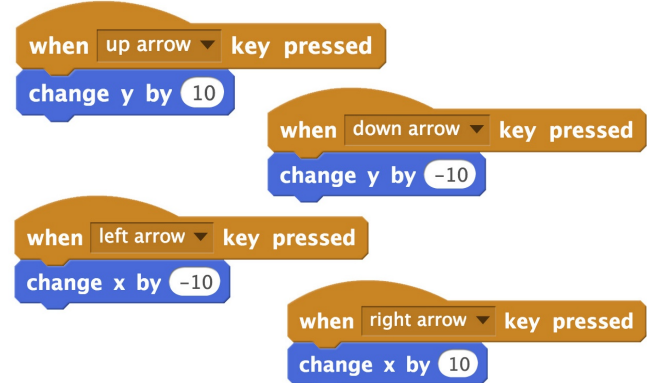
Get ready



Click to select your flying sprite.



Try this code



Do it

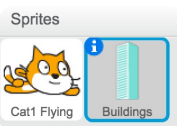


Click the flag to start.

## Switch looks

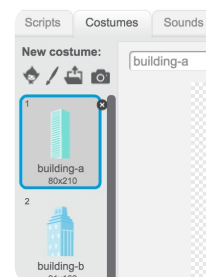


Get ready

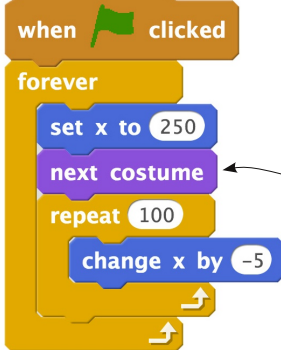


Click to select the Building sprite.

Then, click the Costumes tab to see different costumes.



Add this code



Add this block to switch costumes.

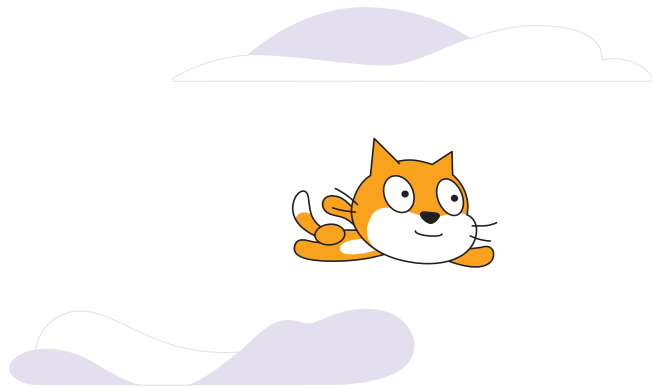
Do it



Click the flag to start

# Floating clouds

Make clouds float by in the sky!

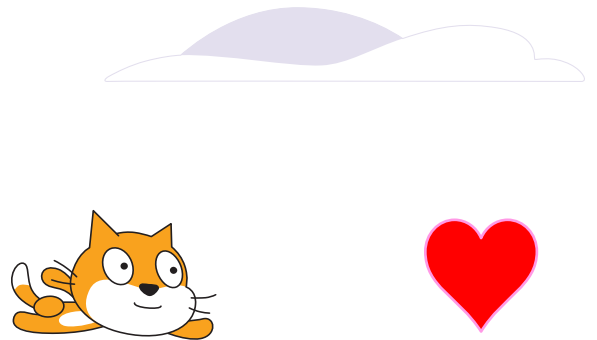


5 - Time to fly



# Flying hearts

Add hearts or other floating objects to collect.



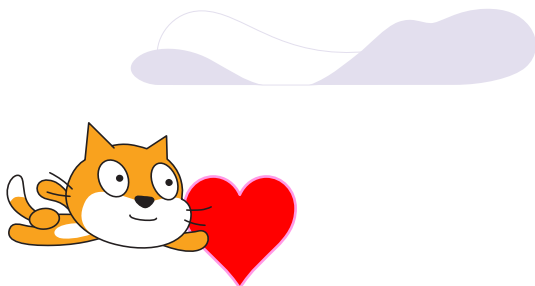
Time to fly - 6



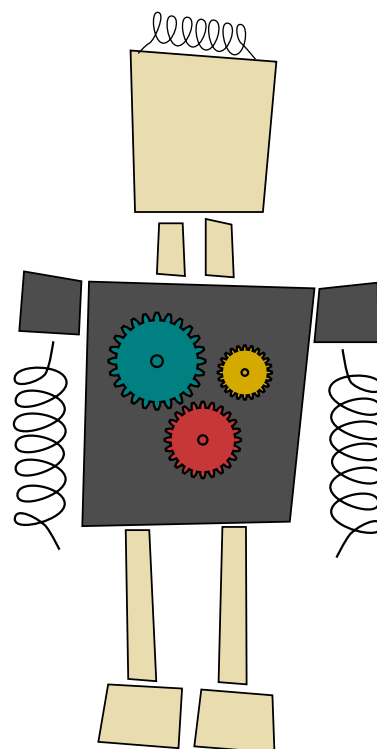
# Collect points

Add a point each time you touch a heart or other object.

points 1



Time to fly - 7



# CoderDojo Zürich

# Flying hearts



Get ready

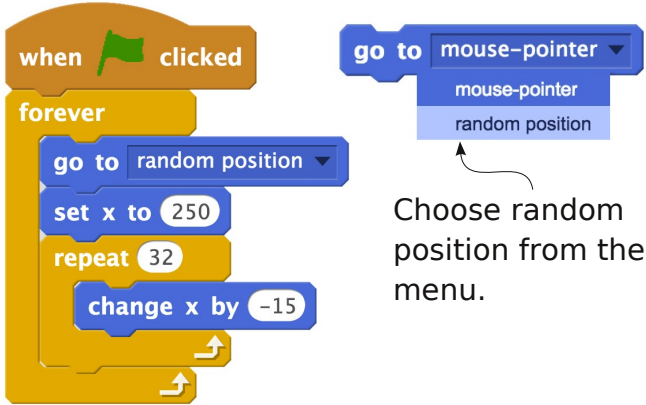
New sprite:



Choose a sprite, such as Heart.



Try this code



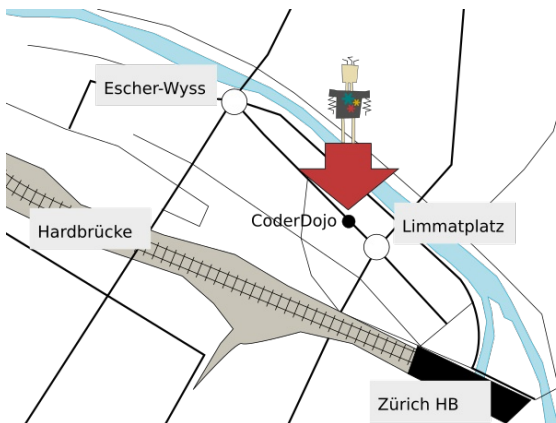
Do it



Click the green flag to start

CoderDoJo ist ein freier Programmierklub für Kinder und Jugendliche zwischen 7 und 17 Jahren.

Das CoderDoJo fördert das selbständige Lernen durch Projektarbeit, die gegenseitige Hilfe und die Erstellung von innovativen Projekten.



Jeden Sonntag, 15:00 - 17:00 @ Liip

Limmatstrasse 183

8048 Zürich

<http://coderdojzh.github.io/>

# Floating clouds



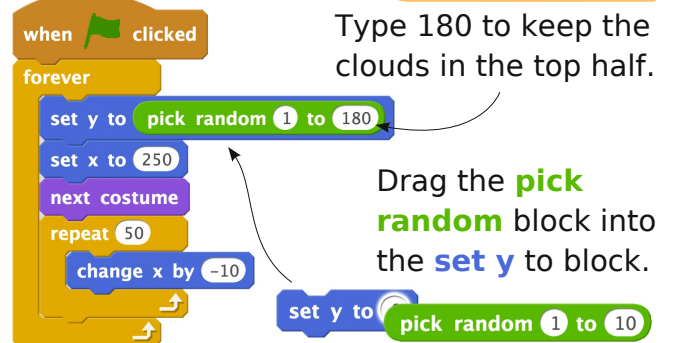
Get ready

New sprite:

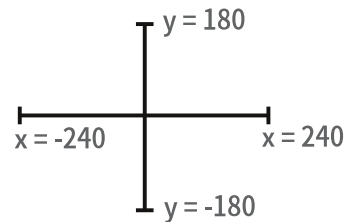


Choose clouds from the library.

Try this code



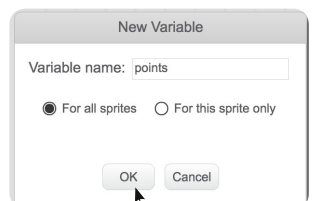
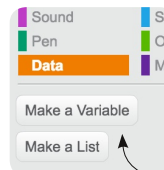
Tip



y is the position on the Stage from top to bottom.

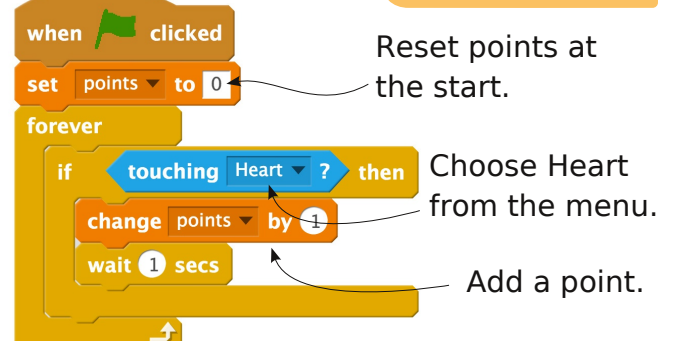
# Collect points

Get ready



Make a variable and name it points, then click OK.

Try this code



Do it



Click the green flag to start