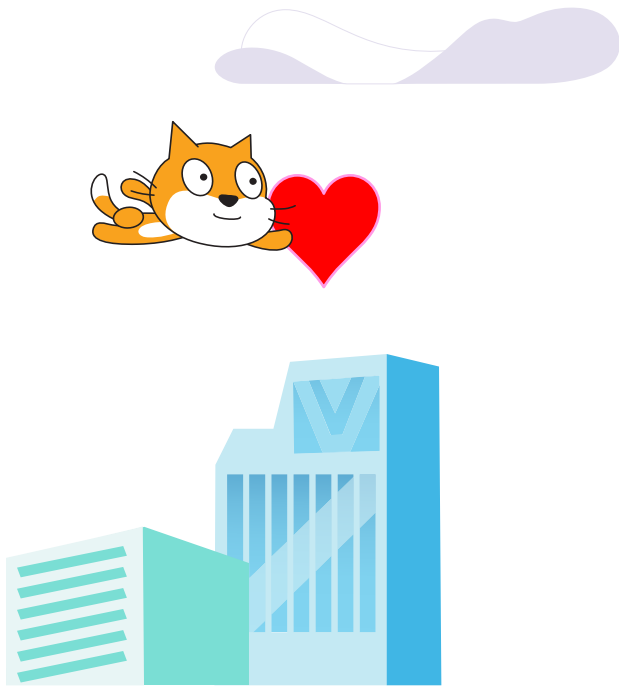


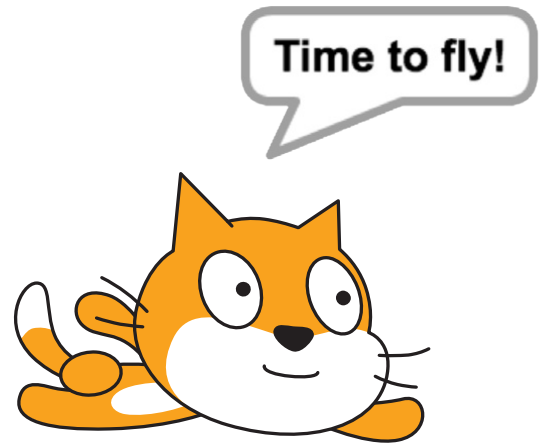
Make it fly

Fly over the skyline.



Choose a character

Choose a character to fly.



Time to fly - 1

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

when  clicked

go to front

say Time to fly! for 2 secs

Type what you want your sprite to say.

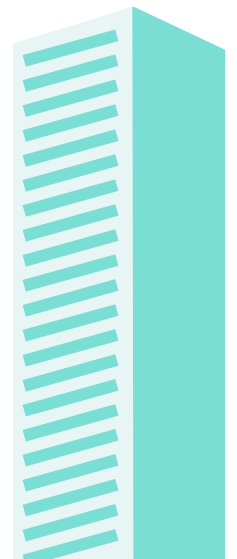
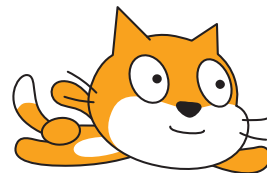
Do it



Click the green flag to start

Start flying

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



2 - Time to fly

Start flying

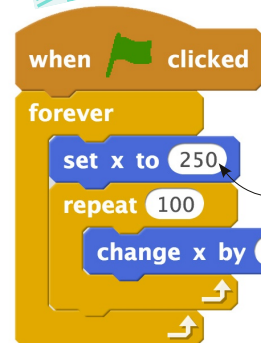


Get ready



Choose a sprite to fly by, such as Buildings.

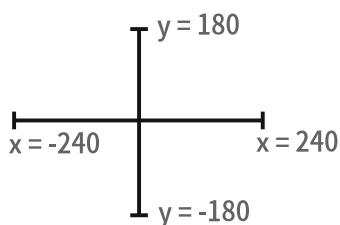
Add this code



Start from the right end of the stage.

Type a negative number to move left.

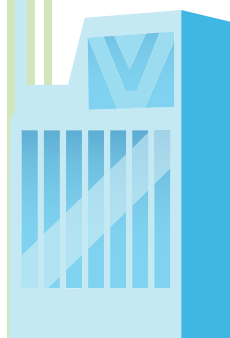
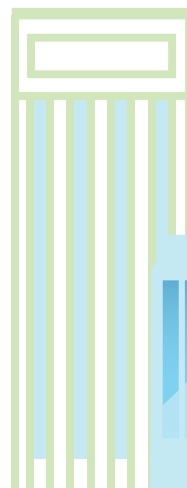
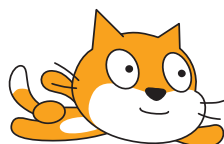
Tip



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

Switch looks

Add variety to your scenery.

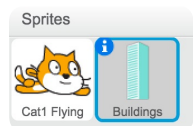


3 - Time to fly

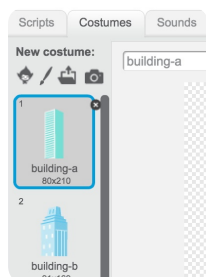
Switch looks



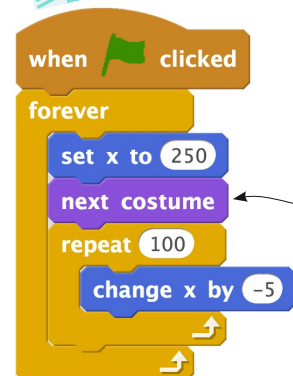
Get ready



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



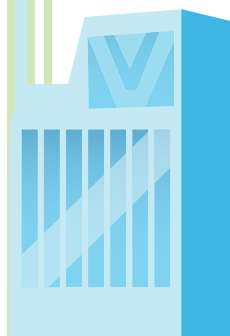
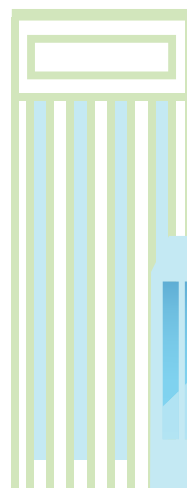
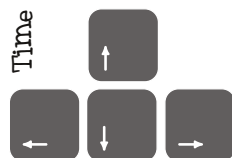
Click the flag to start

Make it interactive

Make your character move when you press a key.



Time to fly - 4



Make it interactive

Get ready



Click to select your flying sprite.



Try this code

```

when up arrow key pressed
  change y by 10

when down arrow key pressed
  change y by -10

when left arrow key pressed
  change x by -10

when right arrow key pressed
  change x by 10
    
```

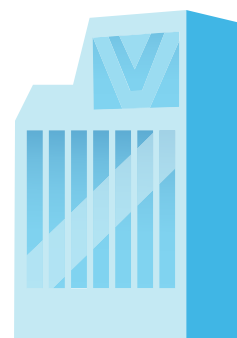
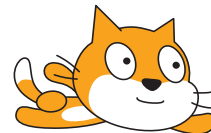
Do it



Click the flag to start.

Floating clouds

Make clouds float by in the sky!



5 - Time to fly

Floating clouds



Get ready



Choose clouds from the library.



Try this code

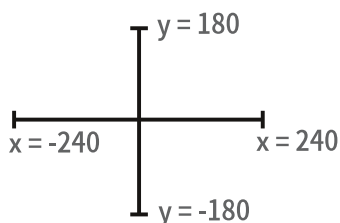
```

when clicked
  forever
    set y to pick random 1 to 180
    set x to 250
    next costume
    repeat 50
      change x by -10
    set y to pick random 1 to 10
    
```

Type 180 to keep the clouds in the top half.

Drag the **pick random** block into the **set y** to block.

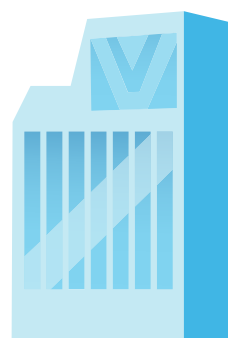
Tip



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

Flying hearts

Add hearts or other floating objects to collect.



Time to fly - 6

Flying hearts



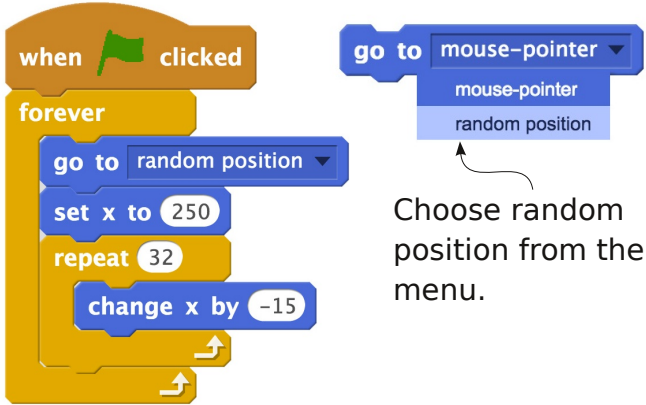
Get ready

New sprite:

Choose a sprite, such as Heart.



Try this code



Choose random position from the menu.

Do it

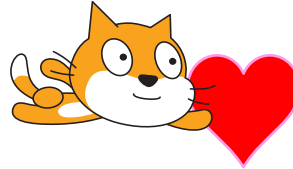


Click the green flag to start

Collect points

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

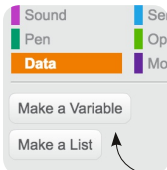
points 1



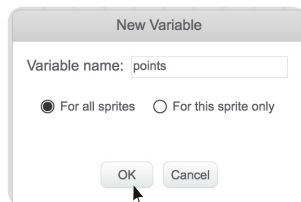
Time to fly - 7

Collect points

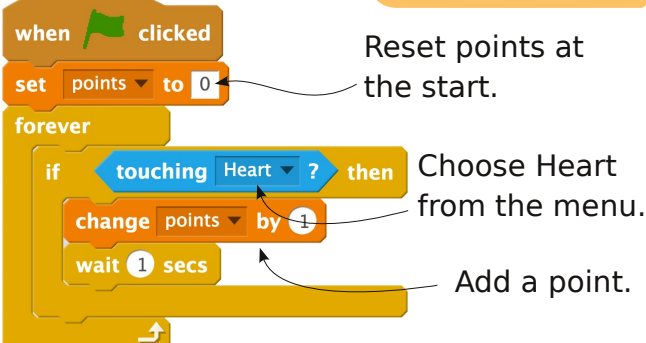
Get ready



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



Try this code



Reset points at the start.

Choose Heart from the menu.

Add a point.

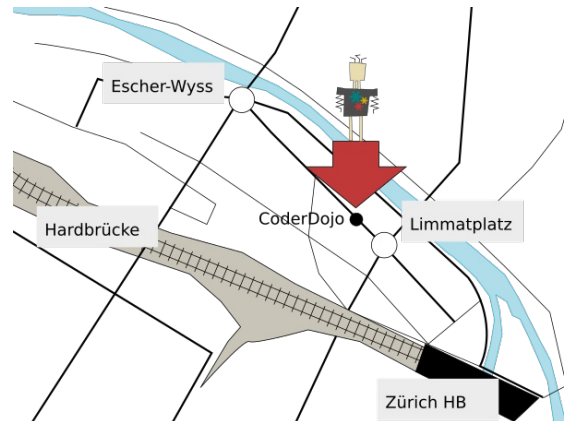
Do it



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

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