Choose a character
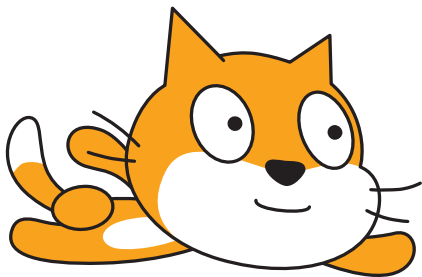
Choose a character to fly.

Choose a character

New backdrop:

Choose a backdrop or paint your own.

New sprite:

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

```
when [green flag] clicked
go to front
say [Time to fly!] for (2) secs
```
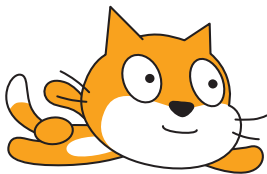
Type what you want your sprite to say.

Click the green flag to start

Start flying

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

Start flying

New sprite: 🖊 / 📤 📷

Choose a sprite to fly by, such as Buildings.

```
when 🏴 clicked
forever
    set x to 250
    repeat 100
        change x by -5
```
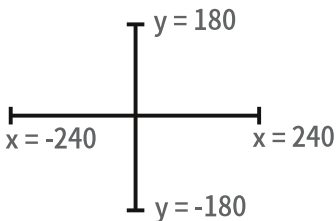
Start from the right end of the stage.

Type a negative number to move left.
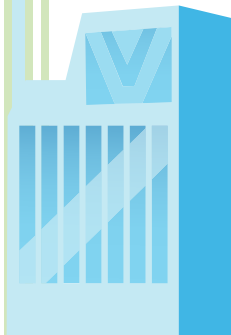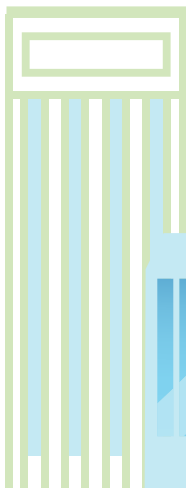
y = 180

x = -240   x = 240

y = -180
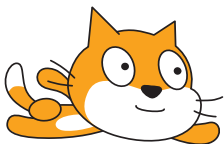
x is the position on the Stage from left to right.

Switch looks

Add variety to your scenery.

Switch looks

Sprites

Cat1 Flying   Buildings

Scripts | Costumes | Sounds

New costume: building-a

building-a
80x210
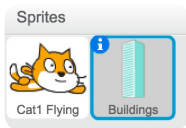
building-b
91x169

Click to select the Building sprite.
Then, click the Costumes tab to see different costumes.

```
when 🚩 clicked
forever
    set x to 250
    next costume
    repeat 100
        change x by -5
```
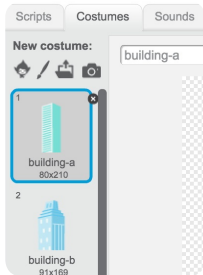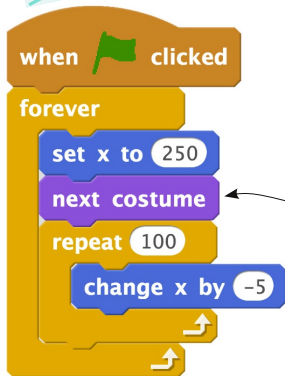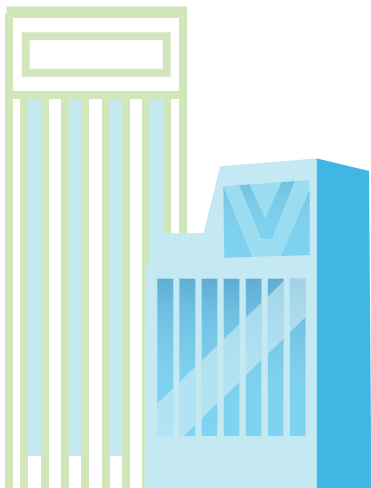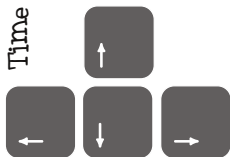
Add this block to switch costumes.

🚩 🛑

Click the flag to start

Make it interactive

Make your character move
when you press a key.

Time to fly – 4

Make it interactive 🐱 [←] [↓] [→]

Sprites

Click to select your flying sprite.

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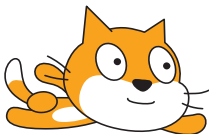
```
when right arrow ▼ key pressed
change x by 10
```

🚩 🛑

Click the flag to start.

Floating clouds

Make clouds float by in the sky!

Floating clouds

New sprite:

Choose clouds
from the library.

```
when [green flag] clicked
forever
    set y to (pick random (1) to (180))
    set x to (250)
    next costume
    repeat (50)
        change x by (-10)
```

Type 180 to keep the
clouds in the top half.

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

```
set y to ()
pick random (1) to (10)
```
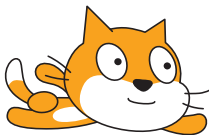
y = 180

x = -240   x = 240

y = -180
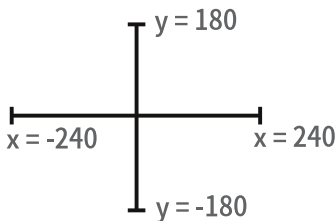
y is the position
on the Stage from
top to bottom.

Flying hearts

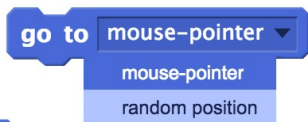Add hearts or other floating objects to collect.

Flying hearts

New sprite: 👤 / 📤 📷

Choose a sprite, such as Heart.

```
when 🚩 clicked
forever
    go to random position ▼
    set x to 250
    repeat 32
        change x by -15
```

go to mouse-pointer ▼
    mouse-pointer
    random position

Choose random position from the menu.

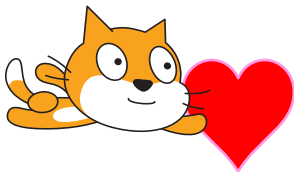🚩 🛑   Click the green flag to start

Collect points

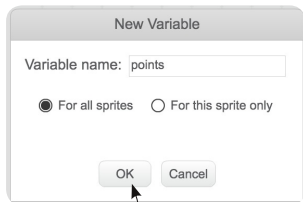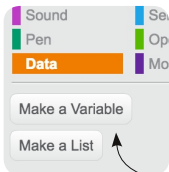Add a point each time you touch a heart or other object.

Collect points

Sound · Se·
Pen · Op·
Data · Mo·

Make a Variable

Make a List

New Variable

Variable name: points

◉ For all sprites ○ For this sprite only

OK   Cancel

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

when 🏁 clicked

set points ▾ to 0

forever

if touching Heart ▾ ? then

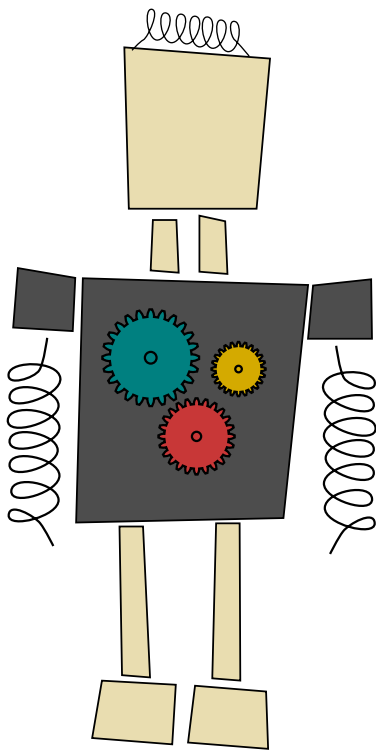change points ▾ by 1

wait 1 secs

Reset points at
the start.
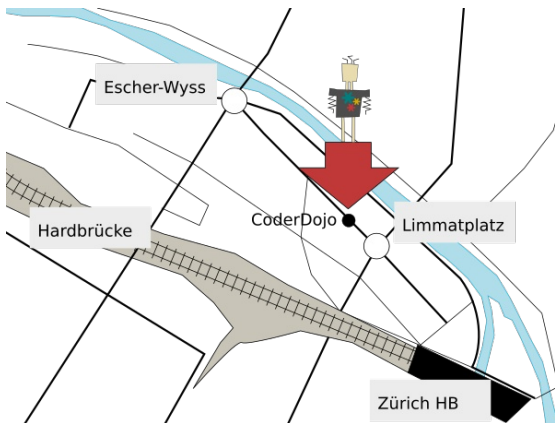
Choose Heart
from the menu.

Add a point.

Click the green flag to start

CoderDojo Zürich

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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