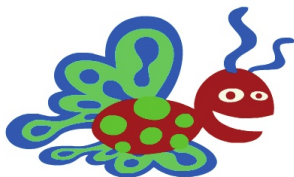
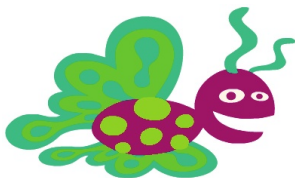


Change a color

Press a key to change the color of a sprite.



Change a color



Get ready

New sprite:



Choose a sprite from the library. Or paint a new one.

Try this code

when space key pressed

change color effect by 25

Do it

Press the space bar to change colors.

Extra tip

You can choose a different effect from the menu:

change color effect by 25

Or type in a different number. Then press the space bar again.

To clear the effects, click  sign.

Move to a Beat

Start dancing to a drum beat.



Move to a Beat



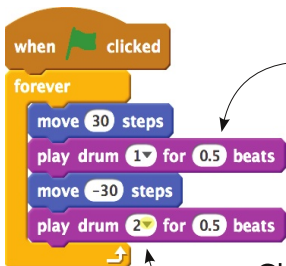
Get ready

New sprite:



Choose a dancer
or another image.

Try this code



Type in this
number.

Click to choose
a drum sound.

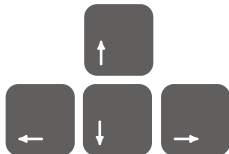
Do it



Click the green
flag to start

Key Moves

Use the arrow keys to move your sprite.



Key Moves



Try this code

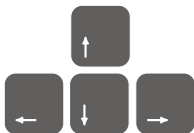
```
when up arrow key pressed
point in direction 0
move 10 steps
```

```
when down arrow key pressed
point in direction 180
move 10 steps
```

```
when left arrow key pressed
point in direction -90
move 10 steps
```

```
when right arrow key pressed
point in direction 90
move 10 steps
```

Do it



Press the arrow keys
to move!

Extra tip

```
set rotation style all around
```

- all around
- left-right
- don't rotate

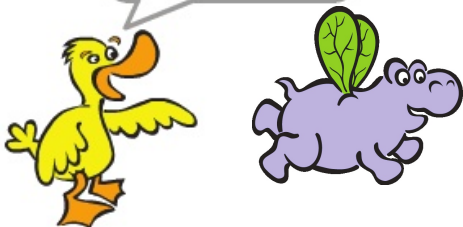
Does your sprite look upside-down?
You can change its rotation style.

Say Something

What do you want your sprite to say?



Hey! I didn't know
hippos could fly!



Say Something



Get ready

New sprite:



Select a sprite

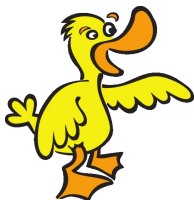
Try this code

when this sprite clicked

say Hey! I didn't know hippos could fly! for 2 secs

Type in any words.

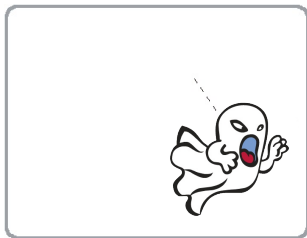
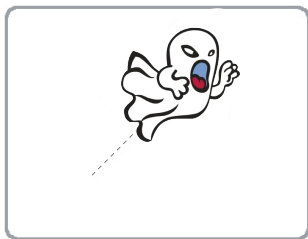
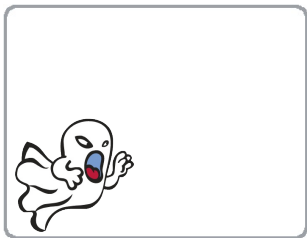
Extra tip



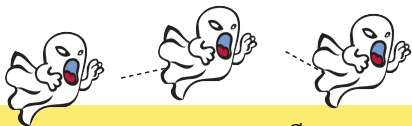
Click on the sprite to start.

Glide

Move smoothly from one point to another.



Glide



Get ready

New sprite:



Import a costume

Or paint your own sprite.

Try this code

when clicked

glide 1 secs to x: 20 y: 80

glide 1 secs to x: 10 y: -20

glide 2 secs to x: -110 y: -100

Try different numbers.

Vertical position

Horizontal position

How long

Do it



Click the green flag to start

Extra tip

To see a sprite's position:



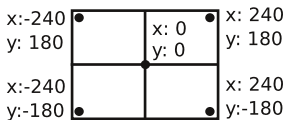
Click the , see x and y

ghost1

x: 73 y: 42 direction: 90°

rotation style:

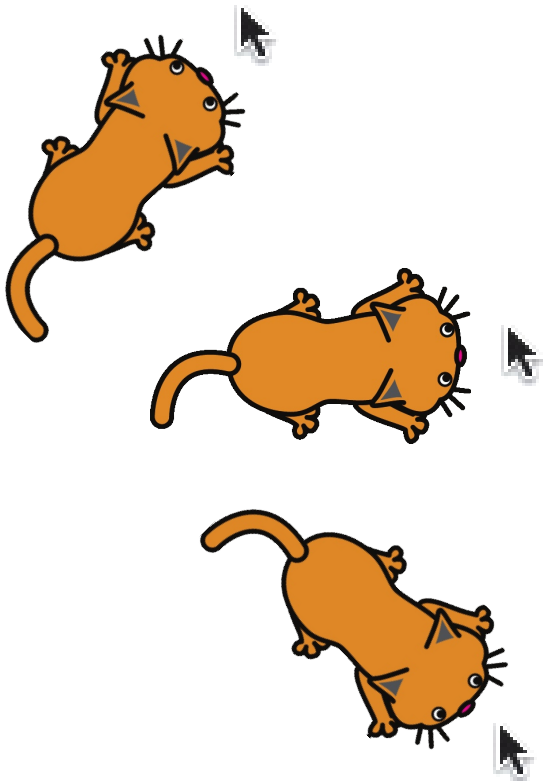
can drag in player: ☒



x and y positions
on the Stage

Follow the Mouse

Follow the mouse pointer.



Follow the mouse



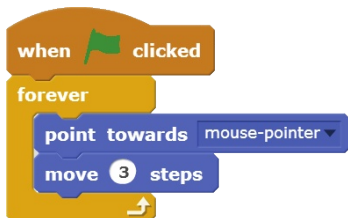
Get ready

New sprite:



Choose the cat or another costume.

Try this code



Do it



Click the green flag to start

Dance Twist

Play a sound clip and do a body twist.



Dance Twist



Get ready

New sprite:



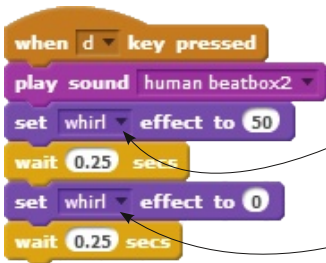
Choose an image
of a person ready to
dance.

New sound:



Choose or record a sound clip.
Keep it short!

Try this code



Chose whirl from
the menu.

Do it

D

Press the key to start.

Interactive Whirl

Whirl a photo by moving the mouse.



Interactive Whirl



Get ready

New sprite:



Choose the squirrel or another photo to whirl.

Try this code

when  clicked

forever

set  effect to

mouse x

Insert "Mouse X" block here.

Chose whirl from the menu.

Do it



Click the green flag to start

Extra tip

Notice how the numbers change as you move the mouse.

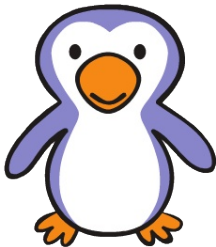
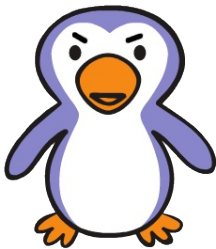
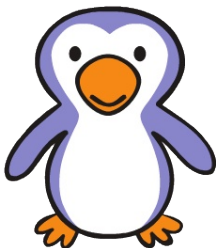
X: 150 y: -100

New sprite:



Animate It

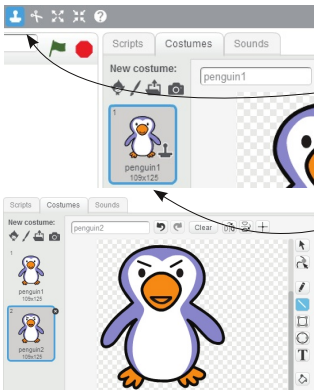
Make a simple animation.



Animate It



Get ready



Click for duplicate (stamper) tool.

Click the sprite to duplicate the costume.

Use the paint tools to make the new costume look different.

Try this code



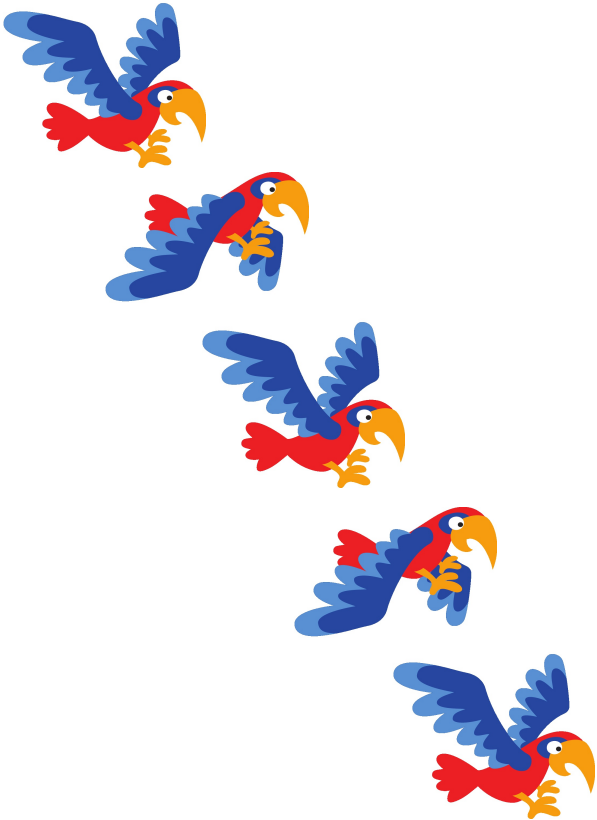
Do it



Click the green flag to start

Moving animation

Animate a character as it moves.



Moving animation



Get ready

New sprite:



Click to open the
sprite library.



Choose a sprite that has
2 or more costumes.

Try this code



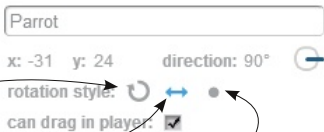
Extra tip

Does your
sprite look
upside-down?

You can change its rotation style.



Click the **i**.



all around left-right don't rotate

Surprise Button

Make your own button.



Surprise Button



Get ready

New sprite:



Choose a drum
(from the Things
category).



Click the .

You can change the
name of your sprite.

drum button

x: 66 y: 14

direction: 90°

rotation style:



Try this code

when this sprite clicked

change color effect by 25

play drum pick random 1 to 18 for 0.2 beats

change color effect by -25

Insert the "Pick random" block.

Do it



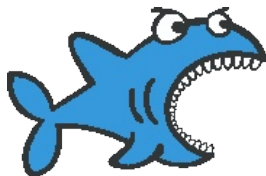
Click to see (and hear)
what it does.

Keep Score

Add a scoreboard to your game.

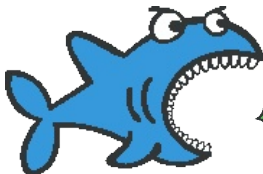
score

0



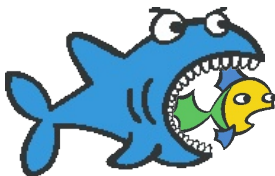
score

0



score

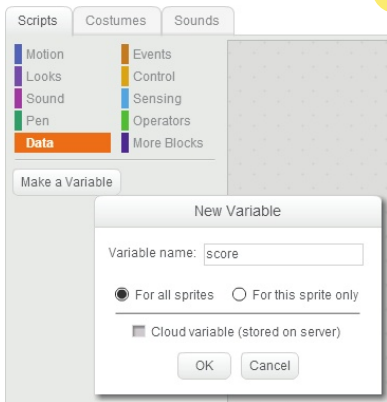
1



Keep Score



Get ready



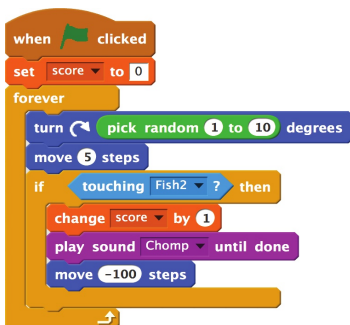
Choose "Data"

Click

Make a Variable

Type "score" for the variable name and then click OK.

Try this code



Do it



Click the green flag to start.