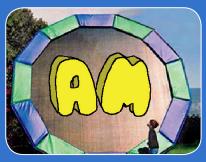
Animate a Name Cards









Animate the letters of your name, initials, or favorite word.

Animate a Name Cards

Try these cards in any order:

- Color Clicker
- Spin
- Play a Sound
- Dancing Letter
- Change Size
- Press a Key
- Glide Around

Color Clicker

Make a letter change color when you click it.







Color Clicker

scratch.mit.edu



GET READY



Choose a letter from the Sprite Library.





Choose a backdrop.





To see just the letter sprites, click the Letters category at the top of the Sprite Library.

ADD THIS CODE



Try different numbers.

TRY IT

Click your letter.







Make a letter turn when you click it.













GET READY









Choose a letter sprite.

ADD THIS CODE



TRY IT

Click your letter.



TIP

Click this block to reset the sprite's direction.



Play a Sound

Click a letter to play a sound.



口))



Play a Sound

scratch.mit.edu



GET READY



Go to the Sprite Library.



Click the Letters category



Choose a letter sprite.







Click the Sounds tab.



Choose a sound.

ADD THIS CODE





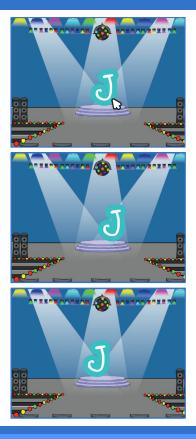
TRY IT

Click your letter.



Dancing Letter

Make a letter move to the beat.



Dancing Letter

T. C.

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GET READY







Choose a letter from the Sprite Library.





Click the Extensions button (at the bottom left).



Then click Music to add the music blocks.

ADD THIS CODE



TRY IT

Click your letter.



Change Size

Make a letter get bigger and then smaller.









Change Size scratch.mit.edu



GET READY







Click the Letters category

ADD THIS CODE



TRY ITClick your letter.

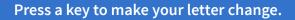


TIP

Click this block to reset the size.



Press a Key











Press a Key

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Choose a letter from the Sprite Library.



ADD THIS CODE



TRV IT



TIP



You can choose a different key from the menu. Then press that key!

Glide Around

Make a letter glide smoothly from place to place.



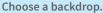
Glide Around

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GET READY









Choose a letter from the Sprite Library.



ADD THIS CODE



TRY IT

Click your letter to start.



TIP



When you move a sprite, its **x** and **y** position change.

x is the position from left to right. y is the position up and down.