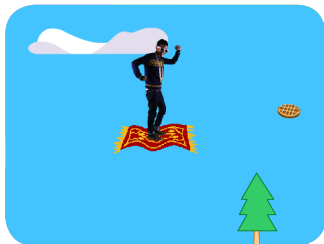
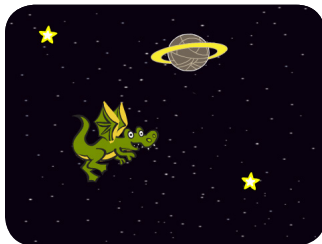
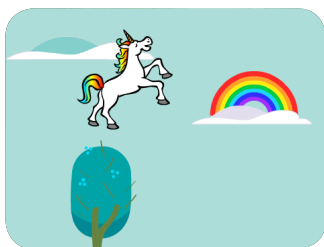
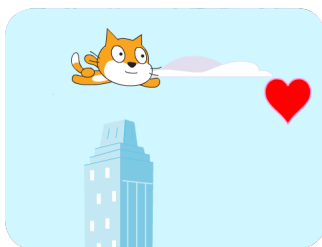


# Make It Fly Cards



**Choose any character and make it fly!**

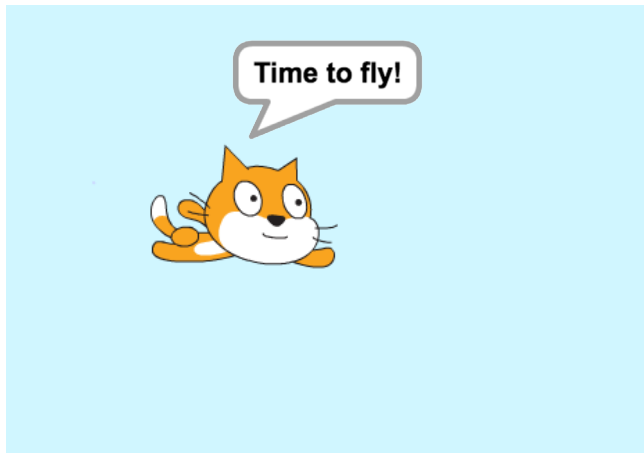
# Make It Fly Cards

Use these cards in this order:

- 1 Choose a Character
- 2 Start Flying
- 3 Switch Looks
- 4 Move with Keys
- 5 Floating Clouds
- 6 Flying Hearts
- 7 Collect Points

# Choose a Character

Choose a character to fly.



# Choose a Character

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

## GET READY

New backdrop:



Choose a backdrop.

blue sky2

New sprite:



Choose a sprite from  
the **Flying** theme.



Cat1 Flying

## ADD THIS CODE

when  clicked

go to front

say Time to fly! for 2 secs

Type what you want  
your sprite to say.

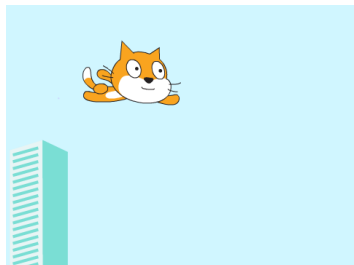
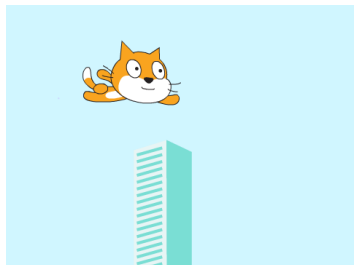
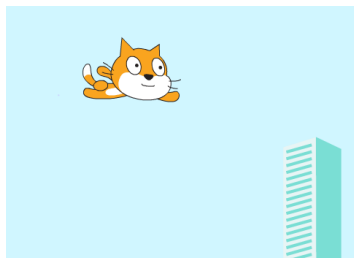
## TRY IT

Click the green flag to start



# Start Flying

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



# Start Flying

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

## GET READY

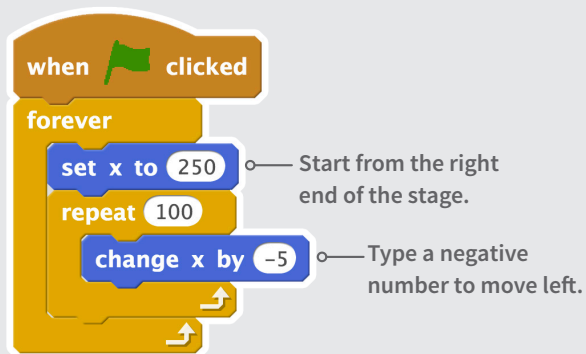
New sprite:



Choose a sprite to fly by,  
such as Buildings.

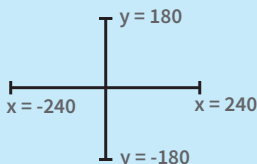


## ADD THIS CODE



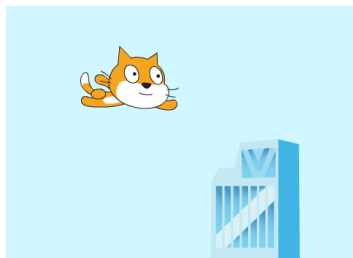
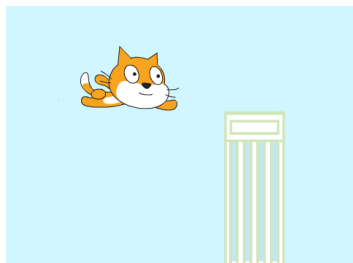
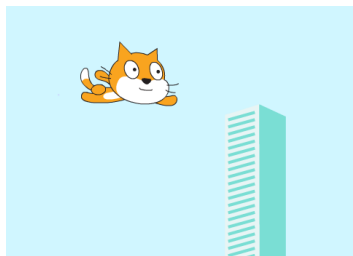
## TIP

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



# Switch Looks

Add variety to your scenery.

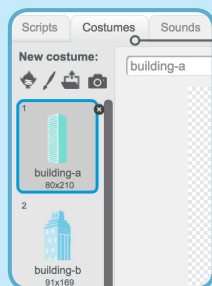
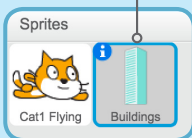


# Switch Looks

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

## GET READY

Click to select the **Buildings** sprite.



Then, click the **Costumes** tab to see different costumes.

## ADD THIS CODE



Click the **Scripts** tab.



Add this block to switch costumes.

## TRY IT

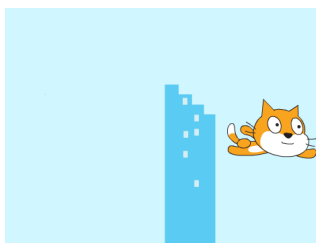
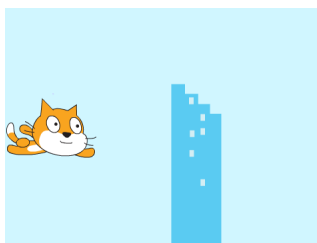
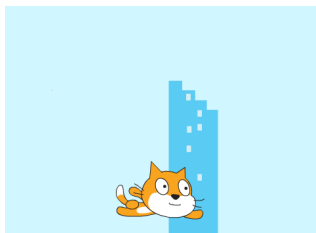
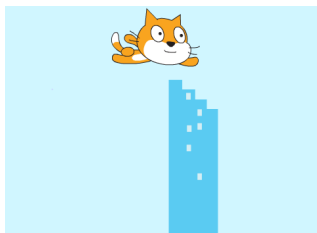
Click the green flag to start





# Make It Interactive

Make your character move  
when you press a key.

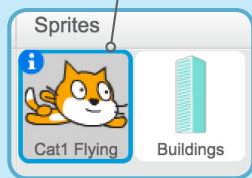


# Make It Interactive

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

## GET READY

Click to select your flying sprite.



## ADD THIS CODE

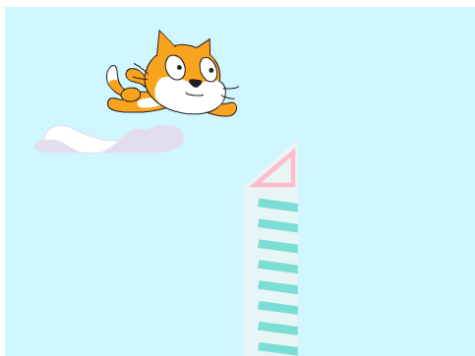
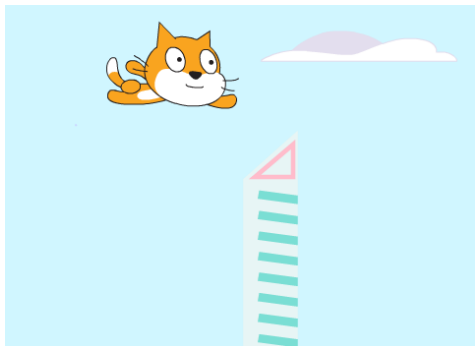


## TRY IT

Press the arrow keys on your keyboard to make your character move.

# Floating Clouds

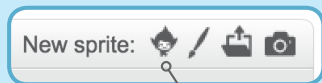
Make clouds float by in the sky!



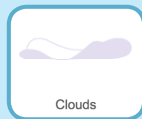
# Floating Clouds

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

## GET READY



Choose Clouds from the library.



## ADD THIS CODE



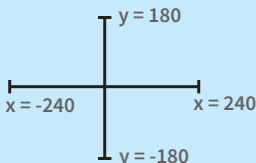
Drag the **pick random** block into the **set y to** block.



Type 180 to keep Clouds in top half.

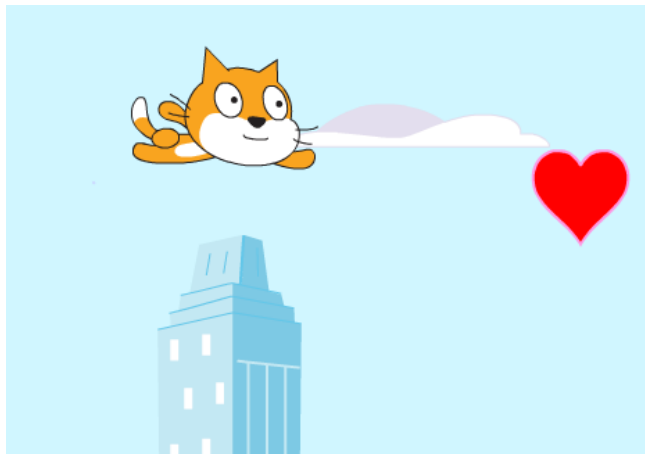
## TIP

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



# Flying Hearts

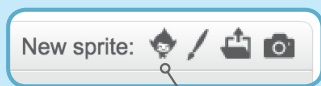
Add hearts or other floating objects to collect.



# Flying Hearts

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

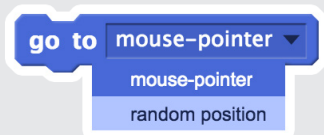
## GET READY



Choose a sprite, such as Heart.



## ADD THIS CODE



Choose random position from the menu.



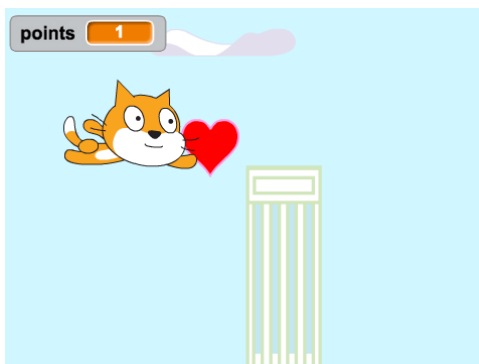
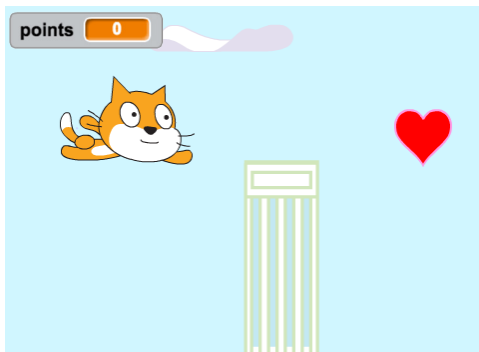
## TRY IT

Click the green flag to start



# Collect Points

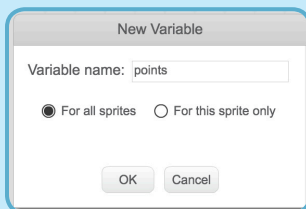
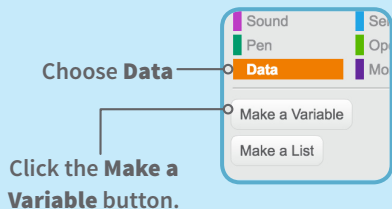
Add a point each time you touch a heart or other object.



# Collect Points

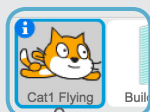
scratch.mit.edu/fly

## GET READY

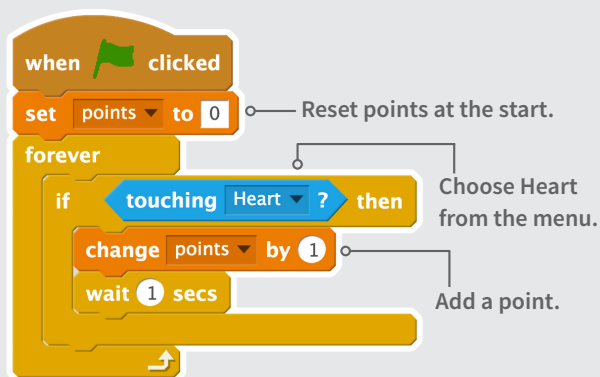


Name this variable **points** and then click OK.

## ADD THIS CODE



Select your flying sprite.



## TRY IT

Click the green flag to start

