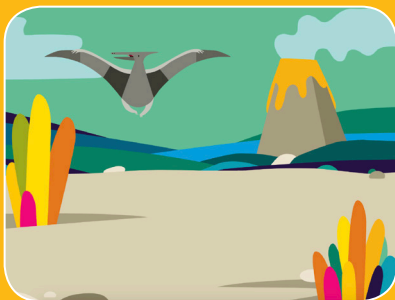
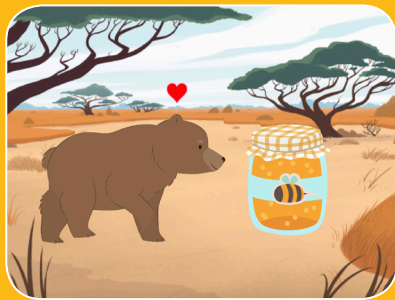


# Animate a Character Cards



Bring characters to life  
with animation.

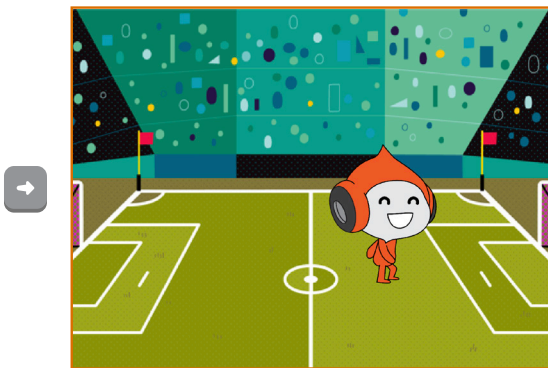
# Animate a Character Cards

Try these cards in any order:

- **Move with Arrow Keys**
- **Make a Character Jump**
- **Action Key**
- **Glide from Point to Point**
- **Walking Animation**
- **Fly Around**
- **Talking Animation**
- **Draw an Animation**

# Move with Arrow Keys

Use the arrow keys to move your character around.



# Move with Arrow Keys

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## GET READY



Choose a backdrop.



Soccer 2



Choose a character.

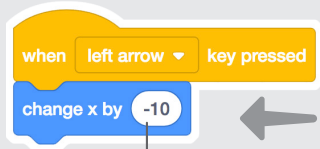
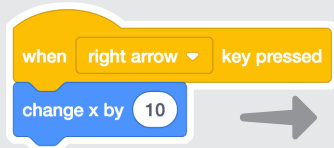


Pico Walking

## ADD THIS CODE

### Change x

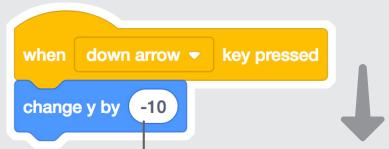
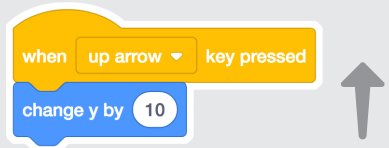
Move your character *side to side*.



Type a minus sign to move *left*.

### Change y

Move your character *up and down*.



Type a minus sign to move *down*.

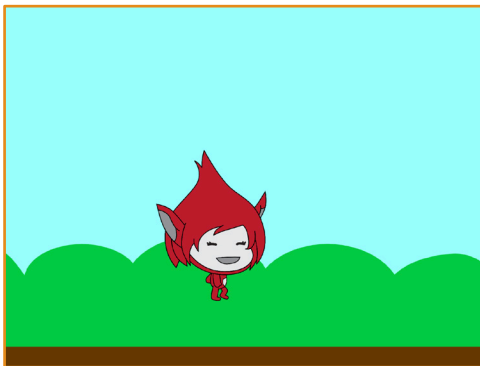
## TRY IT



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

# Make a Character Jump

Press a key to jump up and down.



# Make a Character Jump

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## GET READY



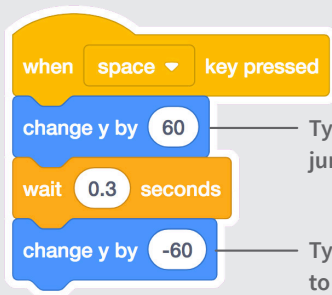
Choose a backdrop.



Choose a character.



## ADD THIS CODE



Type how high to jump.

Type a minus sign to go back down.

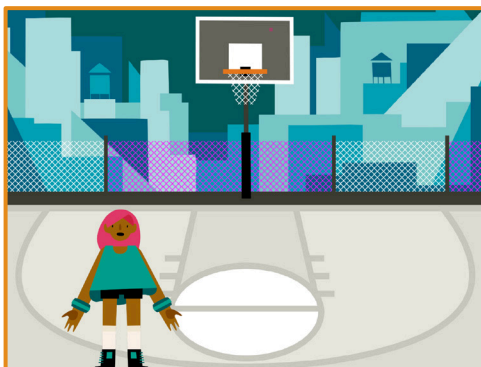
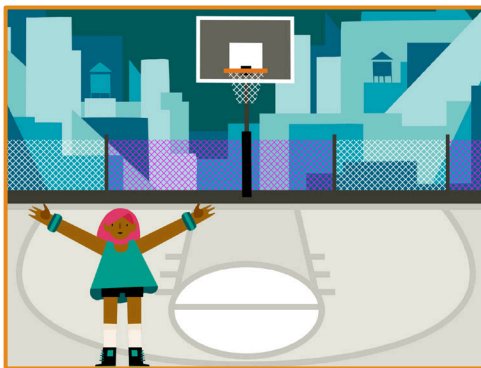
## TRY IT



Press the **space** key on your keyboard.

# Action Key

Animate a character  
when you press a key.



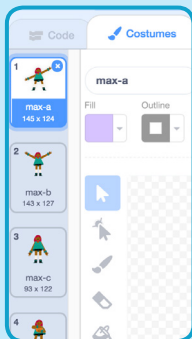
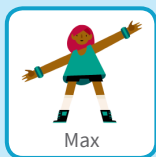
# Action Key

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## GET READY



Choose a character with multiple costumes, like Max.



Click the Costumes tab to view your sprite's other costumes.

(Some sprites have only one costume.)

## ADD THIS CODE



Click the Code tab.



when **space** key pressed

switch costume to **max-c**

Choose a costume.

wait **0.3** seconds

switch costume to **max-b**

Choose a different costume.

## TRY IT



Press the space key on your keyboard.



# Glide from Point to Point

Make a sprite glide from point to point.



# Glide from Point to Point

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## GET READY



Choose a backdrop.



Nebula



Choose a character.



Rocketship

## ADD THIS CODE



when  clicked

go to x: -160 y: -130

glide 1 secs to x: -40 y: 10

glide 1 secs to x: 140 y: 80

Set the starting point.

Set another point to glide to.

Set the end point.

## TRY IT

Click the green flag to start.



## TIP



When you drag a sprite, its **x** and **y** position will update in the blocks palette.

# Walking Animation

Animate a character walking or running.



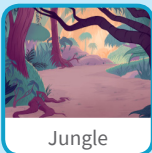
# Walking Animation

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## GET READY



Choose a  
backdrop.



Jungle



Choose a walking or  
running sprite.

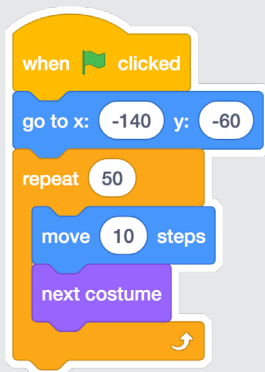


Unicorn Running

## ADD THIS CODE



Unicorn Running



## TIP



If you want to slow down the animation, try adding a **wait** block inside the **repeat** block.

## TRY IT



Click the green flag to start.

# Fly Around

Have a character flap its wings as it moves across the stage.



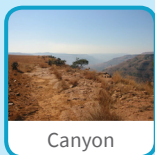
# Fly Around

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## GET READY



Choose a  
backdrop.



Canyon



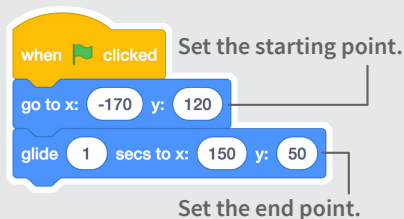
Choose Parrot, or  
another flying sprite.



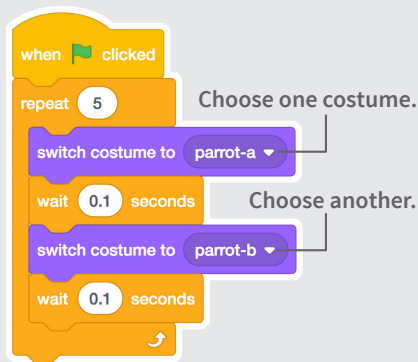
Parrot

## ADD THIS CODE

### Glide across the screen



### Flap the wings



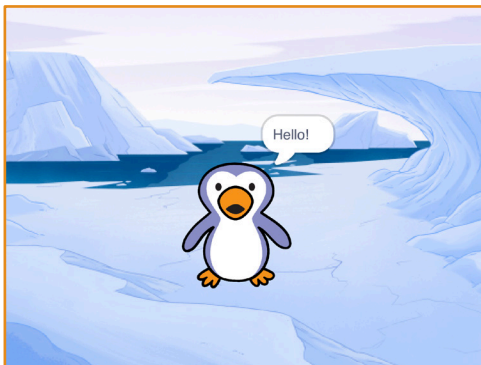
## TRY IT

Click the green flag to start.



# Talking Animation

Make a character talk.



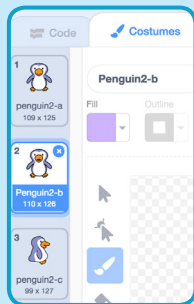
# Talking Animation

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## GET READY



Choose Penguin 2



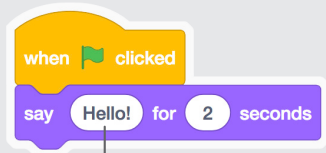
Click the Costumes tab to view your sprite's other costumes.

(Some sprites have only one costume.)

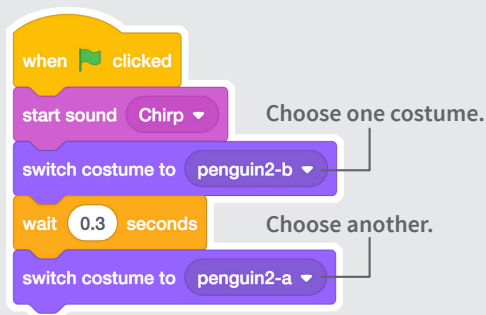
## ADD THIS CODE



Click the Code tab.



Type what you want your character to say.



## TRY IT

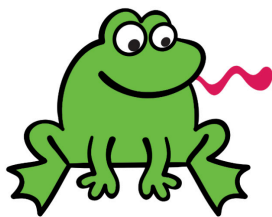
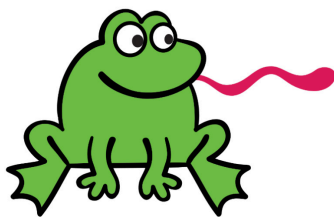
Click the green flag to start.





# Draw an Animation

Edit a sprite's costumes to create your own animation.



# Draw an Animation

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## GET READY



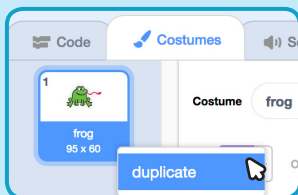
Choose a character.



Frog

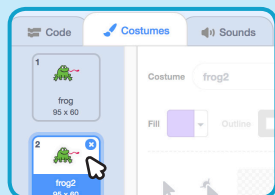
Costumes

Go to the Costumes tab.



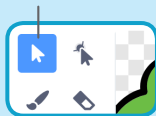
Right-click on a costume to duplicate it.  
(On Mac control + click)

Now you should have two identical costumes.

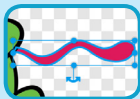


Click a costume to select and edit it.

Click the Select tool.



Select a part of the costume to squeeze or stretch it.



Drag the anchor to rotate an object you've selected.



## ADD THIS CODE



Use the **next costume** block to animate your character.

## TRY IT



Click the green flag to start.