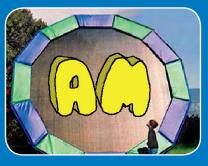
Animate a Name Cards









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

Animate a Name

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

Click your letter.



Spin

Make a letter turn when you click it.













GET READY





Click the **Letters** category.



Choose a letter sprite.

ADD THIS CODE



TRY IT





TIP

Click this block to reset the sprite's direction.



Play a Sound

Click a letter to play a sound.



口))



Play a Sound

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GET READY



Go to the Sprite Library.



Click the **Letters** category.



Choose a letter sprite.









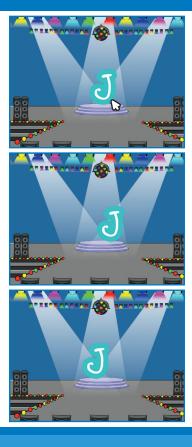
ADD THIS CODE





Dancing Letter

Make a letter move to the beat.



GET READY



Choose a backdrop.





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.

GET READY



Go to the Sprite Library.



Click the Letters category.



Choose a letter sprite.

ADD THIS CODE



TRY IT



Click your letter.

TIP

Click this block to reset the size.



Press a Key

Press a key to make your letter change.









Press a Key

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GET READY



backdrop.







Choose a letter from the Sprite Library.

ADD THIS CODE



TRY 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



TIP



When you move a sprite, you can see the numbers for x and y update.

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