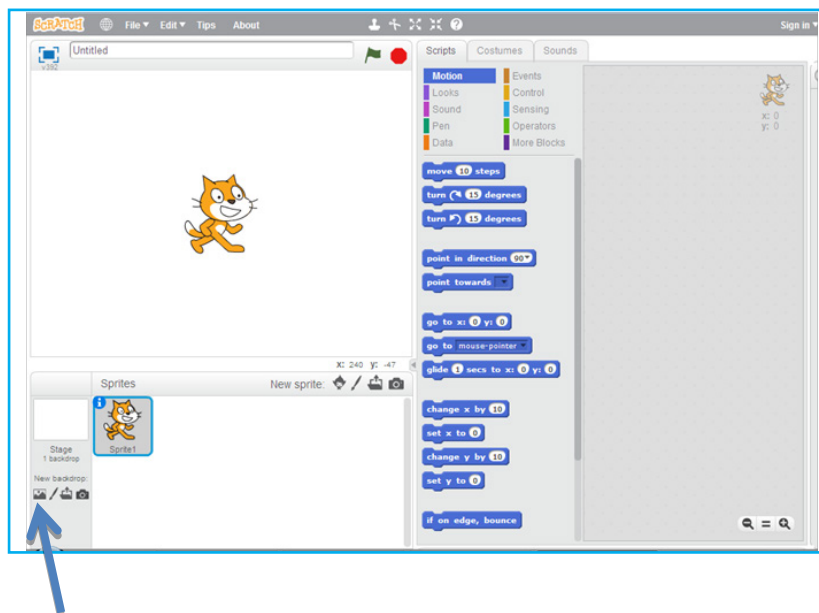# Let's walk our pets

Introduction:

Today, we are going to creare a small animation of a cat walking. If you prefer you can use any animal you like.
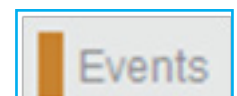
Instructions:

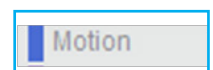Start by opening SCRATCH. It should look like this.

First pick a backdrop you like from the library by clicking the new backdrop button. You can also change your sprite character but let's keep the cat for now.
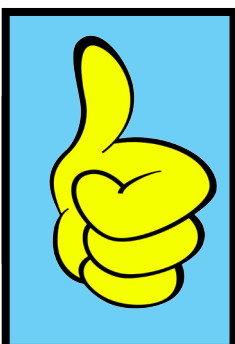
Now, go to the events icon and click, then select the 'when space is pressed' block and then drag it to your workspace.

Events

If you click on the block, you can select which key to assign. Your teacher will explain what this means to you. Now go to the motion script icon.

Motion

Here you can select what you want the cat to do. Select 'move 10 steps block' and drag it to your workspace.

Check – Follow these **instructions** very carefully

Test – Click on the green flag to **test** your work

Save – Remember to **save** your work for the future

Let's walk our pets

Looks

next costume

Go to area and add this block to your flow control statements. Click the space key. What happens? Also, how can you change the step size of the cat so he walks into a larger portion?

Try adding the block 'if on edge, bounce' from 'motion' area and then move you cat to the edge of the screen, it should bounce back. Also, how do you make the cat walk backwards?

if on edge, bounce

Hint:
Think about horizontal rotation. One of the blocks from motion automatically does that

Answer:

set rotation style left-right

Well done! You just made your first animation.
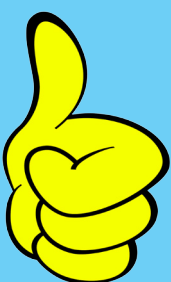
Advanced:

Select the break dancer sprite from the library and make him dance! Add music, sound, change colour as well!

Hint:
Try using the 'forever block' and 'wait block' the make the break dancer dance forever.

Answer:

```
when this sprite clicked
forever
  next costume
  wait 1 secs
  change color effect by 25
```

Check – Follow these **instructions** very carefully

Test – Click on the green flag to **test** your work

Save – Remember to **save** your work for the future