

Animation of a character

- 1 Make sure you have a Scratchjr project open and that you have a character on screen.
 - 2 Tap on the character's name in the left-hand section of the screen.
 - 3 Once a character is selected, you can edit its scripts using programming blocks.
- The bar below the stage holds all the blocks.



There are six kinds of blocks

- Triggering Blocks (Yellow)
- Motion Blocks (Blue)
- Looks Blocks (Purple)
- Sounds Blocks (Green)
- Control Blocks (Orange)
- End Blocks (Red).

3. Usually characters will start moving when the green flag is clicked – so the first thing to add is the Green Flag triggering block.



Drag it from the bar to the white space at the bottom of the screen.

4. Next use the blue motion block to get the character to move. The following code moves the character 4 spaces down the screen and 2 spaces to the right.




Notice that a number keypad appears if you touch the number at the bottom of the block.

This lets you decide how far your character should move.

5. Finally add a block to stop the character moving when the sequence is finished



If you use  at the end of your block sequence your character will keep on moving over and over again.

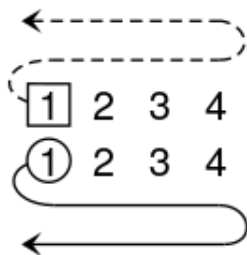
7. Click on the green flag trigger  to preview what a single character does.

8. If you have more than one character you can drag whole groups of blocks from one character to another




Click on the green flag at the top right of the screen to see everyone moving at once.

9. To get a dancer to dance a formation you need to break their movements down into a series of simple moves



For example:

The girl  in first place in this formation moves

- up the screen
- then right
- then left
- then down back to where she started

Once you have worked out the sequence you need to think about how many steps in each direction.

Steps in Scratchjr are quite small so you need to take about 2 steps on screen for every skip change of step you would dance in real life.

