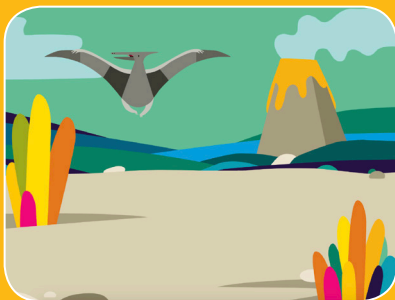
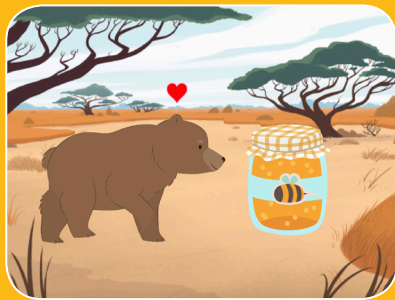


Animate a Character Cards



Bring characters to life
with animation.

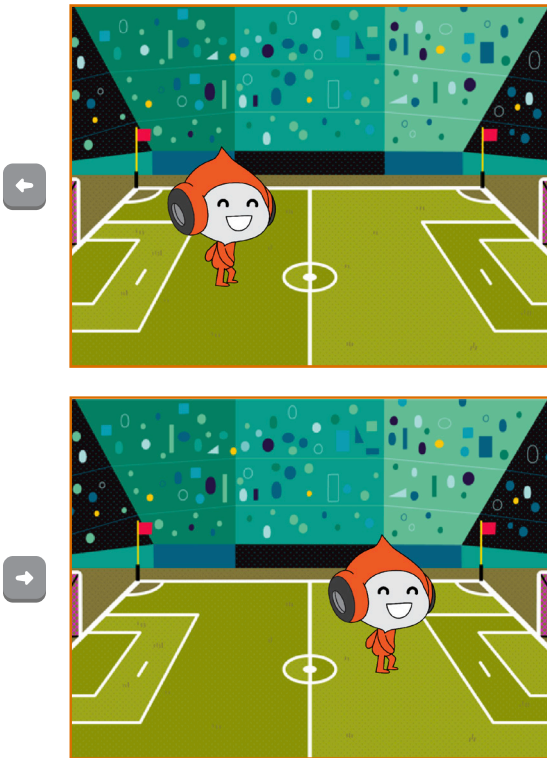
Animate a Character Cards

Try these cards in any order:

- **Move with Arrow Keys**
- **Make a Character Jump**
- **Switch Poses**
- **Glide from Point to Point**
- **Walking Animation**
- **Flying Animation**
- **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.

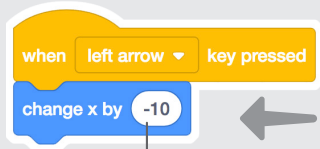
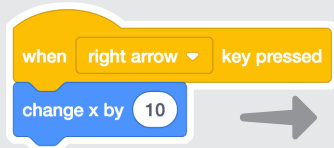


Pico Walking

ADD THIS CODE

Change x

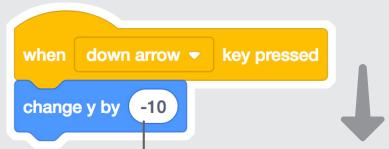
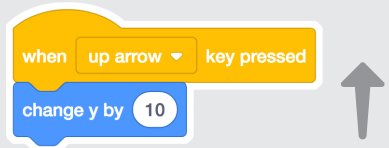
Move your character *side to side*.



Type a minus sign to move *left*.

Change y

Move your character *up and down*.



Type a minus sign to move *down*.

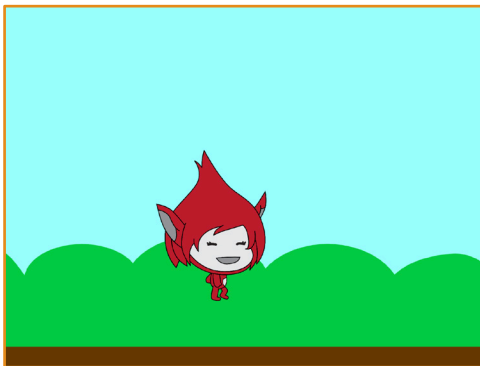
TRY IT



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.



Blue Sky



Choose a character.



Giga Walking

ADD THIS CODE



when **space** key pressed

change y by **60**

Type how high to jump.

wait **0.3** seconds

change y by **-60**

Type a minus sign to go back down.

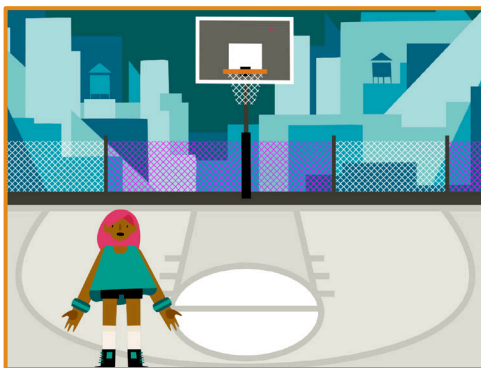
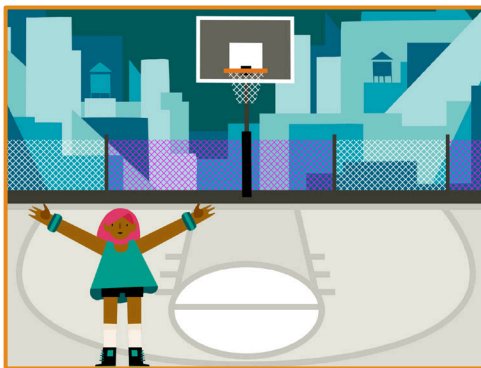
TRY IT



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

Switch Poses

Animate a character
when you press a key.



Switch Poses

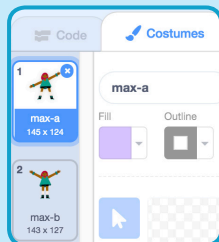
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GET READY

Choose a character with multiple costumes, like Max.



Scroll over sprites in the Sprite Library to see their different costumes.

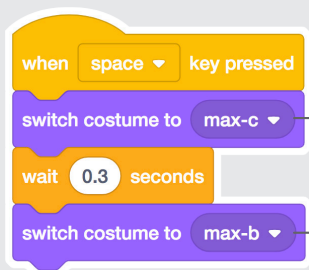


Click the **Costumes** tab to view your sprite's other costumes.

ADD THIS CODE



Click the Code tab.



Choose a costume.

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



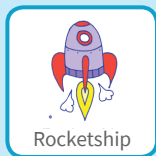
Choose a backdrop.



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.



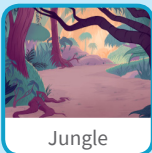
Walking Animation

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GET READY



Choose a
backdrop.



Jungle



Choose a walking or
running sprite.

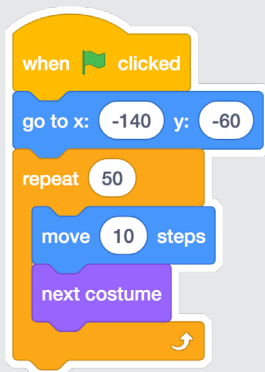


Unicorn Running

ADD THIS CODE



Unicorn Running

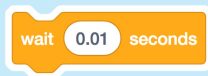


TRY IT



Click the green flag to start.

TIP



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

Flying Animation

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



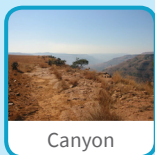
Flying Animation

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GET READY



Choose a
backdrop.



Canyon



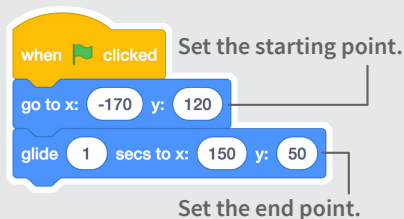
Choose Parrot, or
another flying sprite.



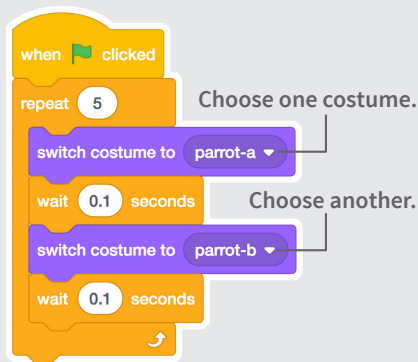
Parrot

ADD THIS CODE

Glide across the screen



Flap the wings



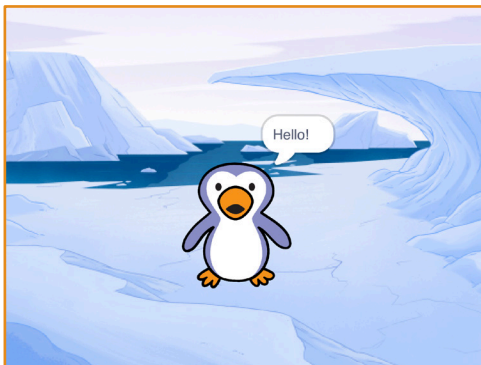
TRY IT

Click the green flag to start.



Talking Animation

Make a character talk.



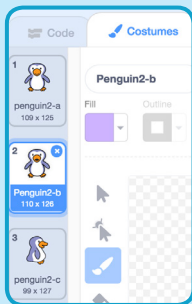
Talking Animation

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GET READY



Choose Penguin 2

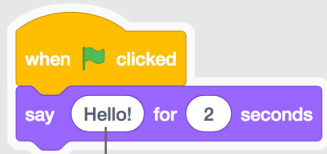


Click the Costumes tab to view the penguin's other costumes.

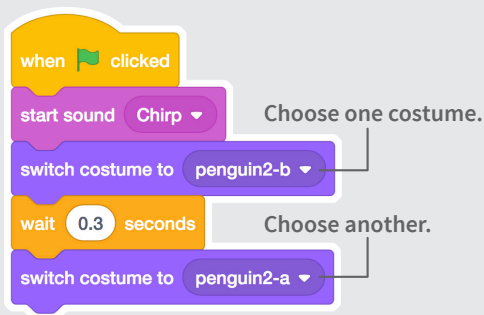
ADD THIS CODE



Click the Code tab.



Type what you want your character to say.



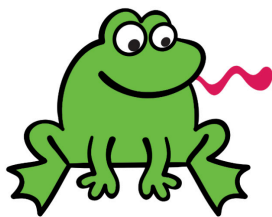
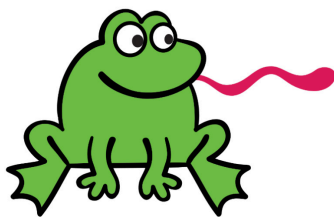
TRY IT

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



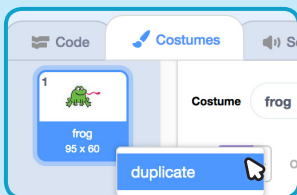
Choose a character.



Frog

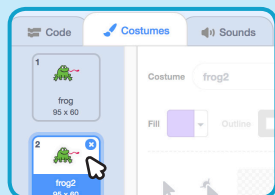
Costumes

Go to the Costumes tab.



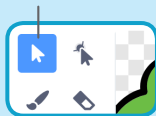
Right-click on a costume to duplicate it.
(On Mac control + click)

Now you should have two identical costumes.

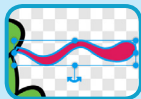


Click a costume to select and edit it.

Click the Select tool.



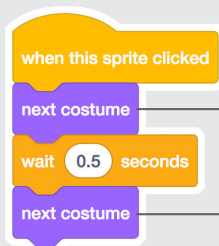
Select a part of the costume to squeeze or stretch it.



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.