

Task Session (2)

Requirement: : **Move a Sprite with Keyboard Controls**

Objective: Understand how to use keyboard events to control a sprite's movement.

Instructions:

Create a Scratch project where a sprite can be moved using the keyboard:

- Right arrow key: Move the sprite to the right.
- Left arrow key: Move the sprite to the left.
- Space key: Move the sprite upwards.
- Ensure the sprite returns to its original position when the arrow keys are released.

