Animate a Character Cards









Bring characters to life with animation.

Animate a Character Cards

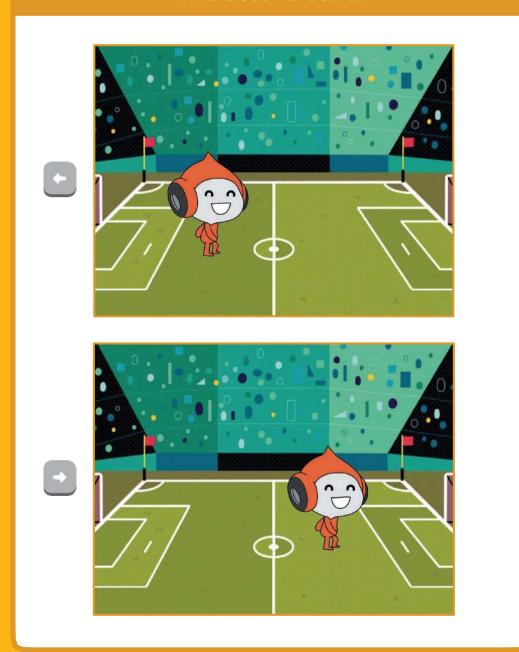
Try these cards in any order:

- 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

scratch.mit.edu

GET READY









Choose a character.

ADD THIS CODE

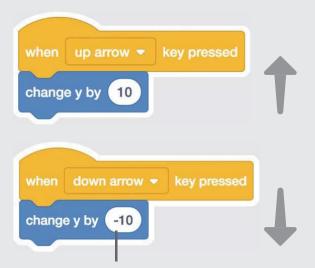
Change x

Move your character side to side.



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

scratch.mit.edu

GET READY



Choose a backdrop.



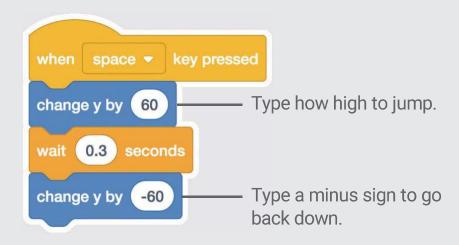


Choose a character.



ADD THIS CODE





TRY IT



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

Switch Poses

Animate a character when you press a key.





Switch Poses

scratch.mit.edu



Choose a character with multiple costumes, like Max.





Scroll over sprites in the Sprite Library to see if they have different costumes.

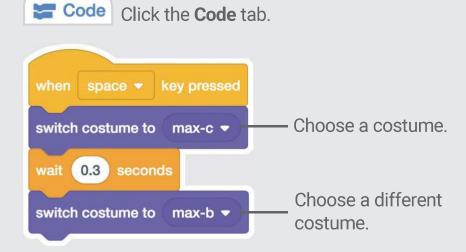




Click the **Costumes** tab to view all of your sprite's costumes.

ADD THIS CODE





TRY IT



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

Glide from Point to Point

Make a sprite glide from point to point.







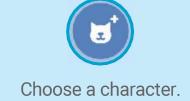
Glide from Point to Point

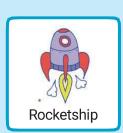
scratch.mit.edu

GET READY



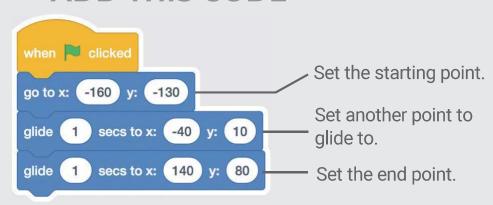






ADD THIS CODE

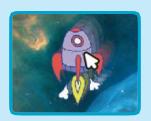




TRY IT

Click the green flag to start.

TIP





When you drag a sprite, its **x** and **y** positions will update in the blocks palette.

Walking Animation

Make a character walk or run.







Walking Animation

scratch.mit.edu

GET READY



Choose a backdrop.





Choose a walking or running sprite.



ADD THIS CODE





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.