

Scratch First Steps

Register/login at <https://scratch.mit.edu>
(remember/write down your password here)

Make a character walk across the screen and back again. Animation uses different costumes with the character in a slightly different position each time.

1) **Create** a **New** Project and give it a name

2) Select the **Sprite**, and then **Costumes**.

Using the round button at the bottom left, **Choose a costume**.

3) Type **walk** (then enter) into the search box to find walking characters.



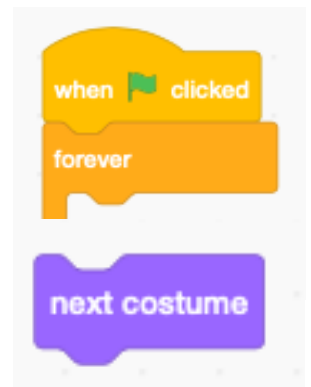
4) Add all the walking costumes one at a time. You can see the ones you've added in Costumes.

5) Click on **Stage** and **Choose a Backdrop** to walk across.

6) Click on the **Code** tab. Add a **start** block.

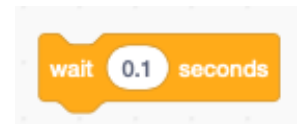


7) She'll walk forever – until we press the **stop** button. Add a **forever** loop.

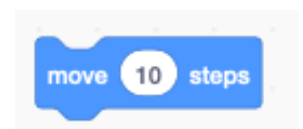


8) Each time we go round the forever loop we want to select the **next costume**. Put this inside the loop.

9) She moves very fast. Slow it down by adding a **wait** inside the loop. But 1 second is too slow. Try a smaller *decimal number* like 0.1.



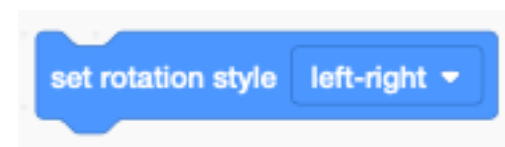
10) She “moon-walks” on the spot! Make her **move** in the loop



11) To stop her bumping into the wall, make her turn at the edges. Add **if on edge, bounce**.



11) Does she turn upside down? Add a **set rotation style** block before the loop and change it to **left-right**.



12) Try different values of **Direction** and **Size**.

Remember to **Save** your code with a good name. **File > Save now**

