SCRATCH **Dragon Kite**

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Dragon kites are traditional Chinese kites with long tails.

1) Download the dragon images from:
   http://codeclub67.github.io/images/dragon.gif

2) Create a new sprite for the dragon by uploading the dragon images.

3) Select the dragon's head costume.

The kite blows randomly in the wind

4) When the code starts, the head should appear on the **front layer**. In a **forever** loop, it's blown to a **random position**.

Dragon head

5) Duplicate the dragon's head.

6) In the copy, select the tail costume.

7) Using the code (right) to send the tail to the **back layer** and then forward a little bit (0 for now). Make it **glide** quickly (0.1 secs) towards the dragonhead in a loop.

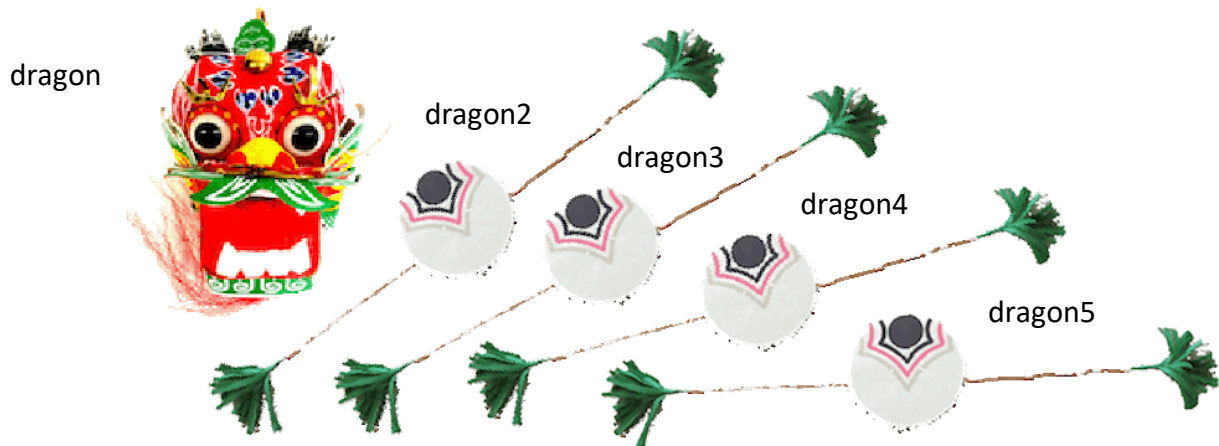8) Duplicate the tail three more times (4 tail sprites looks OK).
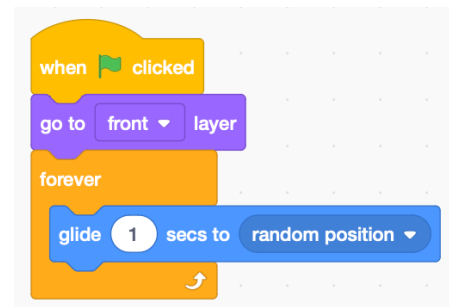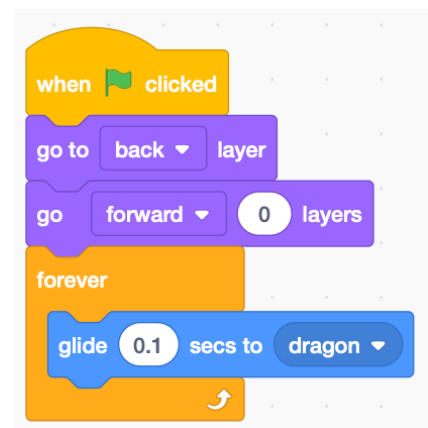
Dragon tail

Chain the tails together – the first one follows the head.

dragon

dragon2

dragon3

dragon4

dragon5

9) Make each tail **glide** to the tail ahead of it.

 dragon2 glides to *dragon* (head)

 dragon3 glides to *dragon2*

 dragon4 glides to *dragon3*

 dragon5 glides to *dragon4*

Layering gives the kite depth with the head in front and the tail behind. Move tail sprites forward as needed.

10) Change **go forward layers** for each tail sprite:

 dragon2 goes forward **3** layers

 dragon3 goes forward **2** layers

 dragon4 goes forward **1** layer

 dragon5 goes forward **0** layers

11) *The kite twists and turns in the wind.*

Rotate each tail as it moves across the screen.

12) Add this code to each tail loop:

```
point in direction ( x position )
```

13) ***Save*** *your code with a good name.*

 File > Save now