# Scratch logo and symbol, meaning, history, PNG

**Walk the Walk**

Register/login at <https://scratch.mit.edu>

(remember/write down your password here)

In this project we’re going to make a character walk across the screen and back again. Walking needs a number of costumes with the character in a slightly different position each time.

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

A picture containing text

Description automatically generated2) 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.

Diagram

Description automatically generated

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

Graphical user interface

Description automatically generated7) She’ll walk forever – until we press the stop button. Add a **forever** loop   
(control)

Graphical user interface, text, application, chat or text message

Description automatically generated8) Each time we go round the forever loop we want to select the **next costume**. Put this inside the loop.

*Graphical user interface, application

Description automatically generated*

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.

Graphical user interface, text, application

Description automatically generated10) She “moon-walks” on the spot! Add movement to the loop (motion)

Graphical user interface, text, application

Description automatically generated11) To stop her bumping into the wall, make her turn at the edges. Add “**if on edge, bounce**” (motion).

Graphical user interface, application

Description automatically generated

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

*A picture containing graphical user interface

Description automatically generated*

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

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