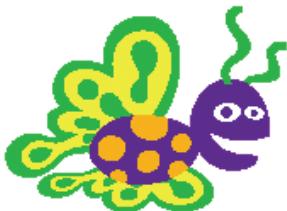


# Change Color

Press a key to change the color of a sprite.



# Change Color

GET READY



Paint a new sprite.

Or, choose one from a folder.

TRY THIS CODE



DO IT!



Press the space bar to change colors.

EXTRA TIP



The more colors in the sprite, the more changes you will see. (If the sprite is all black, the color change will be subtle.)

# Move to the Beat

Start dancing to a drum beat.



# Move to the Beat

GET READY

New sprite:



Choose a dancer or other image.

TRY THIS CODE

```
when green flag clicked
  forever
    move (30) steps
    play drum (35) for (0.5) beats
    move (-30) steps
    play drum (39) for (0.5) beats
```

Click to choose a drum sound.

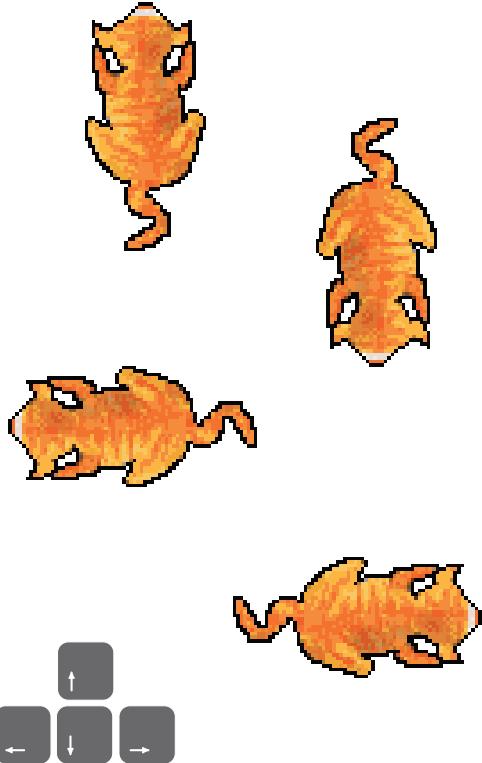
DO IT!



Click the green flag to start.

# Key Moves

Use the arrow keys to move your sprite.



# Key Moves

TRY THIS CODE

```
when [up arrow] key pressed
  point in direction 0
  move (10) steps
when [down arrow] key pressed
  point in direction 180
  move (10) steps
when [left arrow] key pressed
  point in direction -90
  move (10) steps
when [right arrow] key pressed
  point in direction 90
  move (10) steps
```

DO IT!



Press the arrow keys to move!



rotate all around



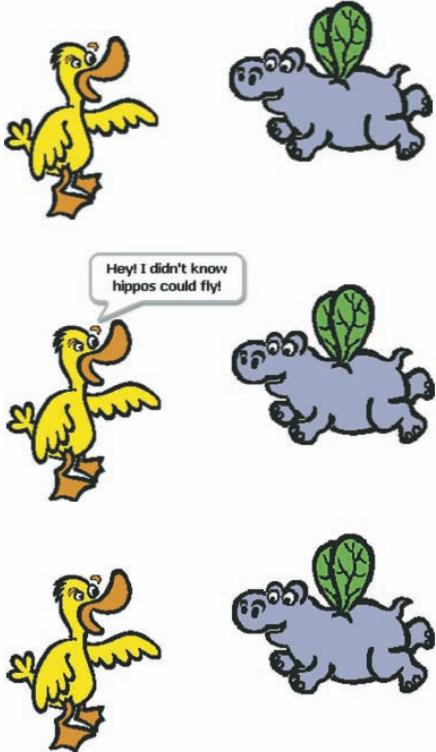
just flip left-right

EXTRA TIP

Does your sprite look upside-down?  
You can change its rotation style.

# Say Something

What do you want your sprite to say?



# Say Something



GET READY



Select a sprite.  
Type in a name for your sprite.

TRY THIS CODE



Find the block that includes your sprite's name.

Type in any words.

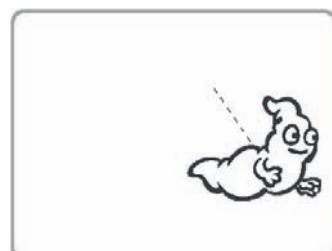
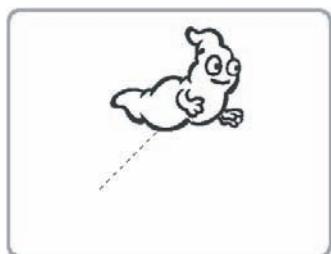
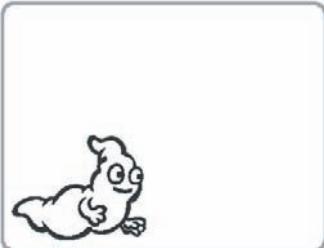
DO IT!



Click on the sprite to start.

# Glide

Move smoothly from one point to another.



# Glide



GET READY



Import a costume.  
Or, paint your own.

TRY THIS CODE



Try different numbers.



DO IT!

Click the green flag to start.



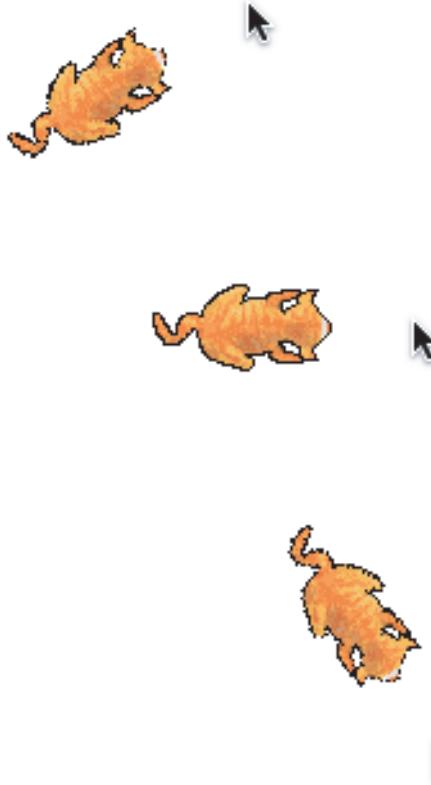
New costume: Paint Import Camera

EXTRA TIP

Look here to find a  
sprite's x and y position.

# Follow the Mouse

Follow the mouse pointer.



# Follow the Mouse

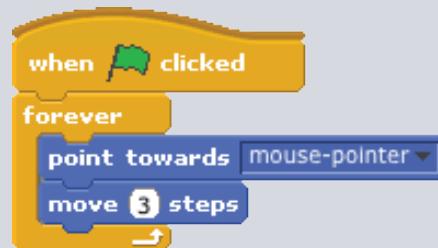


GET READY



Choose the cat or another costume.

TRY THIS CODE



DO IT!



Click the green flag to start.

# Dance Twist

Play a sound clip and do a body twist.



# Dance Twist

GET READY



Choose an image of a person ready to dance.



Record or import a sound clip.  
Keep it short!

TRY THIS CODE



Choose whirl from the menu.

DO IT!



Press the key to start.

# Interactive Whirl

Whirl a photo by moving the mouse.



# Interactive Whirl

GET READY



Choose the squirrel or other photo to whirl.

TRY THIS CODE



Choose whirl from the menu.

DO IT!



Click the green flag to start.

EXTRA TIP

Notice how the numbers change as you move the mouse.

x: 178 y: -149



# Animate It

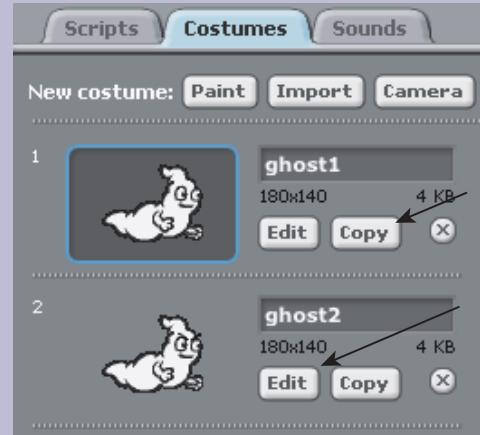
Make a simple animation.



# Animate It



GET READY



Copy a costume.

Edit the new costume  
(in the paint editor) to  
make it look different.

TRY THIS CODE



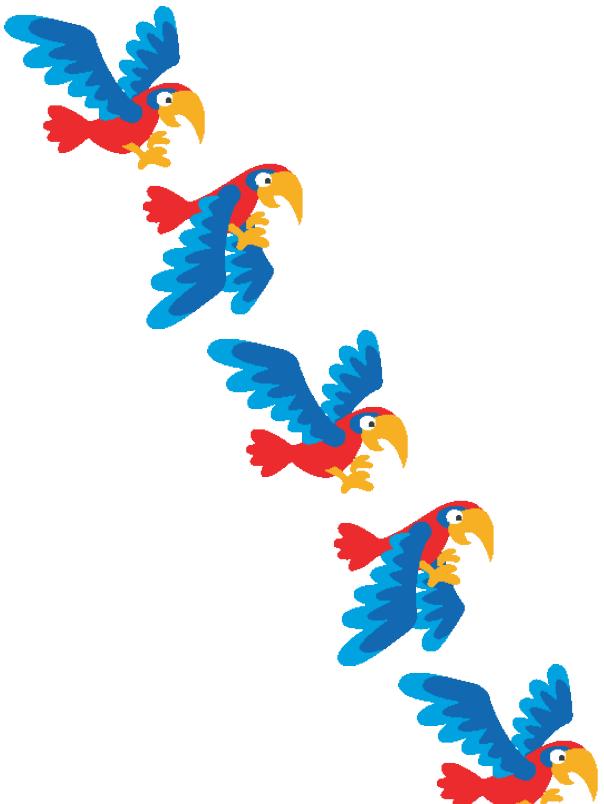
DO IT!



Click the green flag to start.

# Moving Animation

Animate a character as it moves.



# Moving Animation



GET READY

Import a pair of costumes to animate.



TRY THIS CODE

```
when green flag clicked
forever
  switch to costume [parrot1-a v]
  wait (0.3) secs
  move (5) steps
  switch to costume [parrot1-b v]
  wait (0.3) secs
  move (5) steps
  if on edge, bounce
```

EXTRA TIP



rotate all around

just flip left-right

Does your sprite  
look upside-down?  
You can change  
its rotation style.

# Surprise Button

Make your own button.



# Surprise Button

GET READY

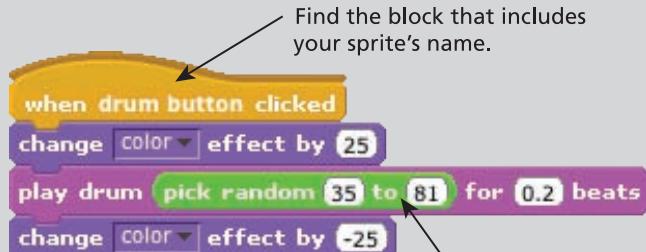


Choose "drum1" from the "Things" folder.



You can change the name of your sprite.

TRY THIS CODE



DO IT!

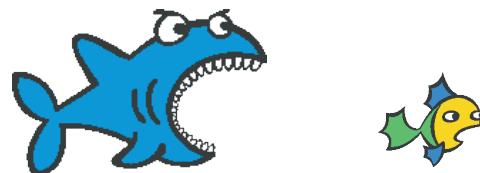


Click to see (and hear) what it does.

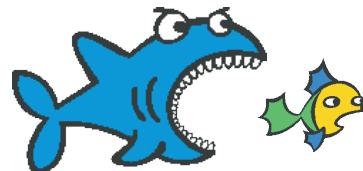
# Keep Score

Add a scoreboard to your game.

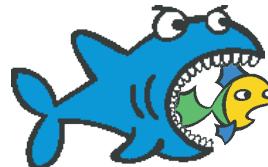
score 0



score 0



score 1



# Keep Score

score 1



Motion

Control

Looks

Sensing

Sound

Operators

Pen

Variables

Make a variable

GET READY

Go to Variables

Click **Make a variable**

Type "score" for the variable name and then click OK.

TRY THIS CODE

```
when green flag clicked
set score to 0
forever
  turn right pick random -30 to 30 degrees
  move 5 steps
  if touching small fish
    change score by 1
    play sound chomp until done
    move -100 steps
```

Use the pull-down menu to select the sprite you're chasing.

Increases the score by 1.

DO IT!



Click the green flag to start.