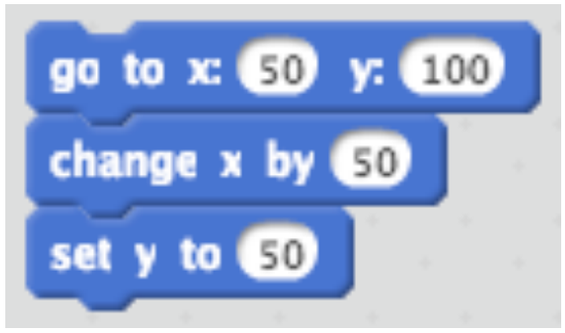
Wednesday 2/12/14

Do Now: What is the x and y position of the sprite after running the following scripts?

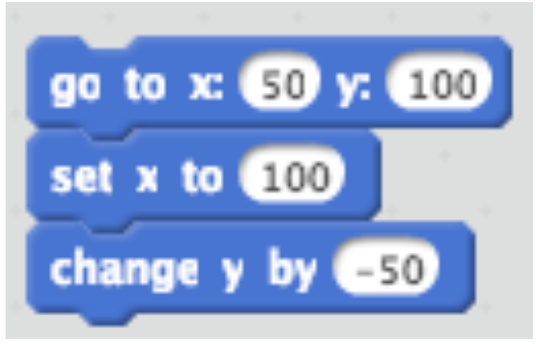
1)



*x:*____

*y:*____

2)



*x:*____

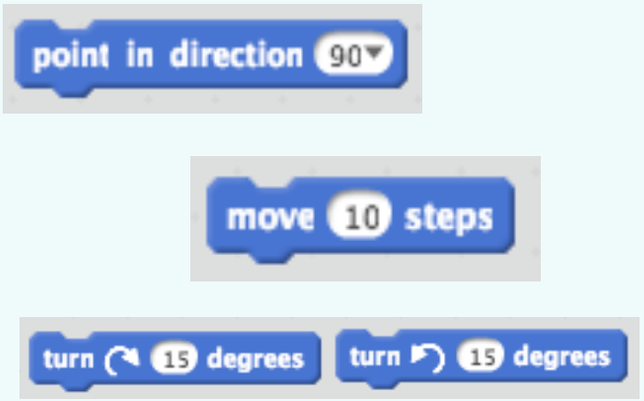
*y:*____

Homework: Review notes for quiz tomorrow!

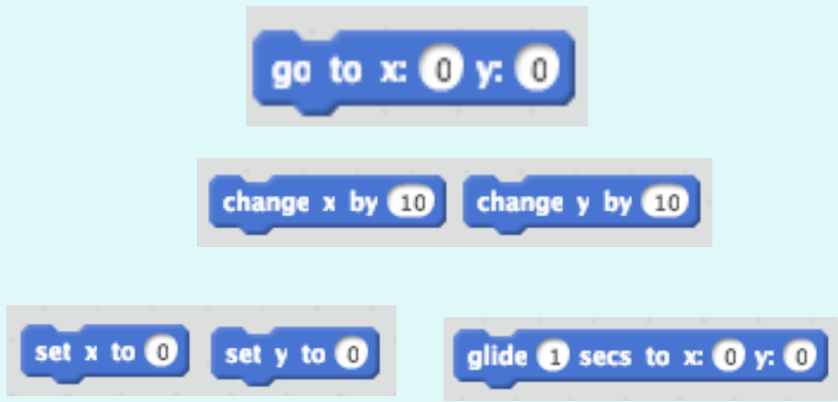
(if you missed them, the slides and note-sheets can be found on the website)

There are 2 ways to tell a sprite how to move:

Directional motion blocks *(what we've spent the most time on this week)*

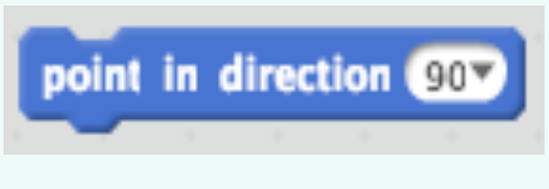


Positional motion blocks *(what we will practice today)*



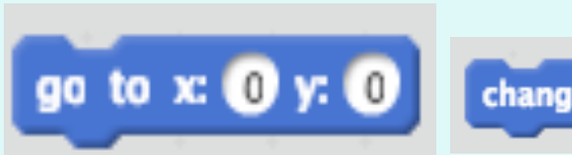
Directional motion blocks

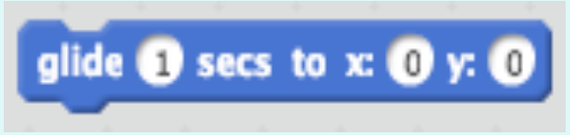
★ define motion by the **direction** that the sprite is facing and the number of **steps** to move.

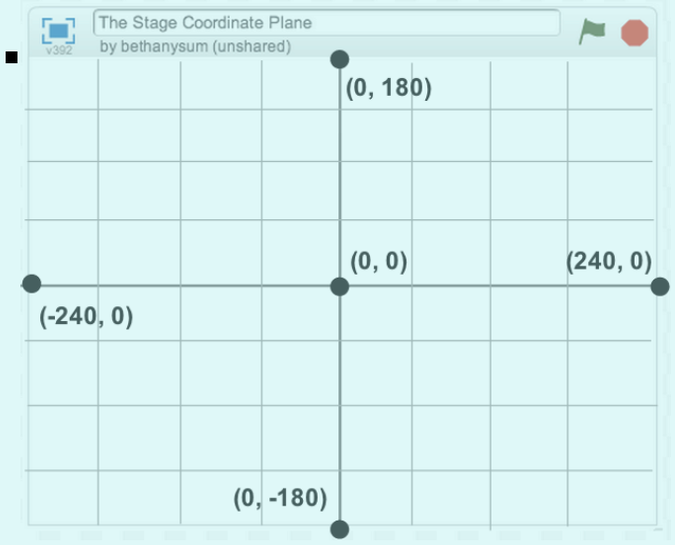


Positional motion blocks

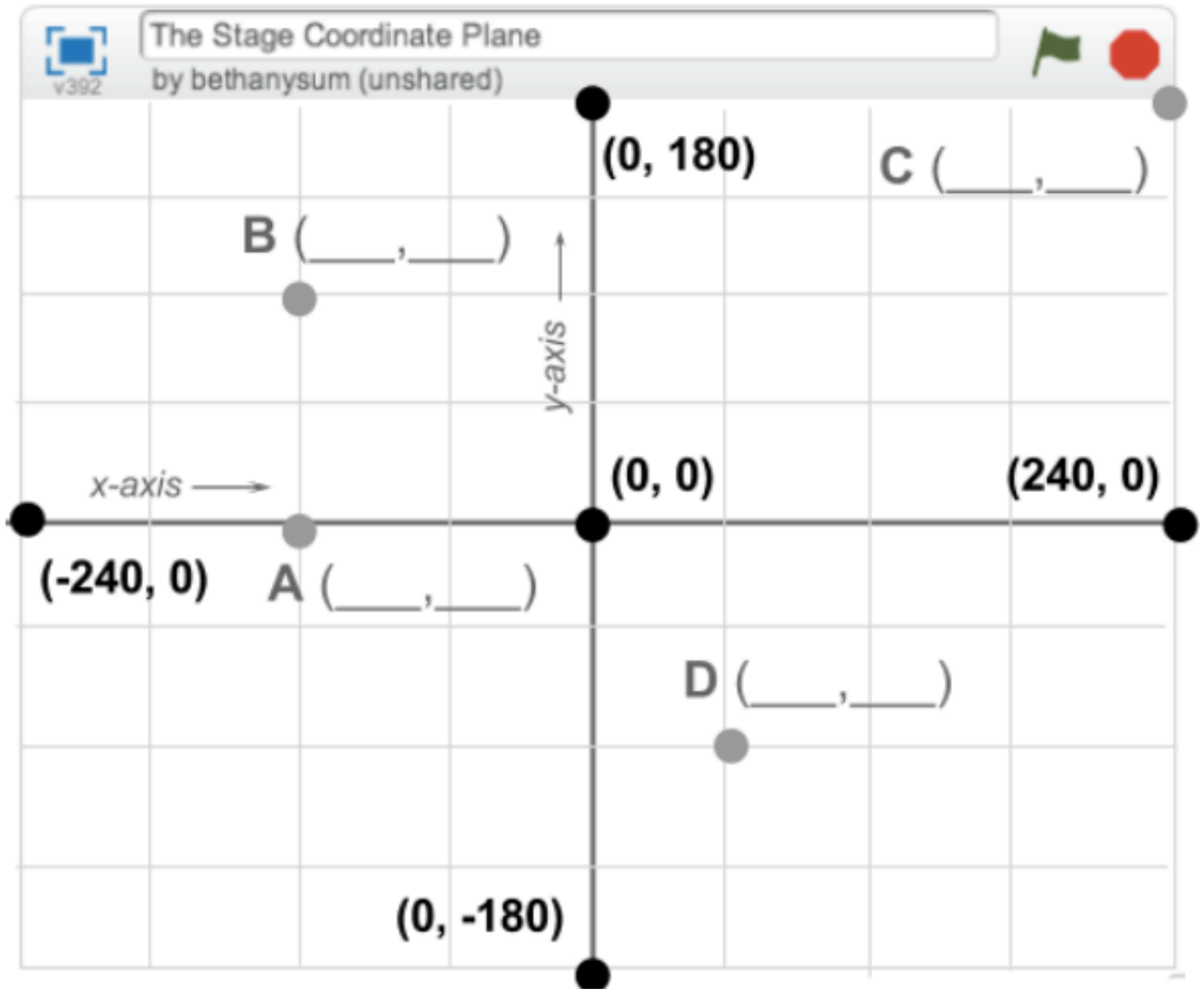
★ define motion by telling the sprite to go to a certain x and y **position** on the stage.







Think of the stage as a coordinate plane:

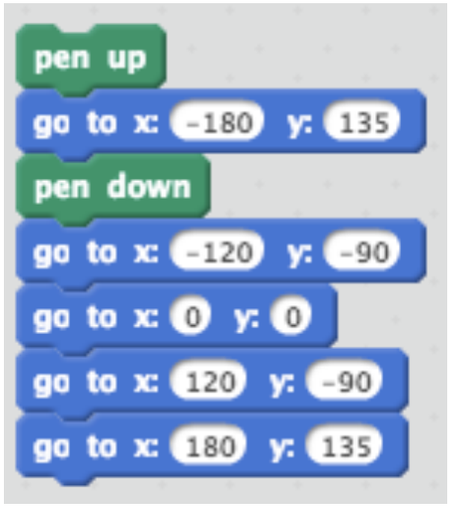


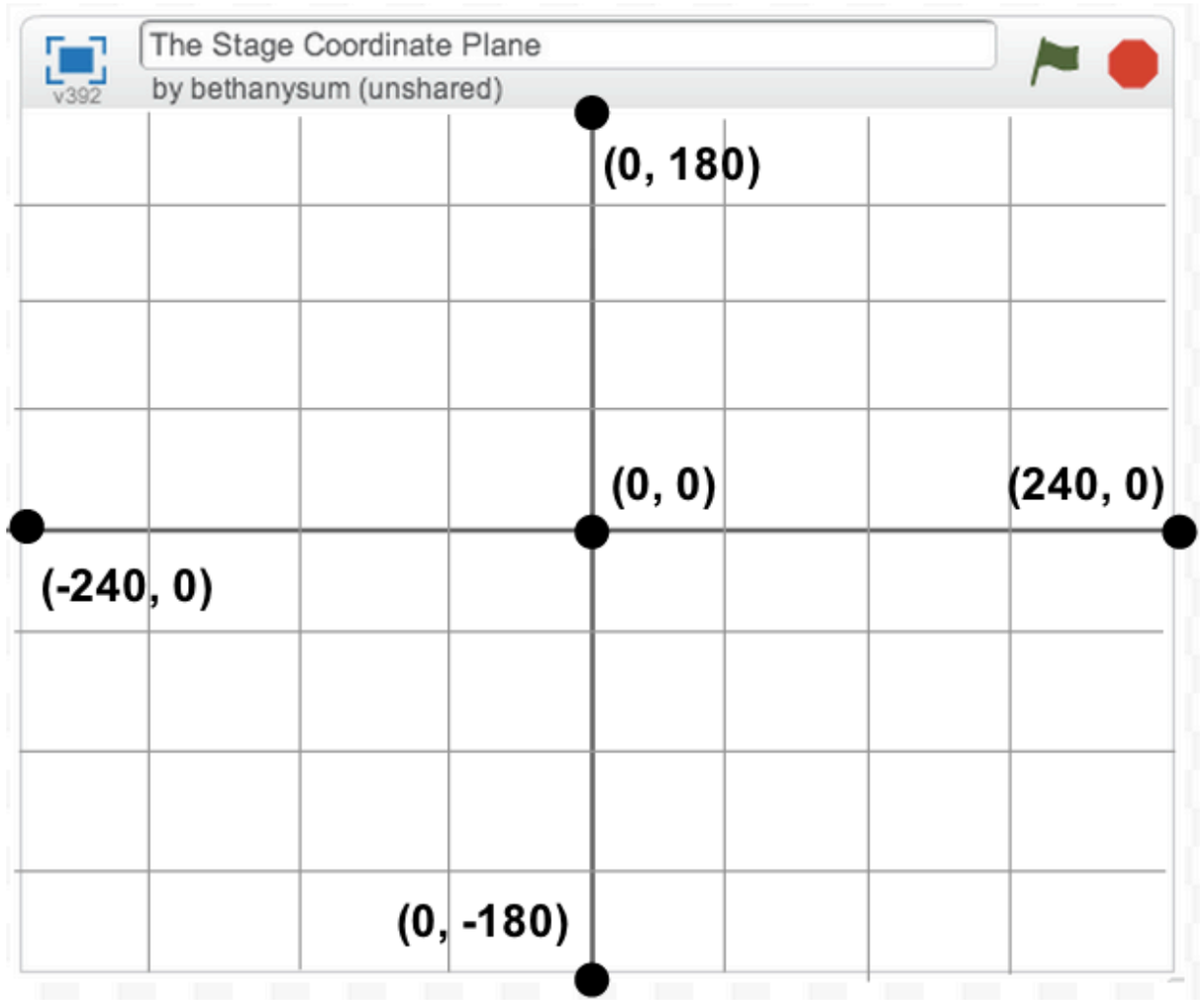
★ **NOTE:** The only motion block that moves gradually is the **glide** block.

★ The rest of the motion blocks are executed **immediately** and you won't see the movement happen.

Exercises: For each script, follow the instructions one step at a time and replicate what the computer will draw in the spaces on your notes.

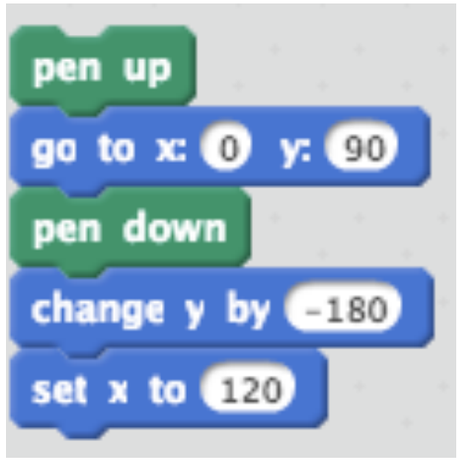
Script 1:

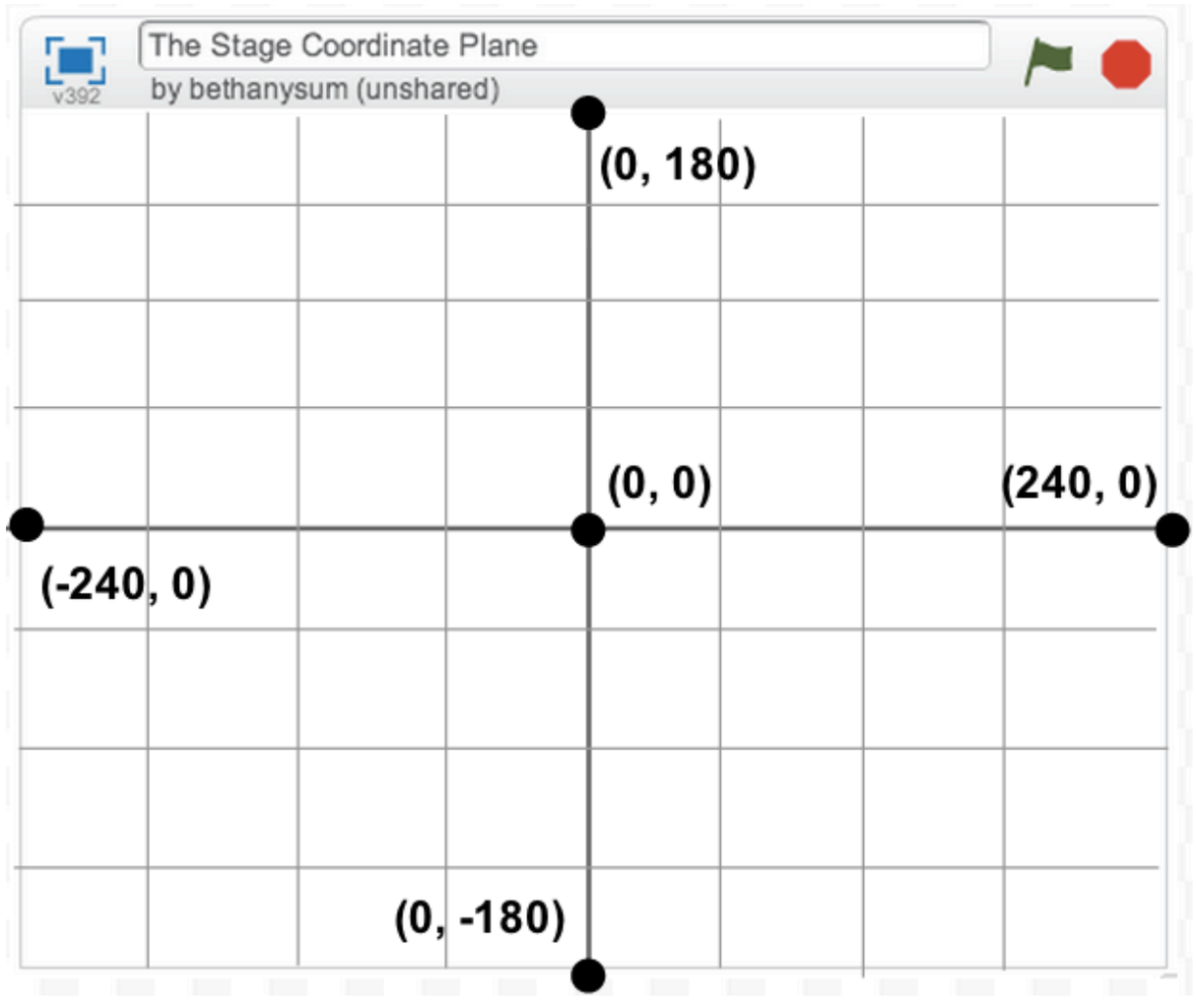




Exercises: For each script, follow the instructions one step at a time and replicate what the computer will draw in the spaces on your notes.

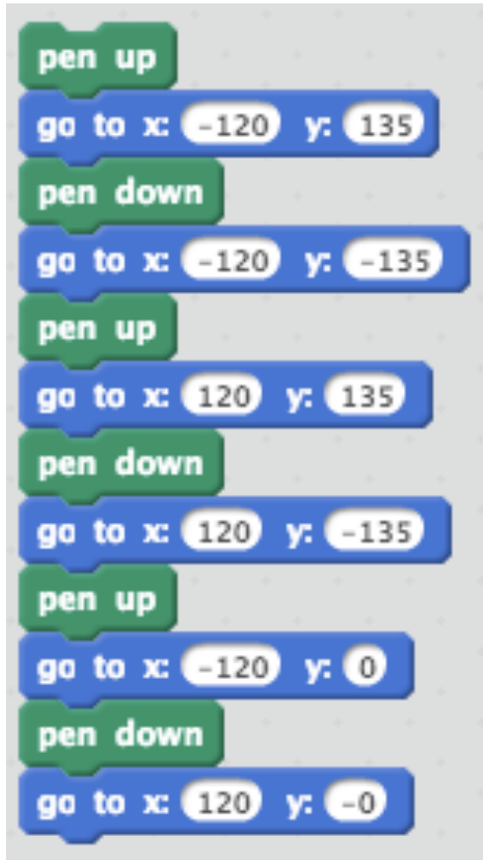
Script 2:

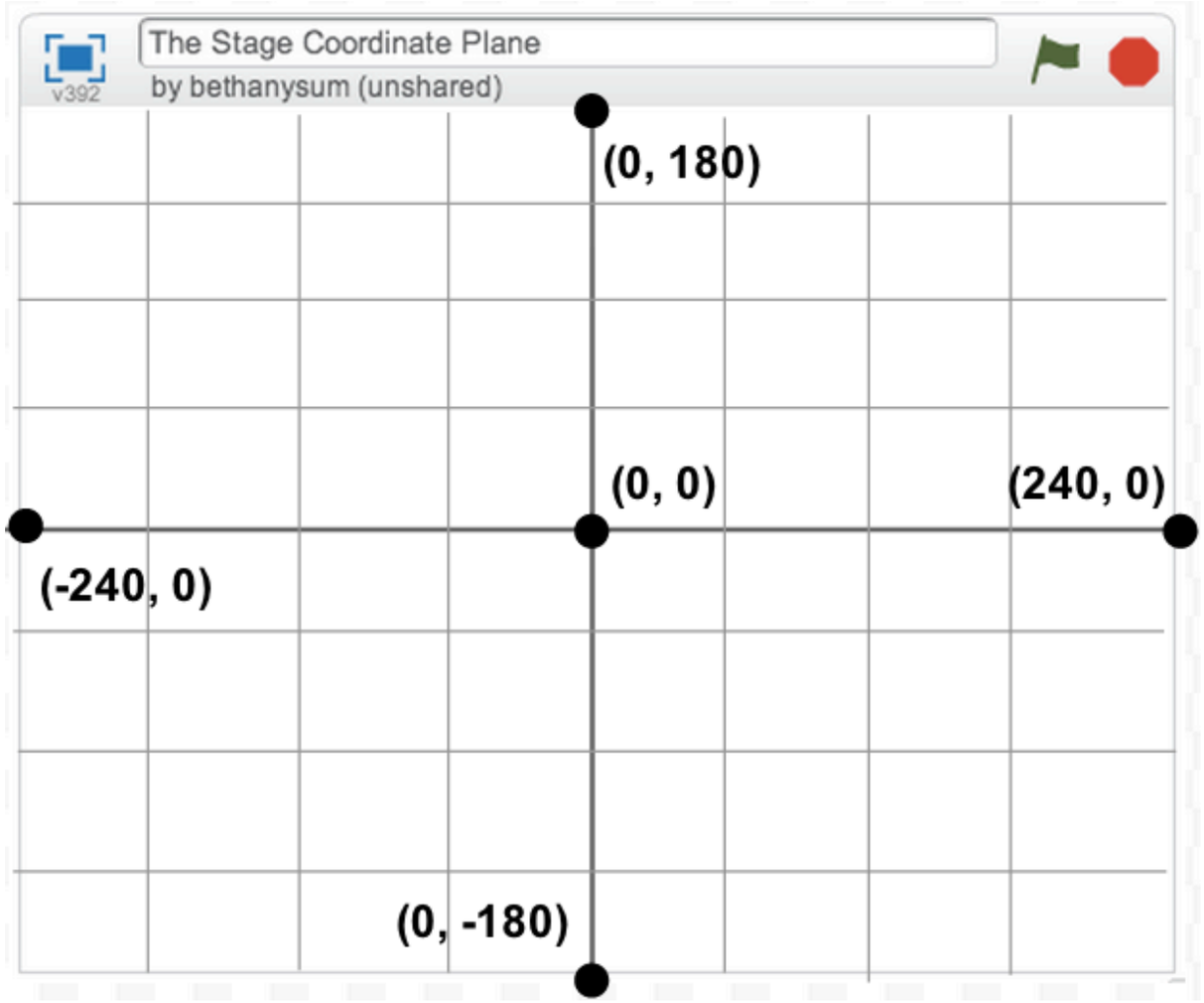




Exercises: For each script, follow the instructions one step at a time and replicate what the computer will draw in the spaces on your notes.

Script 3:





Lab: http://leaderscompsci.com/lab04.html