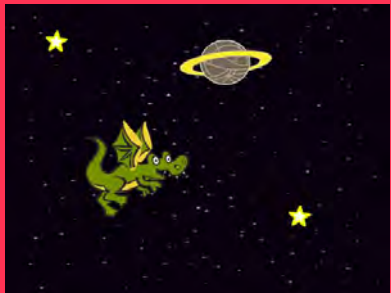
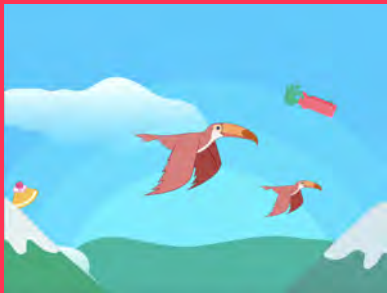
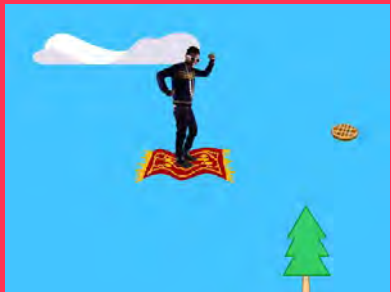


# Make it Fly Cards



**Choose any character and make it fly!**



# **Make it Fly Cards**

Use these cards in this  
order:

- 1. Choose a Character**
- 2. Start Flying**
- 3. Switch Looks**
- 4. Make it Interactive**
- 5. Floating Clouds**
- 6. Flying Hearts**
- 7. Collect Points**

# Choose a Character

Choose a character to fly.



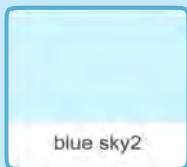
# Choose a Character

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## GET READY



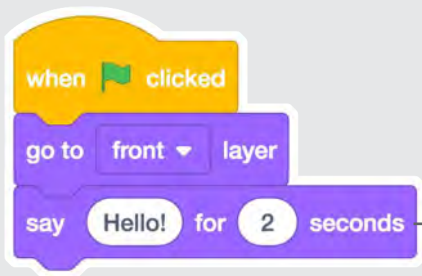
Choose a backdrop, such as "blue sky2".



Choose a sprite from the Flying theme.



## ADD THIS CODE



Type what you want your sprite to say.

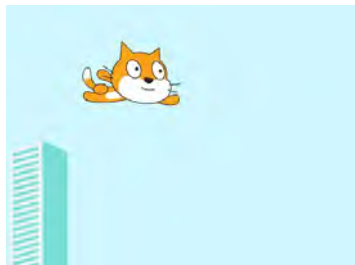
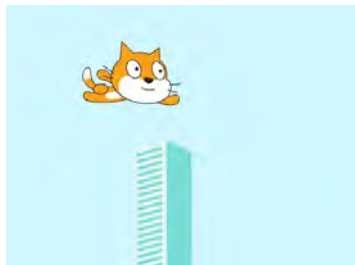
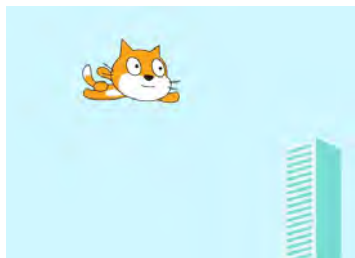
## TRY IT

Click the green flag to start



# Start Flying

Move the scenery so your character looks like it's flying.



# Start Flying

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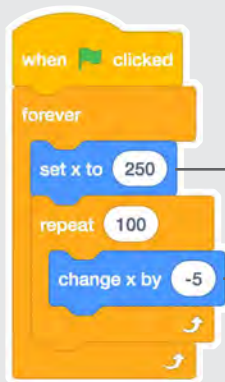
## GET READY



Choose a sprite to fly by, such as Buildings



## ADD THIS CODE

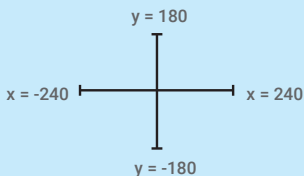


Start from the right end of the stage.

Type a negative number to move left.

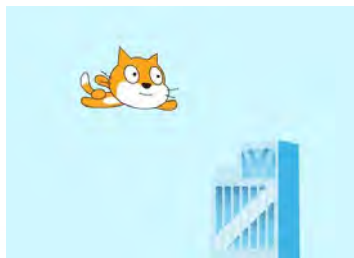
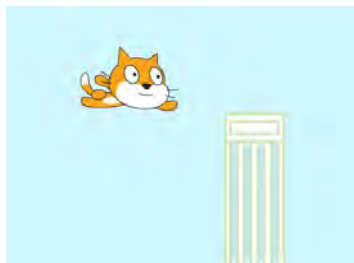
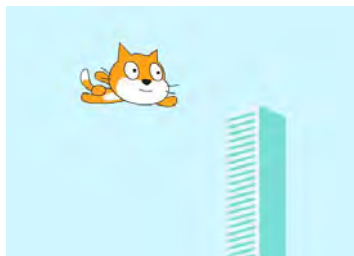
## TIP

x is the position on the Stage from left to right.



# Switch Looks

Add variety to your scenery.

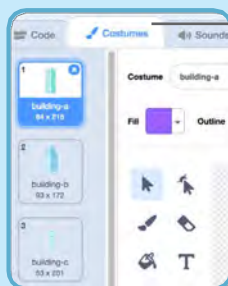


# Switch Looks

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## GET READY


Click to select the Buildings sprite.

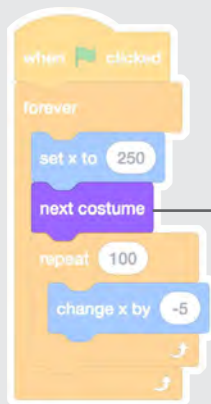


Then, click the **Costumes** tab to see the different building costumes.

## ADD THIS CODE



Click the  **Code** tab.



Add this block to switch costumes.

## TRY IT

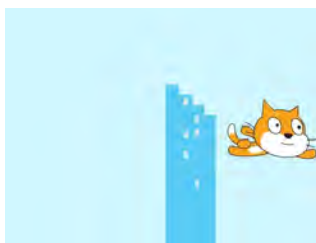
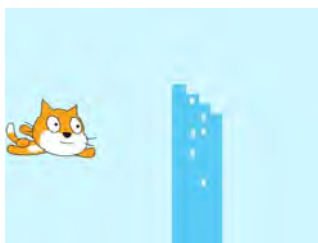
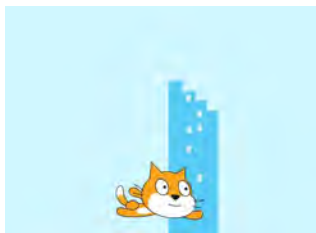
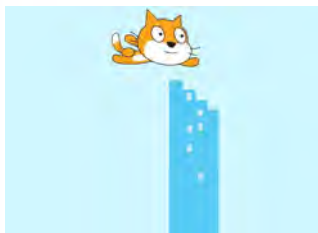
Click the green flag to start





# Make It Interactive

Make your character move  
when you press a key.

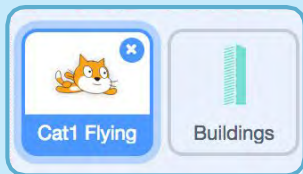


# Make It Interactive

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## GET READY

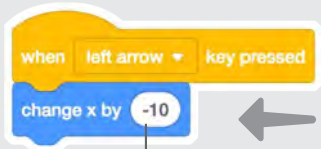
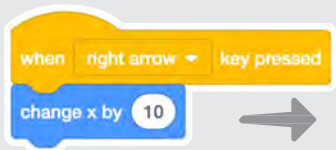
Click to select your flying sprite.



## ADD THIS CODE

### Change x

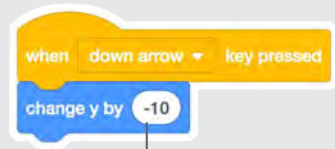
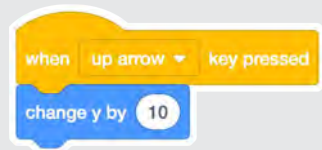
Move your character *side to side*.



Type a minus sign to move *left*.

### Change y

Move your character *up and down*.



Type a minus sign to move *down*.

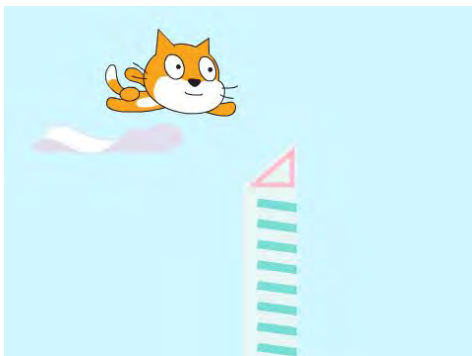
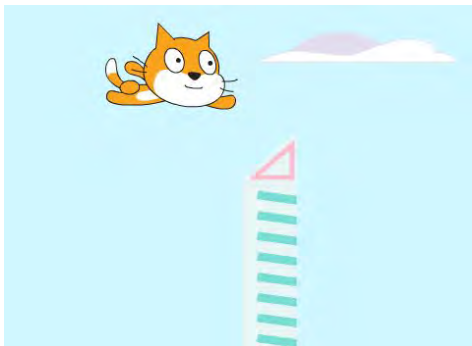


## TRY IT

Press the arrow keys on your keyboard to move your character around.

# Floating Clouds

Make clouds float by in the sky!



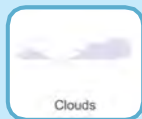
# Floating Clouds

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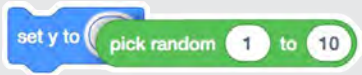
## GET READY



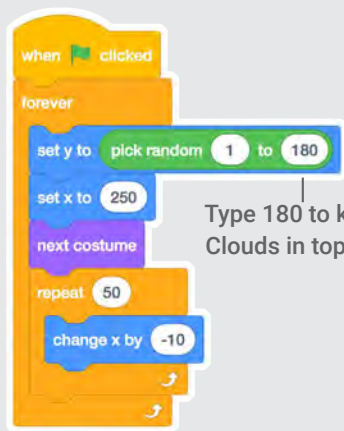
Choose Clouds from the library.



## ADD THIS CODE



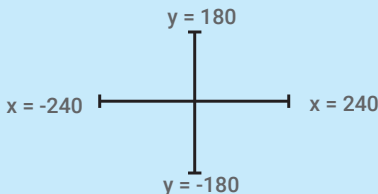
Drag the **pick random** block into the **set y to** block.



Type 180 to keep Clouds in top half.

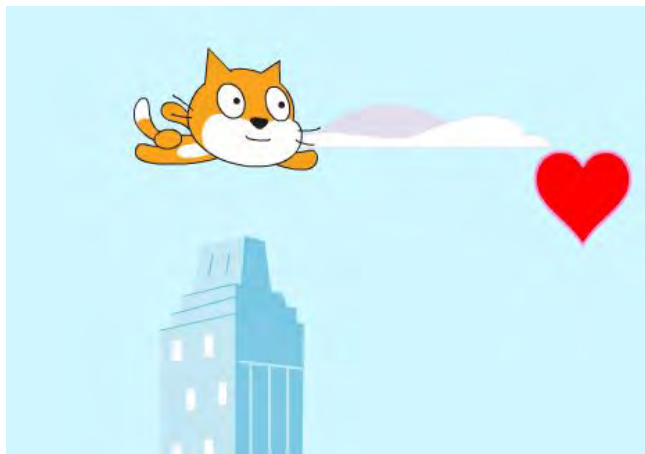
## TIP

**y** is the position on the Stage from top to bottom.



# Flying Hearts

Add hearts or other floating objects to



# Flying Hearts

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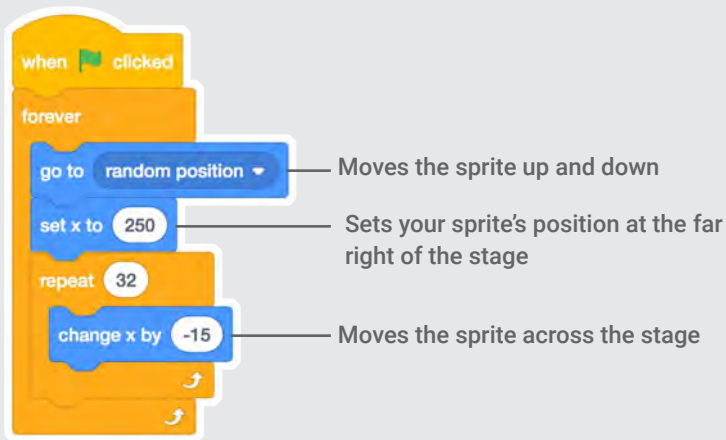
## GET READY



Choose a sprite, such as Heart.



## ADD THIS CODE



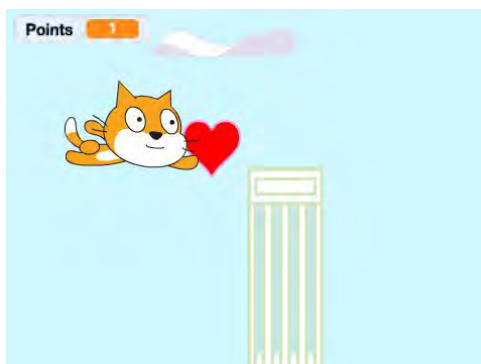
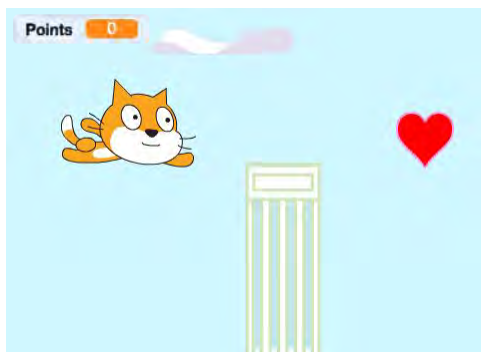
## TRY IT

Click the green flag to start



# Collect Points

Add a point each time you touch a heart or other object.



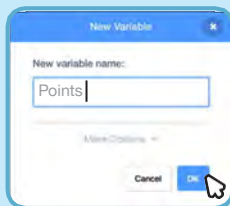
# Collect Points

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## GET READY

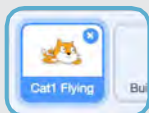
Select Variable

Click the Make a Variable button.

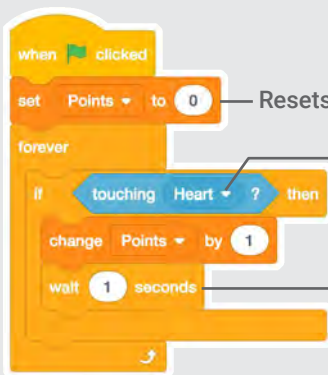


Name this variable Points and then click OK.

## ADD THIS CODE



Select your flying sprite.



Resets points at the start.

Choose Heart from the menu.

Add a point.

## TRY IT

Click the green flag to start

