***Experiment Five***: Thinking About Animation

*Experimentation is your superpower!*

*Let's experiment to learn a little about how animation might be achieved using the turtle in Python.*

*First, let's review…*

*Use what you remember from your last experience in class—completing experiment four—to answer the questions that follow.*

1. What do you think that the sleep Python verb asks the turtle to do?
2. Why do you think that changing the shape of the turtle, over and over, produces animation?

*Next, let's experiment.*

*Open and fork the project linked here (*[*animationExample4*](https://replit.com/@ROYMARQUEZ/animationExample4)*)*

*Follow the instructions below.*

1. Read the code in this project. Which are the line numbers that contain new instructions?

What do you think that this program might do if you were to play it?

1. Press the play button to make the computer follow the instructions in the project. Move the mouse pointer to point at the "invader" and click on it.

So what does this project actually do when you play it? Hint: press the arrow keys on the keyboard to see what happens! If when you press the arrow keys stuff appears in on the console, below the "invader", you didn't click on the "invader" like I asked you to!

1. Change the 'Right' on line 11 to 'Left' and play the program again. What changed?

What do you think that the instruction on line 11 is teaching the computer to do?

*Open and fork the project linked here (*[*animationExample5*](https://replit.com/@ROYMARQUEZ/animationExample5)*)*

*Follow the instructions below.*

1. Read the code in this project. Which are the line numbers that contain new instructions?

What do you think that this program might do if you were to play it?

1. Press the play button to make the computer follow the instructions in the project. Again, remember to click on the "invader" right after pressing the play button!

So what does this project actually do when you play it?

What keys on the keyboard controlled the "invader" in this project?

Which line numbers teach the computer to do something to the "invader" on a key press?

*Finally, open and fork the project linked here (*[*animationExample6*](https://replit.com/@ROYMARQUEZ/animationExample6)*)*

*Follow the instructions below.*

1. Read the code in this project. Which are the line numbers that contain new instructions?

What do you think that this program might do if you were to play it?

1. Press the play button to make the computer follow the instructions in the project.

So what does this project actually do when you play it? Don’t forget to click on the "invader"!

*When learning something new, it's important to reflect on this experience.*

1. What is one thing that you learned in completing the work in this assignment?
2. What are you still wondering or are still confused about?