Choose a sprite from the library. Or, paint a new one.

You can choose a different effect from the menu:

Or, type in a different number. Then press the space bar again.

To clear the effects, click the stop sign.
Start dancing to a drum beat.

Choose a dancer or other image.

Type in this number.

Click to choose a drum sound.

Click the green flag to start.
Use the arrow keys to move your sprite.

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

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!

EXTRA TIP

Set rotation style to all around.
Say Something

What do you want your sprite to say?

Hey! I didn't know hippos could fly!

New sprite: Select a sprite.

when this sprite clicked

say Hey! I didn't know hippos could fly! for 2 secs

Type in any words.

Click on the sprite to start.

http://scratch.mit.edu

SCRATCH

Make A Card

1. Fold the card in half.

2. Put glue on the back.

3. Cut along the dashed line.
Import a costume, or paint your own sprite.

Here are the x and y positions on the Stage.

Click the green flag to start.

To see a sprite's current x y position:

Try different numbers.

The x y position is shown here.

Here are the x and y positions on the Stage.
Choose the cat or another costume.

when clicked
forever
point towards mouse-pointer
move 3 steps

http://scratch.mit.edu

Click the green flag to start.

Make A Card

1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Choose or record a sound clip. Keep it short!

Choose an image of a person ready to dance.

Choose whirl from the menu.

Press the key to start.

Make A Card

1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.
Interactive Whirl!

Whirl a photo by moving the mouse.

GET READY

New sprite: 📷 / 📃 / 📸

Choose the squirrel or other photo to whirl.

TRY THIS CODE

when [green flag] clicked
forever
set [whirl] effect to [mouse x]

Insert MOUSE X block here.

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.
Make a simple animation.

Click for duplicate (stamper) tool.

Click the sprite to duplicate the costume.

Use the paint tools to make the new costume look different.

Click the green flag to start.

Try This Code

```
when [flag clicked]
forever
switch costume to penguin1
wait 0.5 secs
switch costume to penguin2
wait 0.5 secs
```

Do It!
Animate a character as it moves.

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

Click to open the sprite library.

Choose a sprite that has 2 or more costumes.

Click the .

Extra Tip

all around  left-right  don’t rotate
You can change the name of your sprite.

Insert the \textit{PICK RANDOM} block.

Click to see (and hear) what it does.
Choose Data
Click
Type "score" for the variable name and then click OK.

TRY THIS CODE

DO IT!

Make A Card
1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.