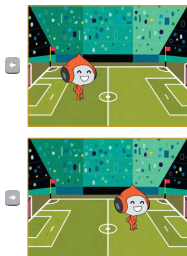


## Move with Arrow Keys

## Move with Arrow Keys

## Make a Character Jump

Use the arrow keys to move your character around.



Animate a Character

1

Scratch

### GET READY



Choose a backdrop.

Sector 2

Choose a character.

Pico Walking

### 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.



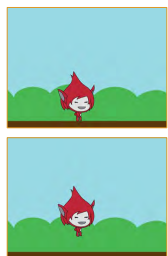
Type a minus sign to move down.

### TRY IT



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

Press a key to jump up and down.



Animate a Character

2

Scratch

## Make a Character Jump

## Switch Poses

## Switch Poses

### GET READY



Choose a backdrop.

Blue Sky

Choose a character.

Glide Walking

### ADD THIS CODE



Type how high to jump.

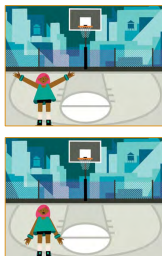
Type a minus sign to go back down.

### TRY IT



Press the space key on your keyboard.

Animate a character when you press a key.



Animate a Character

3

Scratch

### GET READY

Choose a character with multiple costumes. Max.



Click the Costumes tab to view all of your sprite's costumes.

Scroll over sprites in the Sprite Library to see if they have different costumes.

### ADD THIS CODE

Code Click the Code tab.



Choose a costume.

Choose a different costume.

### TRY IT



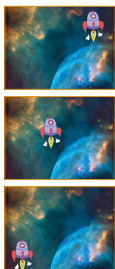
Press the space key on your keyboard.

## Glide from Point to Point

## Glide from Point to Point

## Walking Animation

Make a sprite glide from point to point.



Animate a Character

4

Scratch

### GET READY



Choose a backdrop.

Nebula

Choose a character.

Rocketship

### ADD THIS CODE



Set the starting point.

Set another point to glide to.

Set the end point.

### TRY IT

Click the green flag to start.

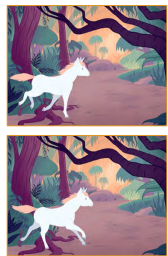


### TIP



When you drag a sprite, its x and y positions will update in the blocks palette.

Make a character walk or run.



Animate a Character

5

Scratch

# Walking Animation

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## GET READY



Choose a backdrop.



Jungle



Choose a walking or running sprite.



Unicorn Running

## ADD THIS CODE



Unicorn Running



## TRY IT



Click the green flag to start.

## TIP



If you want to slow down the animation, try adding a wait block inside the repeat block.

# Flying Animation

Have a character flap its wings as it moves across the stage.



Animate a Character

6

Scratch

# Flying Animation

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## GET READY



Choose a backdrop.



Canyon



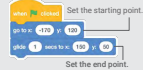
Choose Parrot (or another flying sprite).



Parrot

## ADD THIS CODE

### Glide across the screen



### Flap the wings



## TRY IT

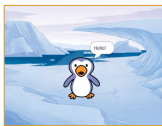
Click the green flag to start.

# Talking Animation

# Talking Animation

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Make a character talk.



Animate a Character

7

Scratch

## GET READY



Choose Penguin 2.



Penguin



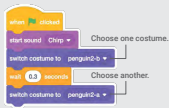
Costumes

Click the Costumes tab to view the penguin's other costumes.

## ADD THIS CODE



Click the Code tab.



## TRY IT

Click the green flag to start.

# Draw an Animation

# Draw an Animation

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## GET READY



Choose a character.

Costumes

Click the Costumes tab.



Right-click (on a Mac, control-click) a costume to duplicate it.

Now you should have two identical costumes.



Click a costume to select and edit it.

Click the Select tool.



Select a part of the costume to squeeze or stretch it.



Drag the handle to rotate an object you've selected.



## ADD THIS CODE



Click the Code tab.



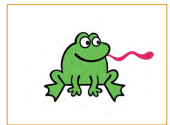
Use the next costume block to animate your character.

## TRY IT



Click the green flag to start.

Edit a sprite's costumes to create your own animation.



Animate a Character

8

Scratch