Animate a Character Cards

Bring characters to life with animation.
Animate a Character Cards

Try these cards in any order:

• Move with Arrow Keys
• Make a Character Jump
• Switch Poses
• Glide from Point to Point
• Walking Animation
• Flying Animation
• Talking Animation
• Draw an Animation

scratch.mit.edu Set of 8 cards
Move with Arrow Keys

Use the arrow keys to move your character around.
Move with Arrow Keys

GET READY

Choose a backdrop. Choose a character.

ADD THIS CODE

Change x
Move your character side to side.

- when right arrow ↓ key pressed
  change x by 10

- when left arrow ↓ key pressed
  change x by -10

Type a minus sign to move left.

Change y
Move your character up and down.

- when up arrow ↓ key pressed
  change y by 10

- when down arrow ↓ key pressed
  change y by -10

Type a minus sign to move down.

TRY IT

Press the arrow keys on your keyboard to move your character around.
Make a Character Jump

Press a key to jump up and down.
Make a Character Jump
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GET READY

Choose a backdrop.  
Blue Sky

Choose a character.  
Giga Walking

ADD THIS CODE

when space key pressed
change y by 60
wait 0.3 seconds
change y by -60

Type how high to jump.

Type a minus sign to go back down.

TRY IT

Press the space key on your keyboard.
Switch Poses

Animate a character when you press a key.
Switch Poses
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GET READY

Choose a character with multiple costumes, like 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

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

Make a sprite glide from point to point.
Glide from Point to Point
scratch.mit.edu

GET READY

Choose a backdrop. Nebula | Choose a character. Rocketship

ADD THIS CODE

Set the starting point.

```
go to x: -160 y: -130
```

Set another point to glide to.

```
glide 1 secs to x: -40 y: 10
```

Set the end point.

```
glide 1 secs to x: 140 y: 80
```

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.
Walking Animation

Make a character walk or run.
**GET READY**

- Choose a backdrop.
- Choose a walking or running sprite.

**ADD THIS CODE**

```blocks
when GreenFlag clicked
go to x: -140 y: -60
repeat 50
move 10 steps
next costume
```

**TIP**

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

**TRY IT**

Click the green flag to start.
Flying Animation

Have a character flap its wings as it moves across the stage.
Choose Parrot (or another flying sprite).

GET READY

Choose a backdrop.

Canyon

ADD THIS CODE

Glide across the screen

when [clicked]

Set the starting point.

go to x: -170 y: 120

Set the end point.

Glide 1 secs to x: 150 y: 50

Flap the wings

when [clicked]

Repeat 5

Choose one costume.

switch costume to parrot-a

wait 0.1 seconds

Choose another.

switch costume to parrot-b

wait 0.1 seconds

TRY IT

Click the green flag to start.
Talking Animation

Make a character talk.
Choose Penguin 2.

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

Choose one costume.
Choose another.

Click the green flag to start.
Draw an Animation

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

Animate a Character
Choose a character.

Frog

Click the Costumes tab.

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

Click a costume to select and edit it.

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

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

Click the Code tab.

Use the next costume block to animate your character.

Click the green flag to start.

Try it.