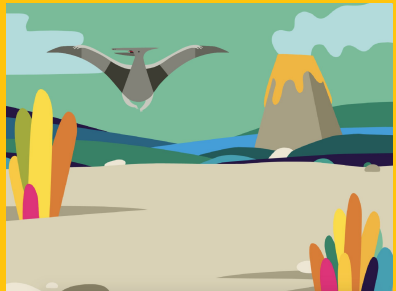


Animate a Character Cards



Bring characters to life with animation.

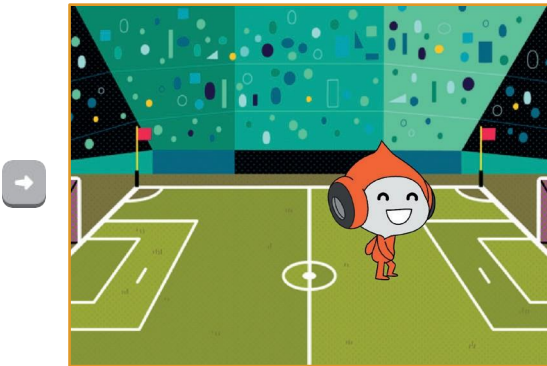
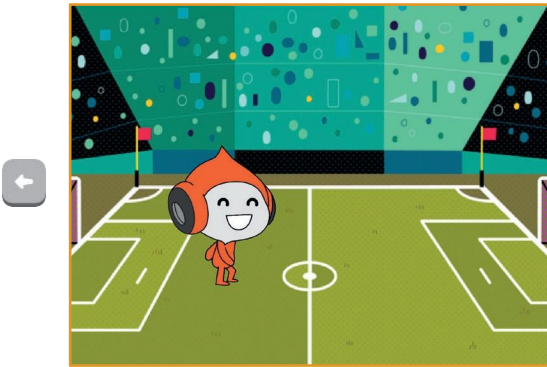
Animate a Character Cards

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**

Move with Arrow Keys

Use the arrow keys to move your character around.



Move with Arrow Keys

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GET READY



Choose a backdrop.



Soccer 2



Choose a character.

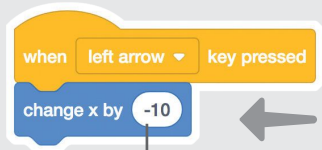
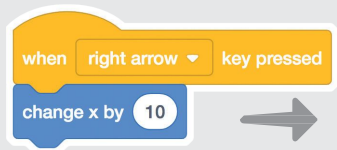


Pico Walking

ADD THIS CODE

Change x

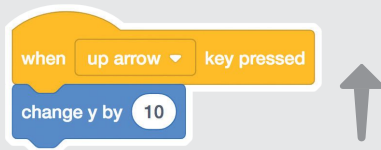
Move your character *side to side*.



Type a minus sign to move *left*.

Change y

Move your character *up and down*.



Type a minus sign to move *down*.

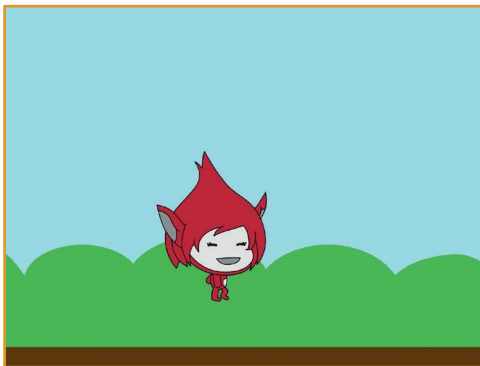
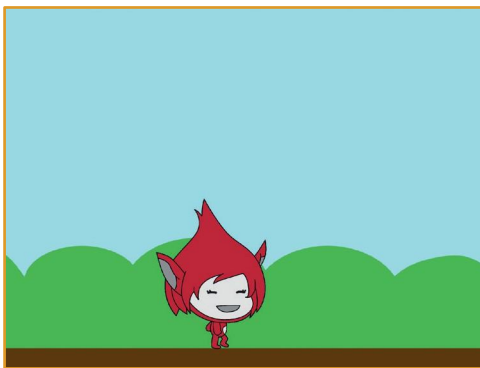
TRY IT



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

Make a Character Jump

Press a key to jump up and down.



Make a Character Jump

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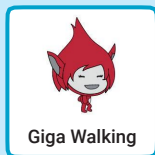
GET READY



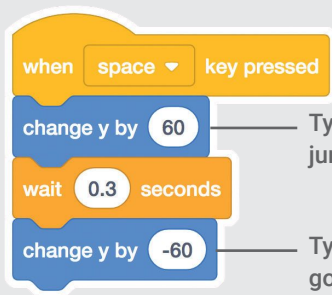
Choose a backdrop.



Choose a character.



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.

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.



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

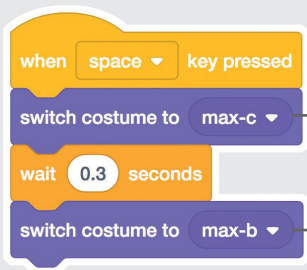


Click the **Costumes** tab to view all of your sprite's costumes.

ADD THIS CODE



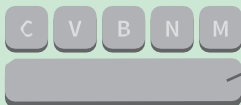
Click the **Code** tab.



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

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GET READY



Choose a backdrop.



Nebula



Choose a character.



Rocketship

ADD THIS CODE



when  clicked

go to x: -160 y: -130

Set the starting point.

glide 1 secs to x: -40 y: 10

Set another point to glide to.

glide 1 secs to x: 140 y: 80

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.

Walking Animation

Make a character walk or run.



Walking Animation

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GET READY



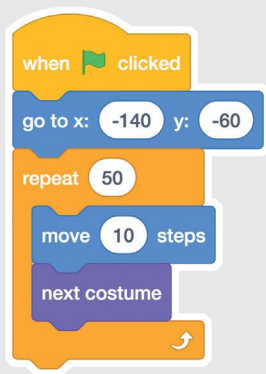
Choose a backdrop.



Choose a walking or running sprite.



ADD THIS CODE



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.



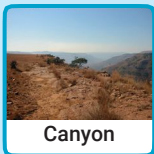
Flying Animation

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GET READY



Choose a
backdrop.



Canyon



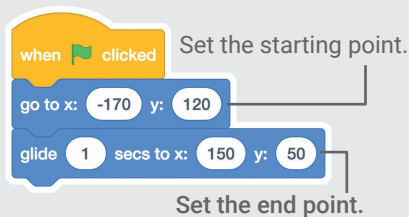
Choose Parrot
(or another flying sprite).



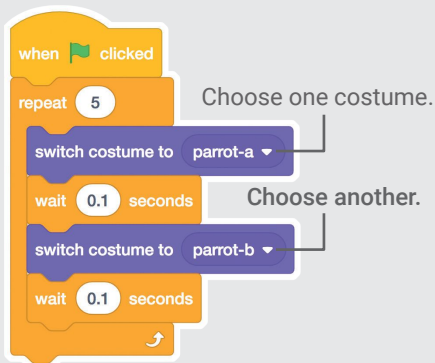
Parrot

ADD THIS CODE

Glide across the screen



Flap the wings



TRY IT

Click the green flag to start.



Talking Animation

Make a character talk.



Talking Animation

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GET READY



Choose Penguin 2.

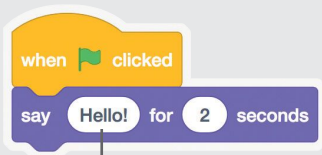


Click the Costumes tab to view the penguin's other costumes.

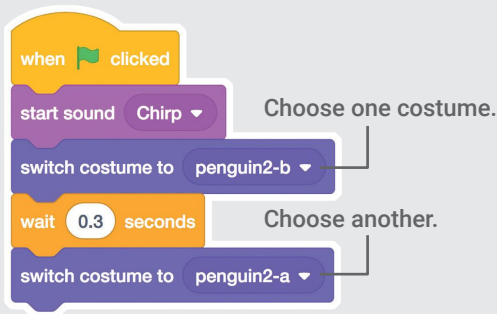
ADD THIS CODE



Click the Code tab.



Type what you want your character to say.



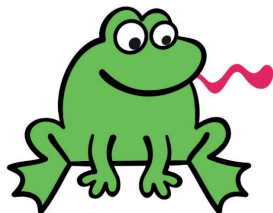
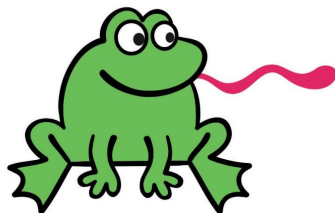
TRY IT

Click the green flag to start.



Draw an Animation

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



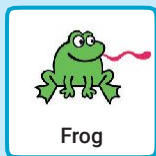
Draw an Animation

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GET READY



Choose a character.



Click the Costumes tab.



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

Now you should have two identical costumes.

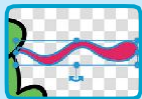


Click a costume to select and edit it.

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.