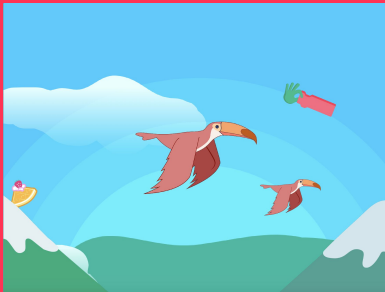
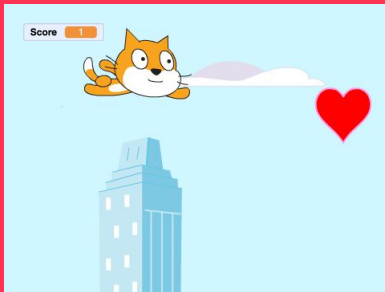


Make it Fly Cards



Choose any character and make it fly!

Make it Fly Cards

Use these cards in this
order:

- 1. Choose a Character**
- 2. Start Flying**
- 3. Switch Looks**
- 4. Make it Interactive**
- 5. Floating Clouds**
- 6. Flying Hearts**
- 7. Collect Points**

Choose a Character

Choose a character to fly.



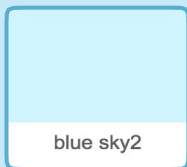
Choose a Character

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GET READY



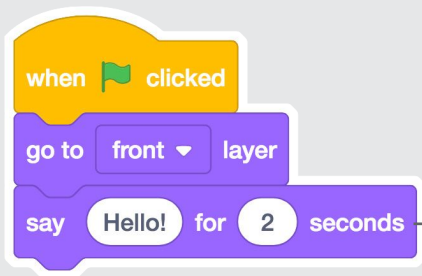
Choose a backdrop, such as "blue sky2".



Choose a sprite from the Flying theme.



ADD THIS CODE



Type what you want your sprite to say.

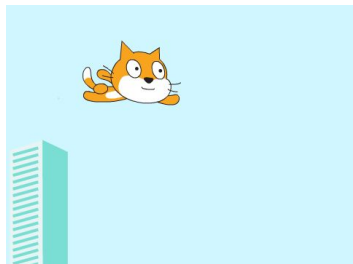
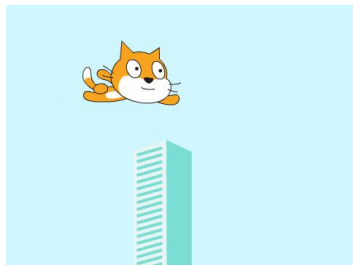
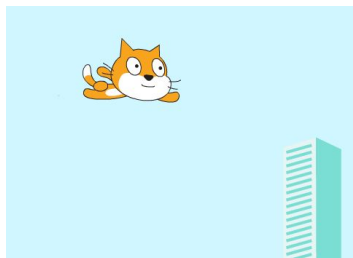
TRY IT

Click the green flag to start



Start Flying

Move the scenery so your character looks like it's flying.



Start Flying

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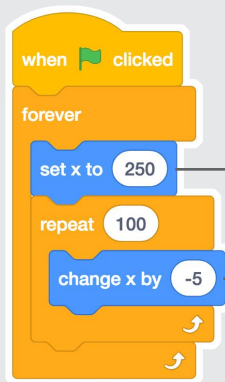
GET READY



Choose a sprite to fly by, such as Buildings



ADD THIS CODE

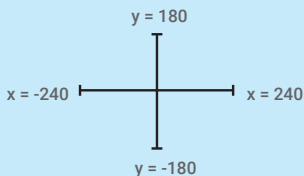


Start from the right end of the stage.

Type a negative number to move left.

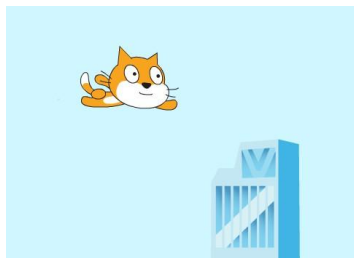
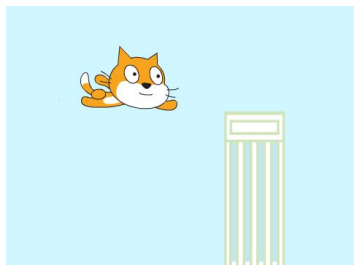
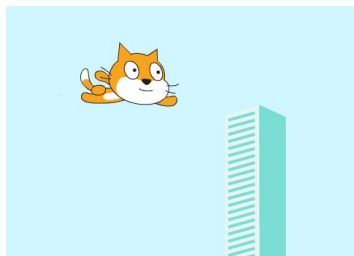
TIP

x is the position on the Stage from left to right.



Switch Looks

Add variety to your scenery.

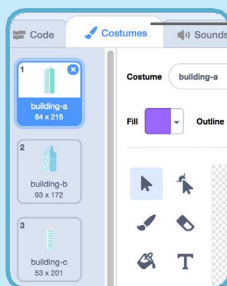
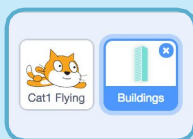


Switch Looks

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GET READY

Click to select the Buildings sprite.

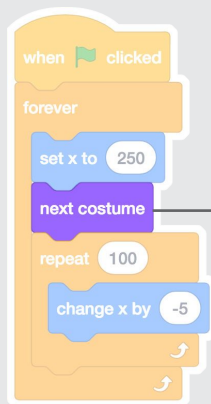


Then, click the **Costumes** tab to see the different building costumes.

ADD THIS CODE



Click the **Code** tab.



Add this block to switch costumes.

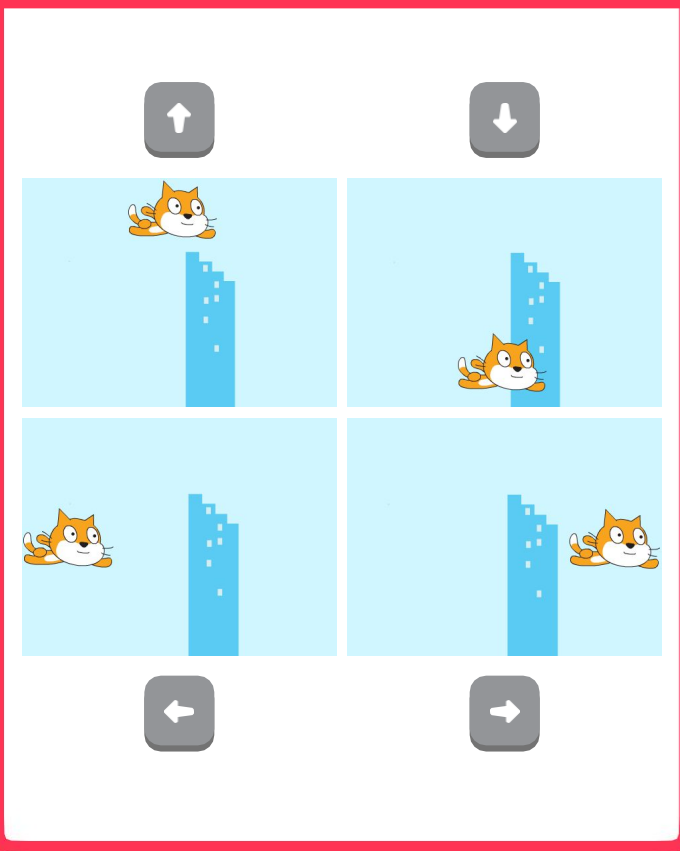
TRY IT

Click the green flag to start



Make It Interactive

Make your character move
when you press a key.

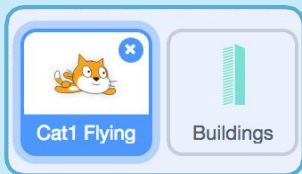


Make It Interactive

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GET READY

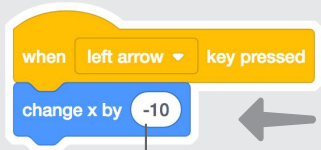
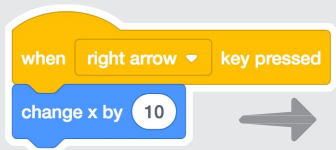
Click to select your flying sprite.



ADD THIS CODE

Change x

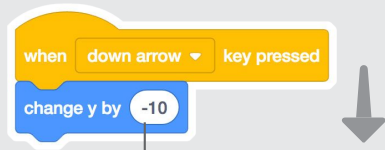
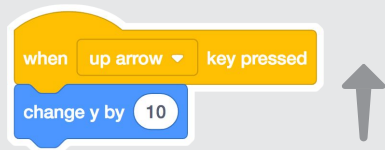
Move your character *side to side*.



Type a minus sign to move *left*.

Change y

Move your character *up and down*.



Type a minus sign to move *down*.

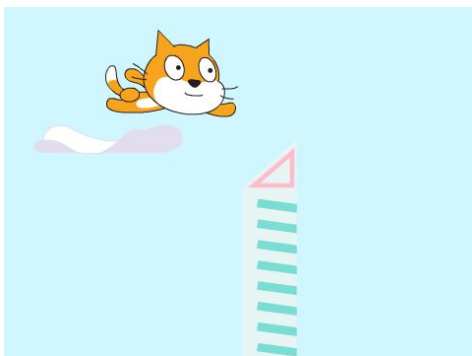
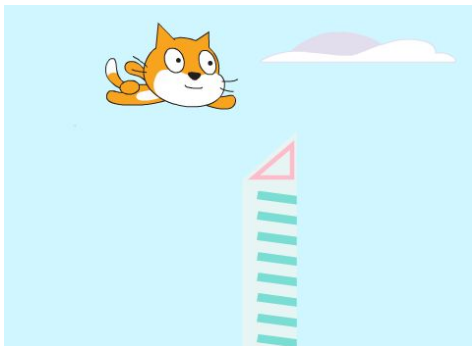


TRY IT

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

Floating Clouds

Make clouds float by in the sky!



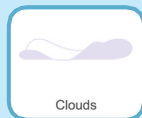
Floating Clouds

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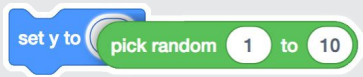
GET READY



Choose Clouds from the library.



ADD THIS CODE



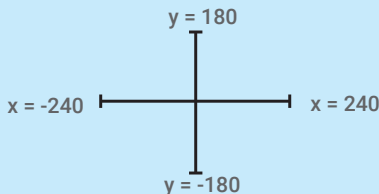
Drag the **pick random** block into the **set y to** block.



Type 180 to keep Clouds in top half.

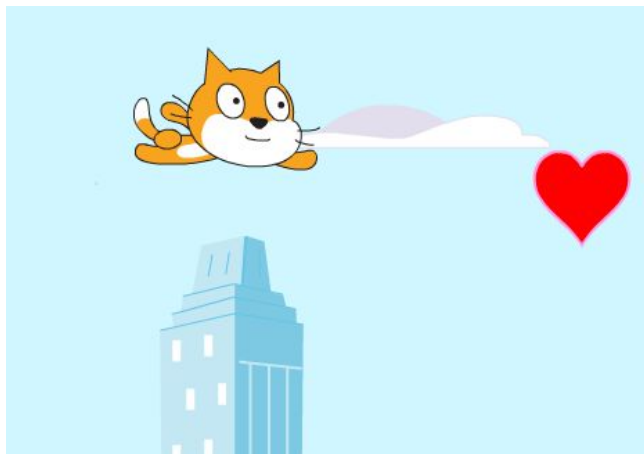
TIP

y is the position on the Stage from top to bottom.



Flying Hearts

Add hearts or other floating objects to



Flying Hearts

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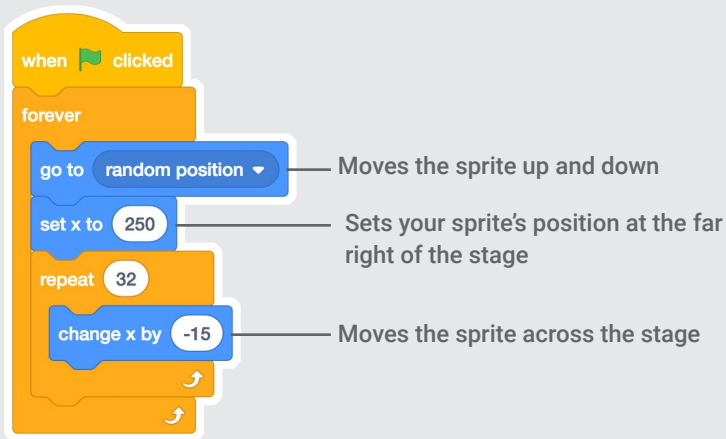
GET READY



Choose a sprite, such as Heart.



ADD THIS CODE



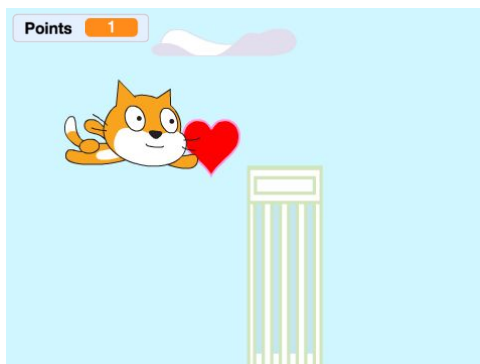
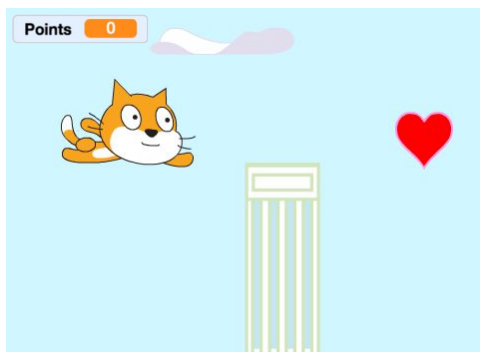
TRY IT

Click the green flag to start



Collect Points

Add a point each time you touch a heart or other object.



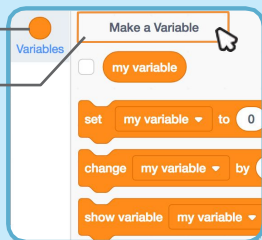
Collect Points

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GET READY

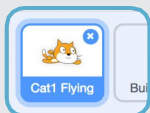
Select Variable

Click the Make a Variable button.

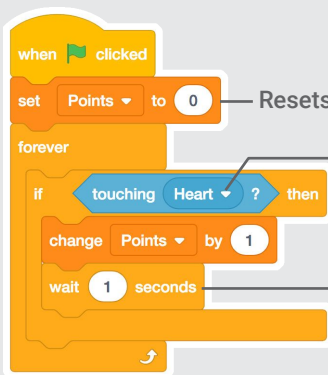


Name this variable Points and then click OK.

ADD THIS CODE



Select your flying sprite.



Resets points at the start.

Choose Heart from the menu.

Add a point.

TRY IT

Click the green flag to start

