Make it Fly
Cards

Choose any character and make it fly!

scratch.mit.edu
Set of 7 cards
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 to fly.
Choose a Character

GET READY

Choose a backdrop.
- blue sky2

Choose a sprite from the Flying theme.
- Cat1 Flying

ADD THIS CODE

```
when green flag clicked
  go to front of layer
  say "Hello!" for 2 seconds
```

Type what you want your sprite to say.

TRY IT

Click the green flag to start
Move the scenery so your character looks like it’s flying.
Start Flying

GET READY

Choose a sprite to fly by, such as Buildings.

ADD THIS CODE

```
when clicked

forever

set x to 250

repeat 100

change x by -5
```

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.

```
<table>
<thead>
<tr>
<th>x = -240</th>
<th>x = 240</th>
</tr>
</thead>
<tbody>
<tr>
<td>y = -180</td>
<td>y = 180</td>
</tr>
</tbody>
</table>
```
Switch Looks

Add variety to your scenery.
Switch Looks

GET READY

Click to select the Buildings sprite.

Then, click the Costumes tab to see different 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

GET READY

Click to select your flying sprite.

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.
Floating Clouds

Make clouds float by in the sky!
Choose Clouds from the library.

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 collect.
Choose a sprite, such as Heart.

ADD THIS CODE

```
when green flag clicked
forever
  go to random position
  set x to 250
  repeat 32
    change x by -15
```

- Moves the sprite up and down
- Sets your sprite’s position at the far right of the stage
- Moves the sprite across the stage

TRY IT

Click the green flag to start
Collect Points

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

GET READY

Choose **Variable**

Click the **Make a Variable** button.

Name this variable **points** and then click OK.

ADD THIS CODE

Select your flying sprite.

Remember to reset the points at the start.

Choose **Heart** from the menu.

Add a point.

TRY IT

Click the green flag to start.