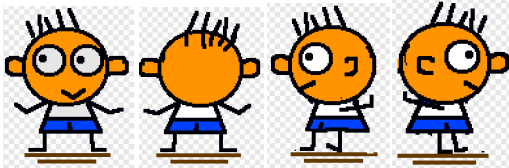


Scratch Programming

Lesson 2: Animating a Sprite (Dance)

In Lesson 1, we created a sprite and also create four costumes: "front", "back", "facing left", and "facing right".



In this lesson, we will make our sprite dance, and dance to the beat.

Step 1: Dance

Open the "dance" project that we created in Lesson 1. Click "Sprite1" and change its name to "dancer1".



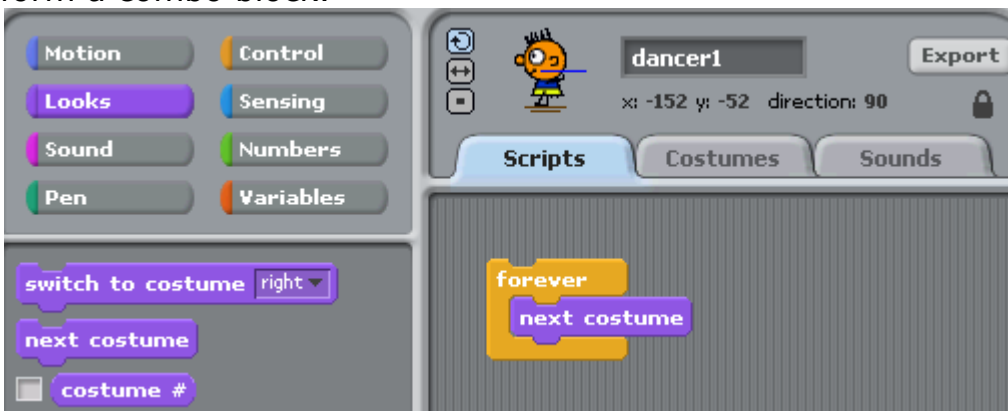
Click "Scripts" tab. Sprite "dancer1" doesn't have any script blocks. Click "Control".



Then drag out "forever" script block and drop it in the script editor.



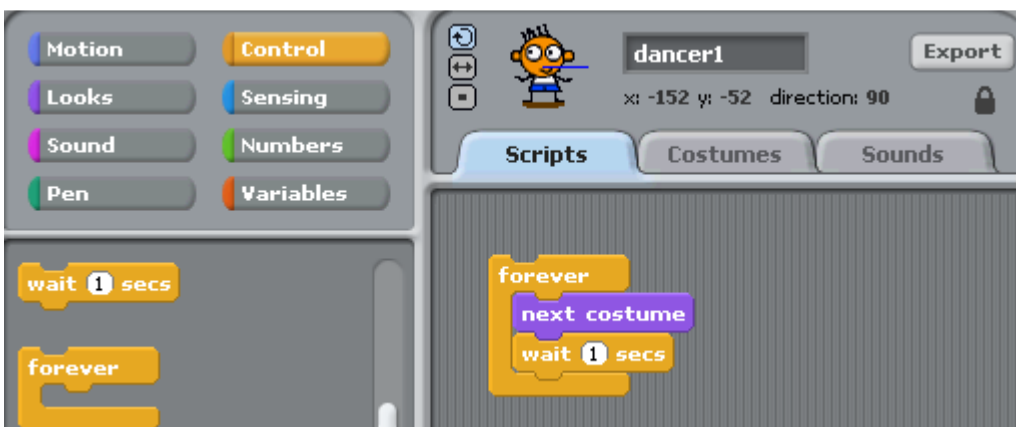
Click "Looks". Drag out "next costume" block and drop it inside "forever" block to form a combo block.




Now double click this combo block to see dancer1 spin like crazy!




We need to slow him down! To do so, click "Control" again. Drag "wait 1 secs" and drop it under "next costume". Now double click the combo block again.

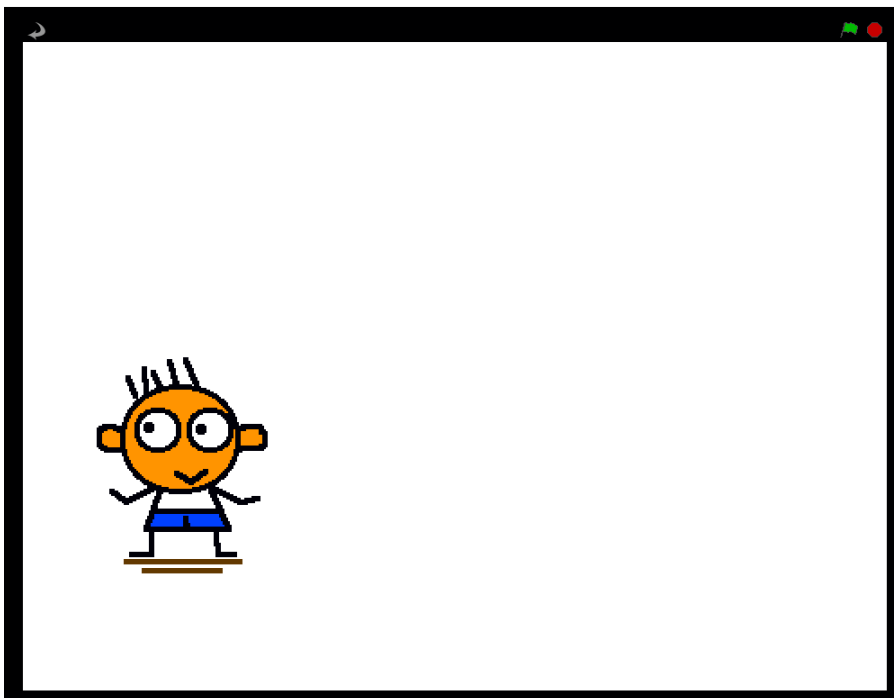


Step 2: Finishing and Testing

We are almost done with creating our first animation. To wrap it up, drag “when clicked” and drop it above “forever” block. Now click the  button to start the animation.

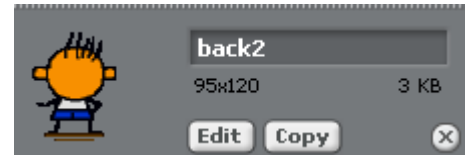


We are done with the first animation. Try viewing in full-screen mode or “presentation mode” by clicking .



Step 3: Kick Up a Notch

You can add more costumes or make dancer1 dance faster. I added two extra costumes: "front2" and "back2". I also change "wait 1 secs" to "wait 0.5 secs" to make dancer1 dance faster.



IT'S TIME FOR ME TO TAKE A ICED TEA BREAK. SEE YOU IN NEXT LESSON.

