

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.



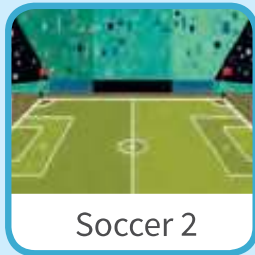
Move with Arrow Keys

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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.



Blue Sky



Choose a character.



Giga Walking

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Giga Walking



Type how high to jump.

Type a minus sign to go back down.

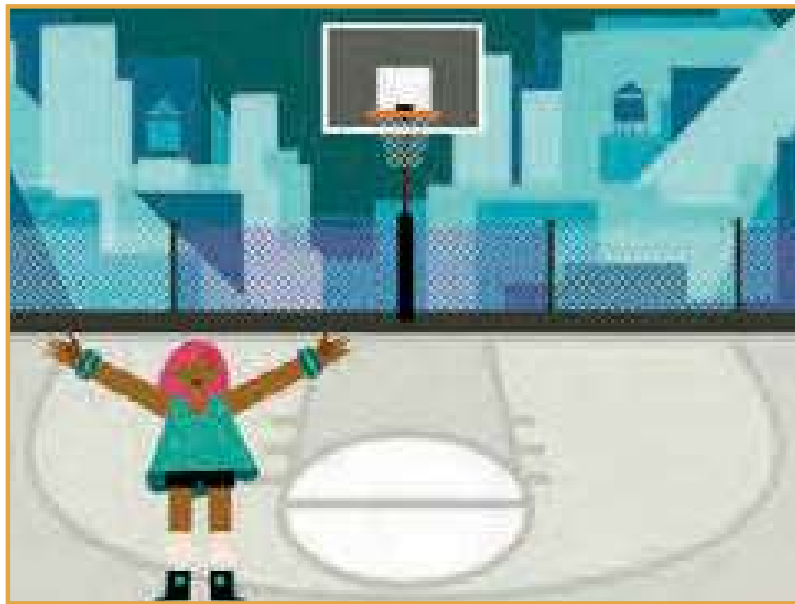
TRY IT



Press the **space** key on your keyboard.

Switch Poses

Animate a character
when you press a key.

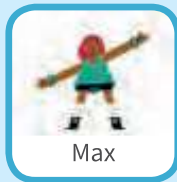


Switch Poses

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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.

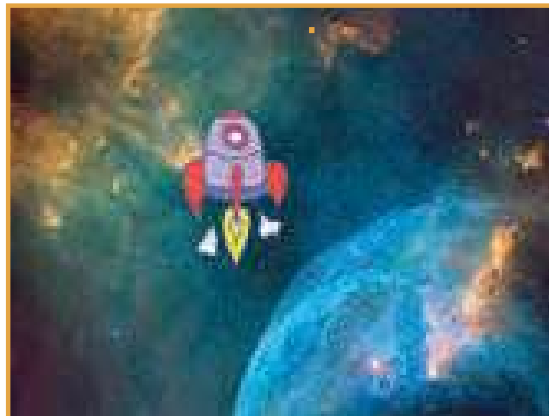
TRY IT



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



Rocketship

```
when green flag clicked
  go to x: -160 y: -130
  glide 1 secs to x: -40 y: 10
  glide 1 secs to x: 140 y: 80
```

Set the starting point.

Set another point to glide to.

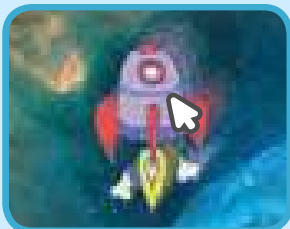
Set the end point.

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.



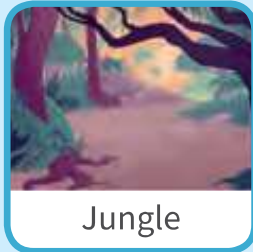
Walking Animation

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GET READY



Choose a backdrop.



Jungle



Choose a walking or running sprite.



Unicorn Running

ADD THIS CODE



Unicorn Running

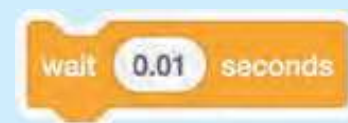
```
when green flag clicked
  go to x: -140 y: -60
  repeat 50
    move 10 steps
    next costume
```

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.



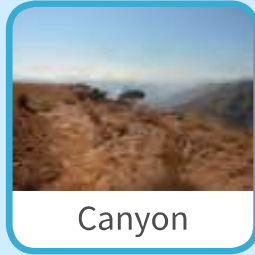
Flying Animation

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GET READY



Choose a backdrop.



Canyon



Choose Parrot
(or another flying sprite).



Parrot

ADD THIS CODE

Glide across the screen

```
when green flag clicked
  go to x: -170 y: 120
  glide 1 secs to x: 150 y: 50
```

Set the starting point.

Set the end point.

Flap the wings

```
when green flag clicked
  repeat 5
    switch costume to parrot-a
    wait 0.1 seconds
    switch costume to parrot-b
    wait 0.1 seconds
```

Choose one costume.

Choose another.

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.



Penguin 2

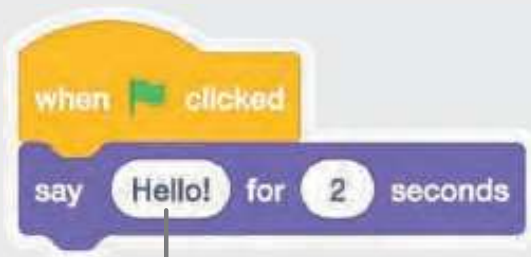


Click the **Costumes** tab to view the penguin's other costumes.

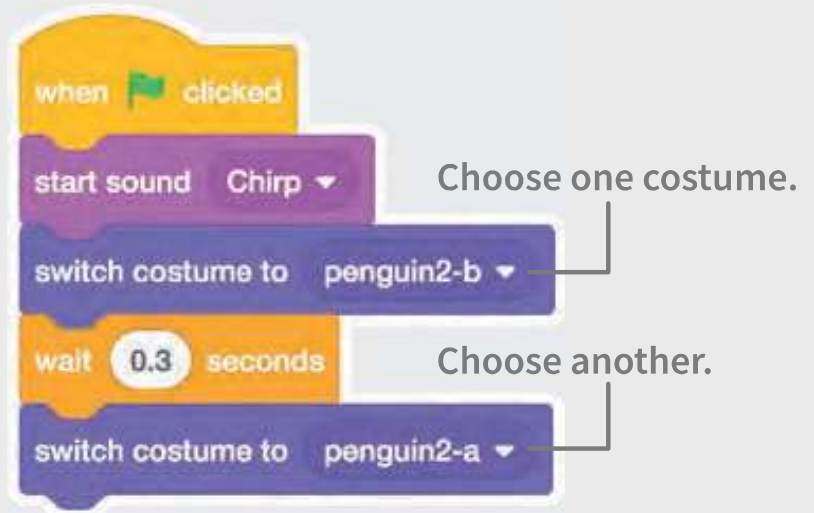
ADD THIS CODE



Click the **Code** tab.



Type what you want your character to say.



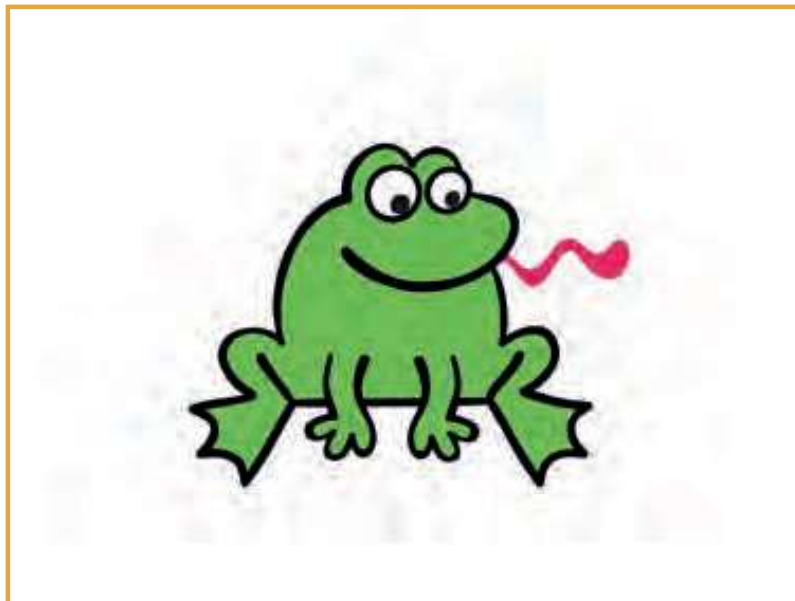
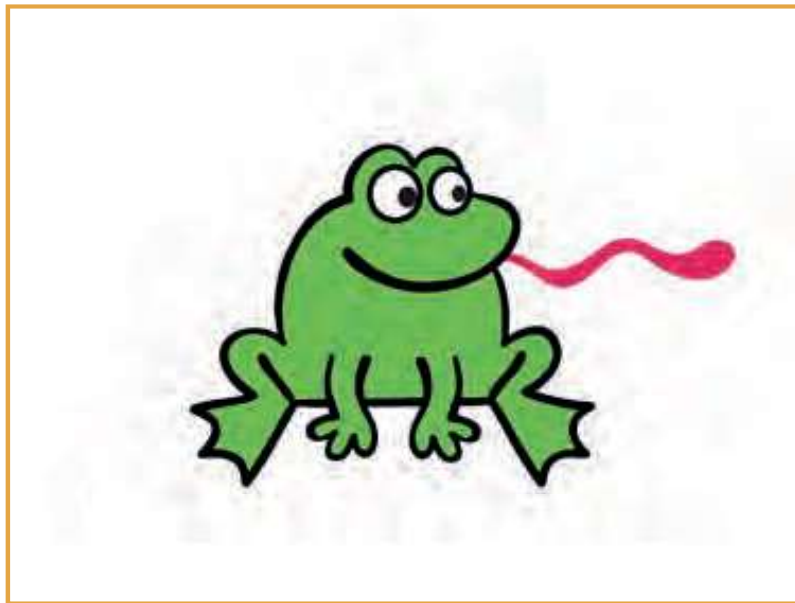
TRY IT

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.

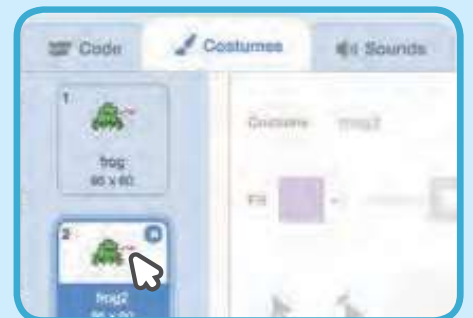


Click the **Costumes** tab.



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

Now you should have two identical costumes.

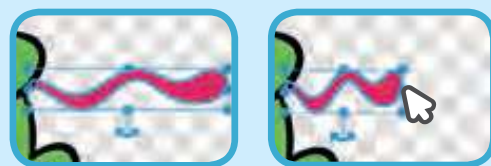


Click a costume to select and edit it.

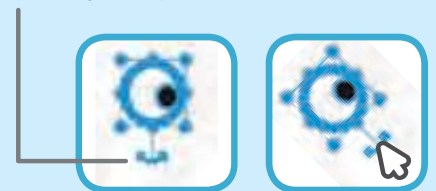
Click the **Select** tool.



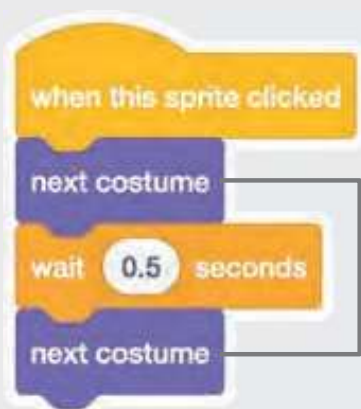
Select a part of the costume to squeeze or stretch it.



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.