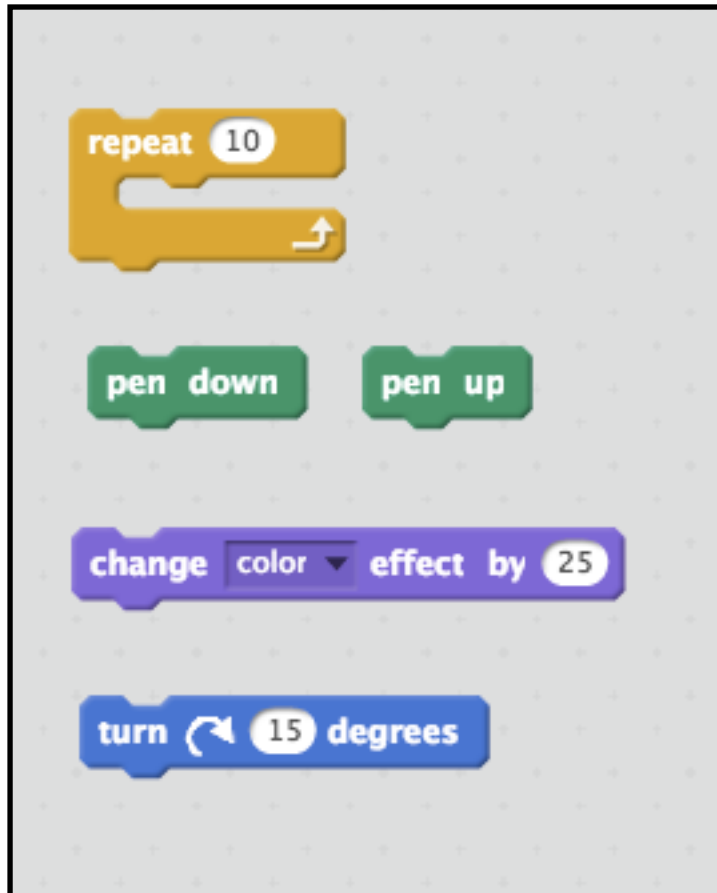


7

Experiment with these blocks

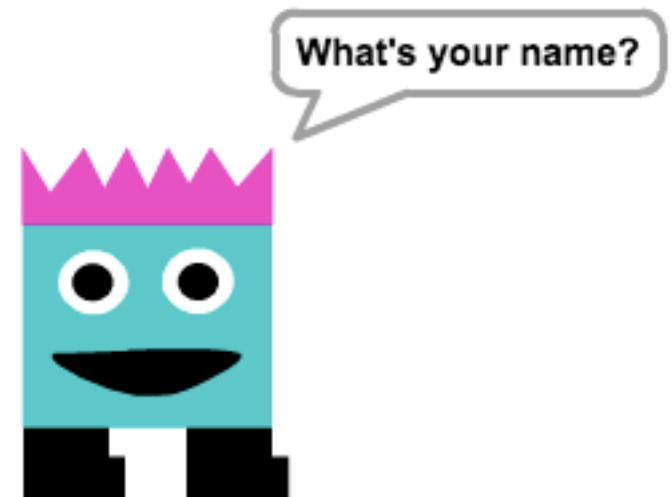


What will you build next?
GO FOR IT!!!!

Holyoke Codes

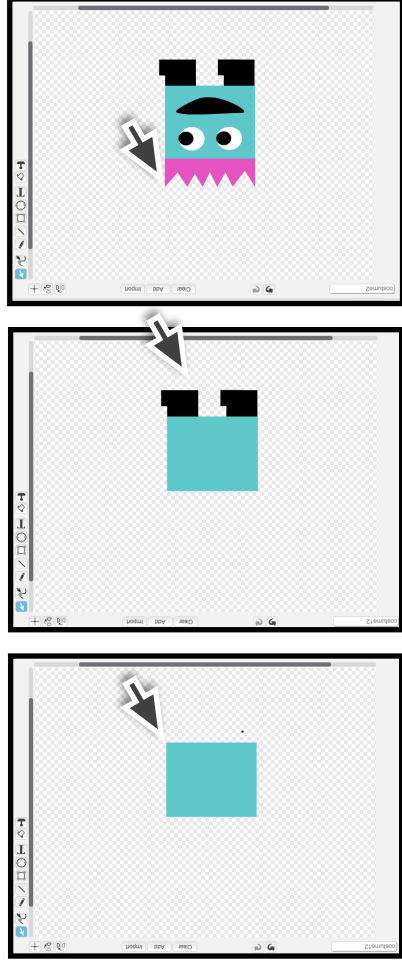


Create your own
interactive character



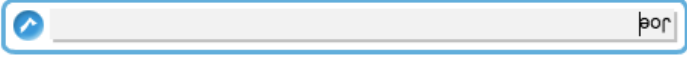
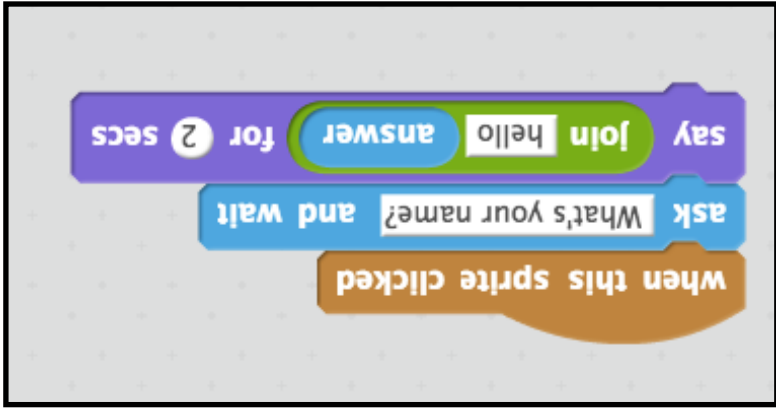
1

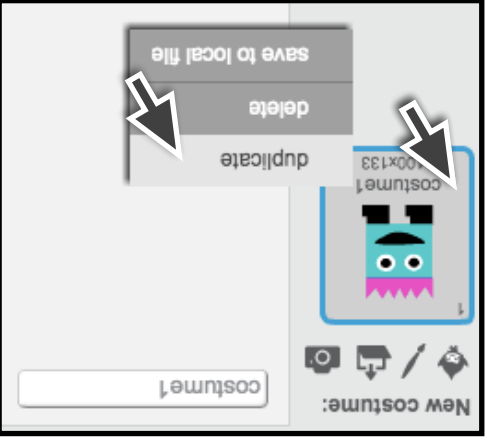
Draw or choose a sprite



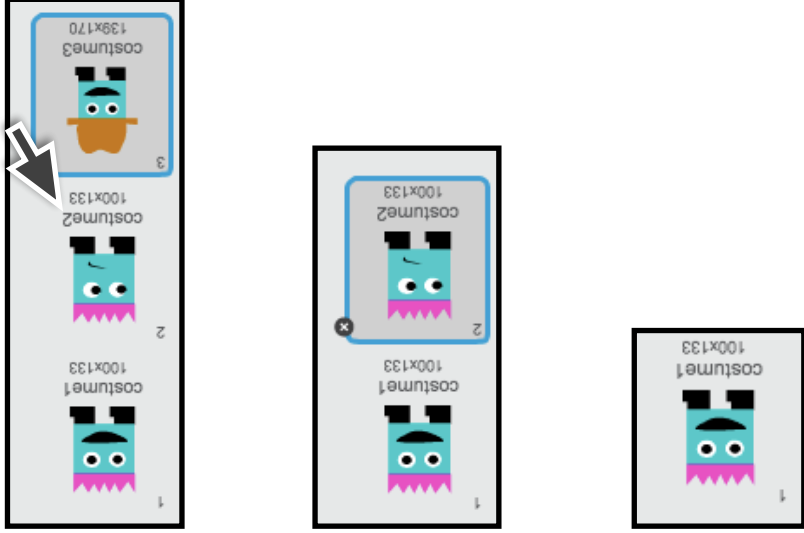
6

Make your sprite talk!





right click

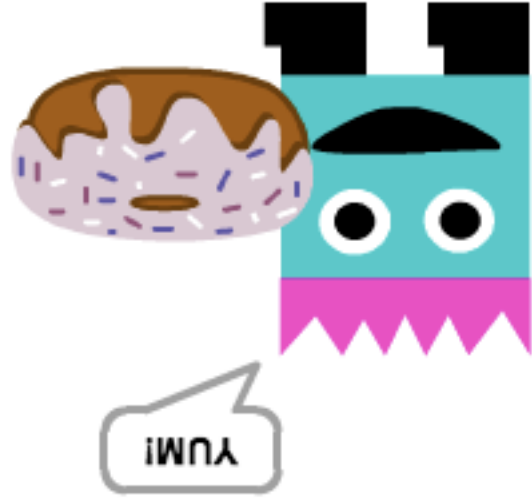
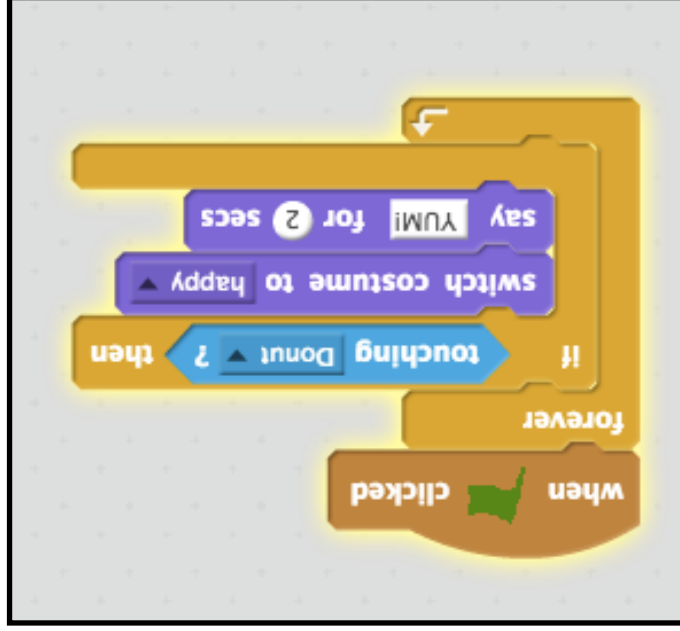


Give sprite more costumes

2

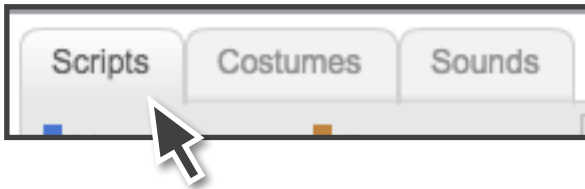
Make your sprite react to another sprite

5



3

Build scripts to make it change



when **h** key pressed
switch costume to **hat**

when **w** key pressed
switch costume to **worried**

when **a** key pressed
switch costume to **happy**


x: -31
y: -31

The image shows a Scratch script editor with a light gray background and a grid. On the right side, there is a small character icon (a blue robot with a hat) and its coordinates: x: -31, y: -31. Three event blocks are stacked vertically on the left. Each block starts with 'when [key] key pressed' and is followed by a 'switch costume to [costume name]' block. The keys are 'h', 'w', and 'a'. The costumes are 'hat', 'worried', and 'happy'.

4

Build scripts to make it move

when **right arrow** key pressed
set rotation style **left-right**
point in direction **90**
move **10** steps

when **left arrow** key pressed
set rotation style **left-right**
point in direction **-90**
move **10** steps

The image shows a Scratch script editor with a light gray background and a grid. Two event blocks are stacked vertically on the left. Each block starts with 'when [arrow key] key pressed' and is followed by three action blocks: 'set rotation style [left-right]', 'point in direction [angle]', and 'move [steps] steps'. The first event is for the 'right arrow' key, pointing 90 degrees and moving 10 steps. The second event is for the 'left arrow' key, pointing -90 degrees and moving 10 steps.