

Year 6 - Lesson 3 - Using our Sprite Animation in Scratch

Introduction:

Do not attempt this lesson until you have completed all of the tasks in Lessons 1&2. In this lesson you will use your newly created animated sprite in Scratch.

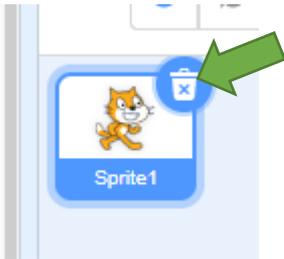
Task 1:

Load Scratch using the following link:

<https://scratch.mit.edu/projects/editor/>

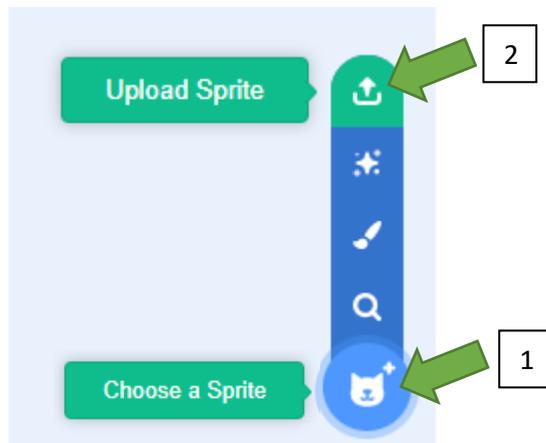
Task 2:

Start by clicking on the DELETE option to remove Sprite 1



Task 3:

Load the animated sprite you created in lesson 2



- Hover over CHOOSE A SPRITE button
- Click the UPLOAD A SPRITE button
- Locate your sprite from lesson 2 and open/upload it

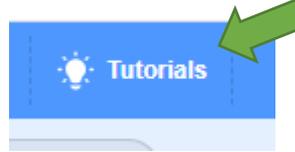
Task 4:

Try to build the following code in Scratch.



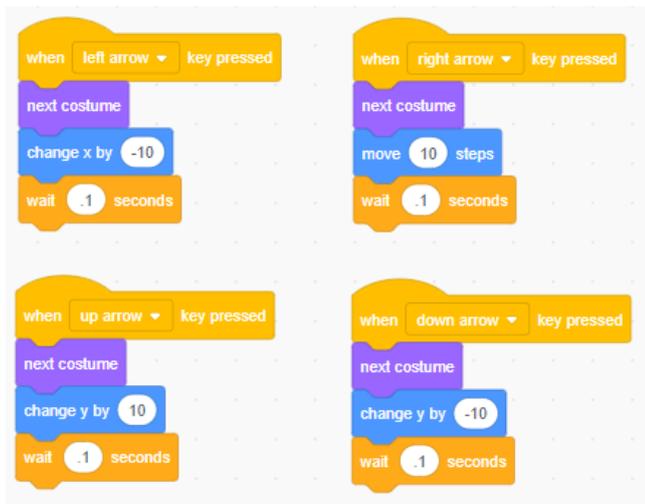
HELPFUL TIP:

If you are unsure how to use Scratch, try accessing the tutorials section for help by clicking the TUTORIALS button.



Task 5:

At the moment you should be able to move your sprite around the screen using the arrow keys. You will notice that it is not animated. Change the code to the following to see what difference it makes.

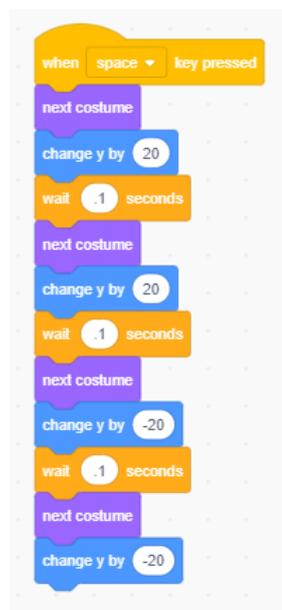


When you press the arrow keys you should now notice the sprite changes on every move.

This NEXT COSTUME block is mainly used in [animation scripts](#), it commands the sprite to progress through its costumes as with [stop motion animation](#).

Task 6:

Add the following code



What happens to your sprite when you press the SPACE BAR?

Hopefully it will JUMP in the air and land again

If you have completed all tasks, try adding your own code and if you feel able, try creating new sprites and adding them. If you create something you are proud of, do not forget to save your work. Do share your creations with us 😊 by sending us your saved files by email.