Introduction

Ask children to choose a sprite from the file. Alternatively children can draw their own sprites using the "paint new sprite" feature.
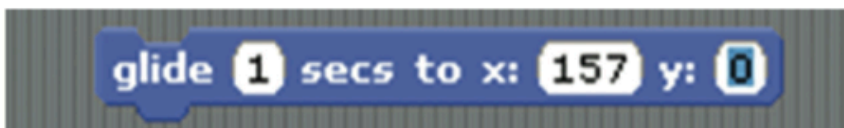

Glide

- To glide down children will need to experiment with positions on the x and y axis. Ask children to move the sprite on the stage. Observe the xy coordinates changing on the bottom right of the stage. Try to move the sprite to (0,0). Show the children how the x coordinates change as the sprite moves left to right, and the y coordinates change as the sprite moves up and down.
- Decide where you want your sprite to move to. Hover the mouse over this position to obtain the x y coordinates.

Gives the x y coordinates of the mouse.

- Open the blue motion palette. Drag out the "glide" block.
- Click on the x y coordinates to insert your own.

glide 1 secs to x: 157 y: 0

- Add a control to your script.

Challenge Time 1!

1. Select 2 bird sprites. Be as creative as you can.
2. Choose a suitable background.
3. Use the glide to make the sprites move across the screen.
4. Change the glide time and see what happens.

Turns

- Turning a sprite is based on the degrees of a circle. A full turn is 360 degrees.
- From the motion palette select the "turn" blocks. Experiment with these blocks. Incorporate different degree values. It is important to add a wait block in order to slow the turns.

Challenge Time 2!

1. Select 2 transport sprites from file. Be as creative as you can.
2. Choose a suitable background.
3. Use turns and motion blocks to make them move across the screen.
4. Change the amount of degrees in your turn and see what happens.

Ultimate Challenge!

1. Select a jungle background.
2. Select some jungle sprites.
3. Using different types of movement (left/right, up/down, glide, turn) create a jungle animation.
4. Have a look at classmates projects. Tell them what you like and suggest ideas to make their project even better!

See www.scratch.ie/primary/resources for a sample project.