

Animating a Sprite

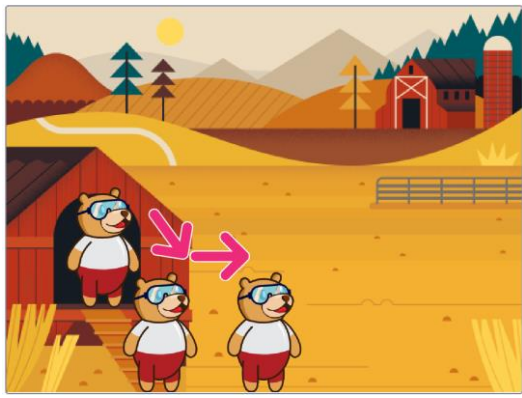
In this Activity, First We will learn how to add a backdrop and a sprite on the Stage and then create a small animation of Tobi moving around on the stage.

COMPONENTS REQUIRED

evive, USB cable, Laptop/PC

NAME

CLASS & SECTION



1. Choose a backdrop



2. Choose a Sprite



3. Set the Starting Point

go to x: -150 y: -45
point in direction 90

4. Glide to other Points

go to x: -150 y: -45
point in direction 90
glide 1 secs to x: -97 y: -124
glide 1 secs to x: 0 y: -124

5. Add a Hat Block

when green flag clicked
go to x: -150 y: -45
point in direction 90
glide 1 secs to x: -97 y: -124
glide 1 secs to x: 0 y: -124

6. Make Tobi Rotate

forever
turn 15 degrees

7. Add a Hat Block

when this sprite clicked
forever
turn 15 degrees

CHALLENGE

What is the difference between "go to block" and "glide block"?

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