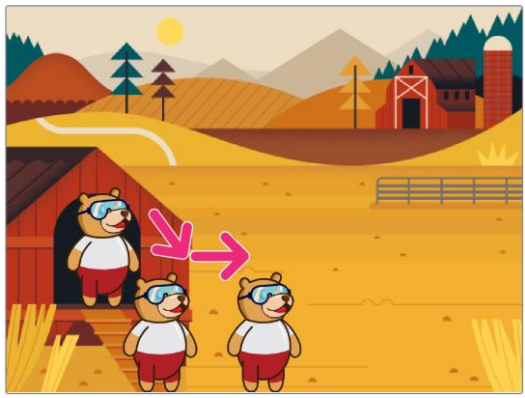


Animating a Sprite



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 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"?

.....
.....