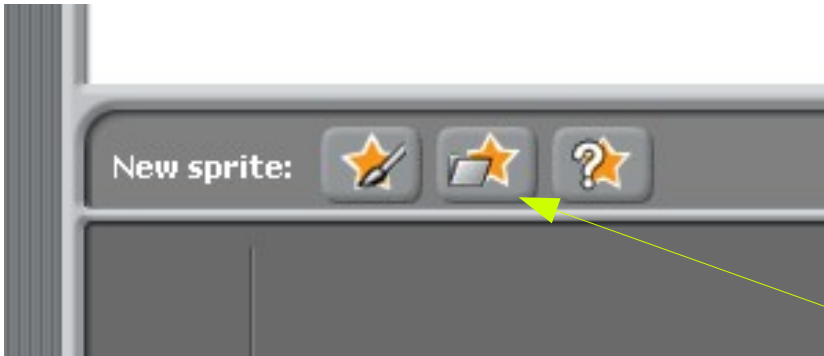


# Start your project

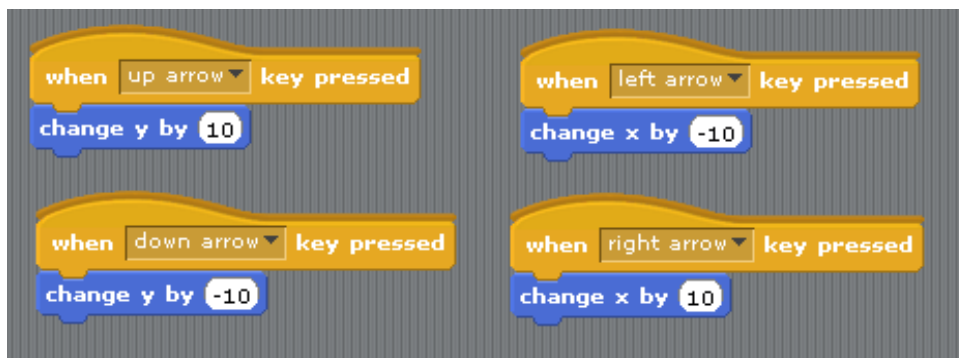
**1** Open up scratch. Right click on the cat and select delete. Now use this icon to pick a new sprite.



Use this one to create the new sprite

Go into transportation and pick the helicopter.

**2** To make it move we need to add some code

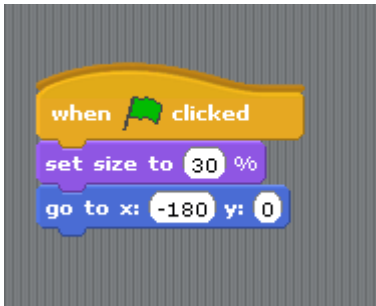


You'll find the orange commands in the [control](#) section and the blue commands in [motion](#). The orange one may have the wrong key listed. It may say 'space'. When you have dragged it out to the middle area click on the little down arrow and select the keys shown above.

On the blue bits notice that some of them say '10' and some say '-10'

Test it. If the helicopter goes the wrong way check you have the right 'x' or 'y' control and you have minus signs where you need them.

**3** Our Helicopter is a little big and it would also be a good idea if it went back to a start position at the start of the game (when we click on the little green flag).



We will start with the green flag (you'll find that in [control](#))

Next we'll change the size (you will find this one in [looks](#)). Set the size to be 30%.

Finally we will place the Helicopter where we want it. You'll find this blue command in the [motion](#) section.

Have a play with your new helicopter. Take it for a quick flight.

You have started to code a game. It needs a little more work, so when you are ready get sheet 2 and we will make it more interesting.

