Start your project

1 Open up scratch.

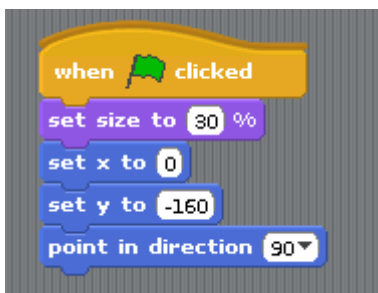Right click on the cat and select delete.

Now use this icon to pick a new sprite.

Use this one to create the new sprite

Go into 'things' and pick the WizardHat.

2 Let's get it to the right place on the screen and make it a little smaller :

You'll find the orange commands in the control section, the purple size one in the looks section and the blue commands in motion.
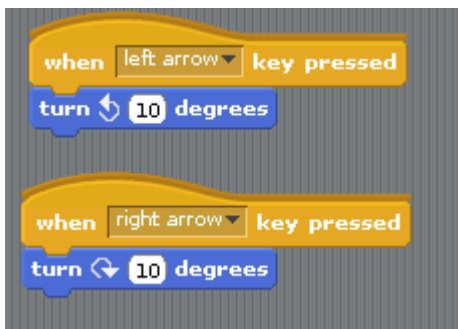
You will have to change the numbers to match these. Just click in the white area and type in the new number.

Make sure you get one blue command that says 'set x' and one that says 'set y'

Test it by clicking the green flag. The hat should go down the bottom middle of the screen.

3 Let's make it move.

Add in two more bits of code in the same area :

The orange commands will probably say a different key like 'space' (you will find that in control). Drag it out to the middle area and then click on the little black arrow. Change it to say 'left arrow'. Next drag out another one and change that to say 'right arrow'.
Next we will add the two blue commands (from the motion section). Note the left one is going anti-clockwise and the right one is going clockwise (see the picture).

Test it again. Press the left and right keys on our keyboard. What happens now ?

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.