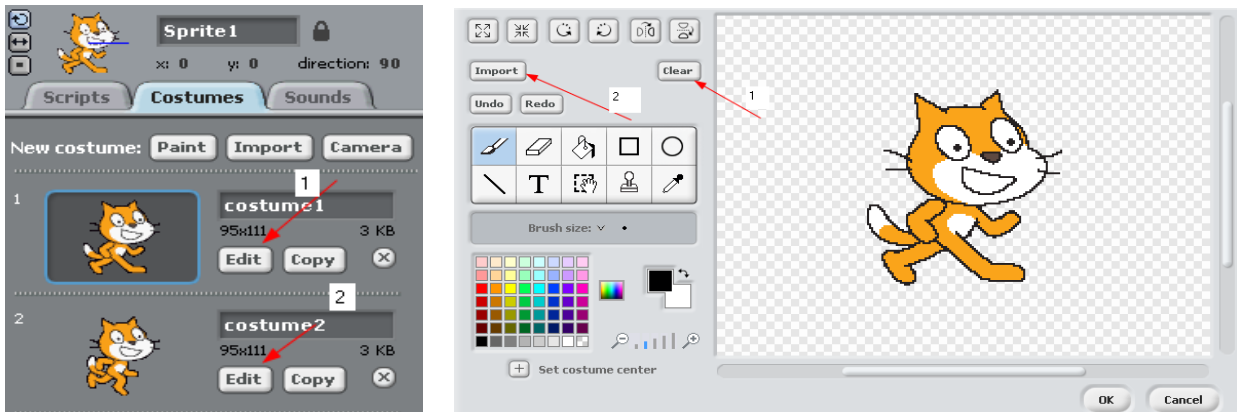


Start your project

1 Open up scratch.

First we will change our Sprite1 (cat) to a shark :) So click on Sprite1's costume and edit costume1 first. Clear the canvas than import from "Animals" the "shark1-a"



picture which is a blue shark with closed teeth. Still in this window shrink down the shark with about 7-8 clicks. Do the same with the costume2 just select "shark1-b" picture. Do the same with this shark picture too, shrink it down with the same count clicks.

If you did everything right your Sprite1 should look like this.



Now click on the "Stage" this is our background.

At the Stage's "background" click on the "Edit" button than import the picture called "underwater" from the "nature" folder.

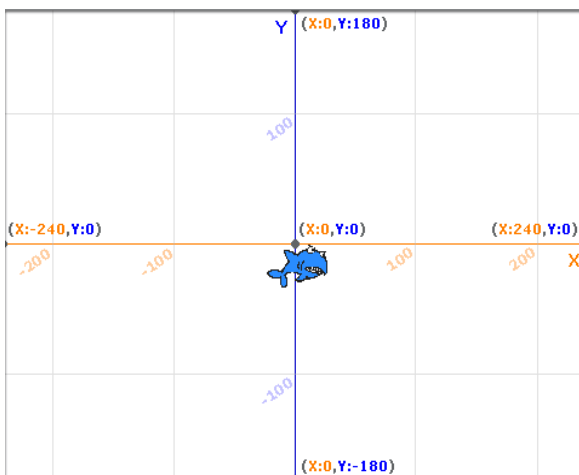


Now most importantly, save! Name your document as you wish and keep saving regularly during programming. It's a good practice to avoid losing your work.

2 Now make the shark move!

Go to sprite one "scripts". Grab from "Control" the "When space key pressed". Do this 3 more times.

Now look at the coordinate system. What we need to move the shark up is increase the value on "y" axle, so if we want to move the shark down than we have to decrease the value. Grab from motion the line "change y by 10" and place it under one "when space key pressed" line. Click on the "space" label and select "up Arrow". Do the same again just change the value to "-10" and select "Down arrow". If you try it now your shark should move up and down with the arrows!



We will have to do very similar on the "X" axle but we will make sure our shark changes its facing direction too.

So grab a "Point in direction 90" and drag it under the next free "when key pressed" line. Select "Left Arrow" instead of the "Space". In order to make the shark face left when you press the left button you have to change the value "90" to "-90". Don't forget you have to make the shark go left! Set the value to -10 on the "X" axle. Do the same with the right arrow

and don't forget to set the values opposite! Set the Shark "only face left and right" its beside the shark a left-right arrow.

If you have finished with this your shark should move properly into any direction and facing left-right accordingly.



You have done a nice bit of work, don't forget to save. Than you can go for Card 2!