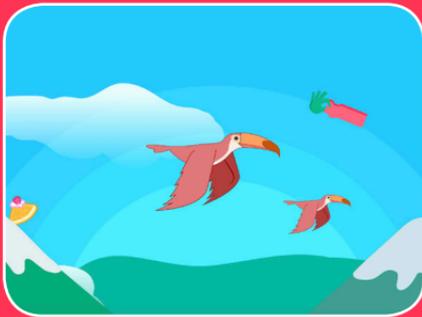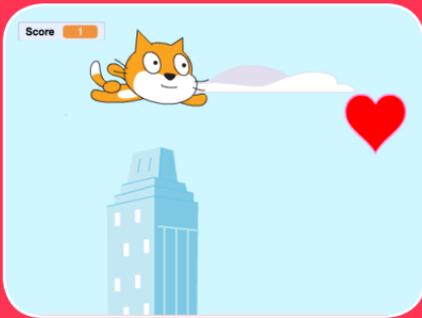# Make it Fly Cards

Choose any character and make it fly!
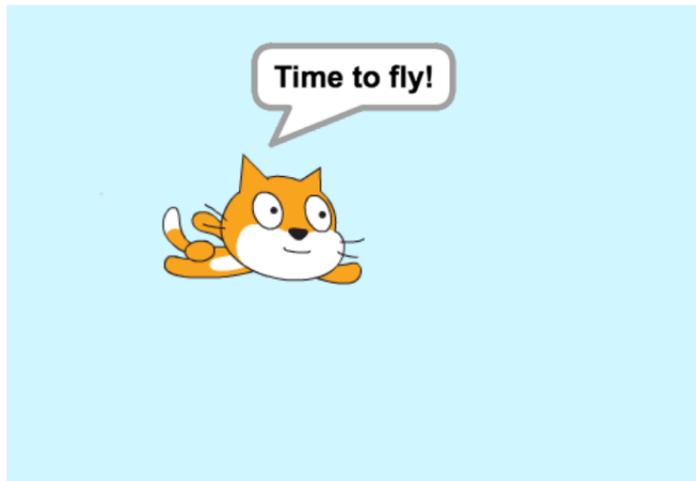
Make it Fly Cards

Use these cards in this order:

1. **Choose a Character**
2. **Start Flying**
3. **Switch Looks**
4. **Make it Interactive**
5. **Floating Clouds**
6. **Flying Hearts**
7. **Collect Points**

Choose a Character

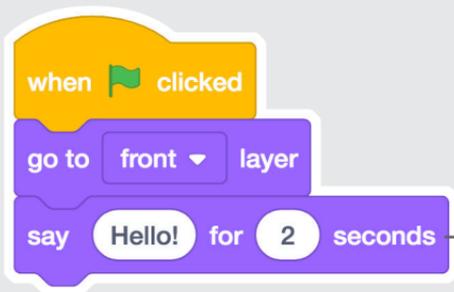Choose a character to fly.

scratch

Choose a Character

GET READY

Choose a backdrop.

blue sky2

Choose a sprite from the **Flying** theme.

Cat1 Flying

ADD THIS CODE

```
when 🚩 clicked
go to front ▼ layer
say Hello! for 2 seconds
```
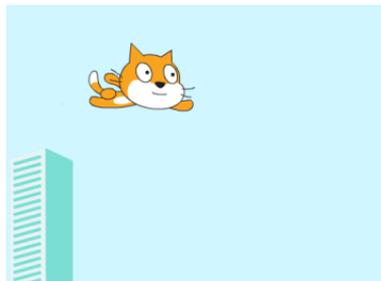
Type what you want your sprite to say.
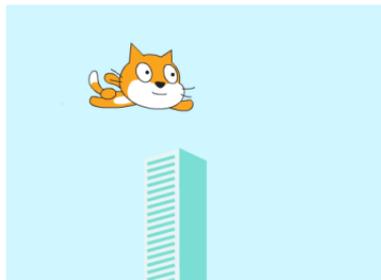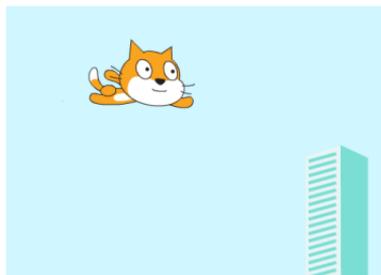
TRY IT

Click the green flag to start

Start Flying

Move the scenery so your character looks like it's flying.

Start Flying

GET READY

Choose a sprite to fly by, such as Buildings.

Buildings

ADD THIS CODE

Buildings

```
when 🚩 clicked
forever
    set x to 250
    repeat 100
        change x by -5
```
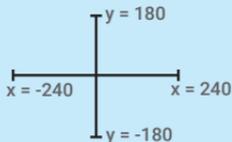
Start from the right end of the stage.

Type a negative number to move left.

TIP

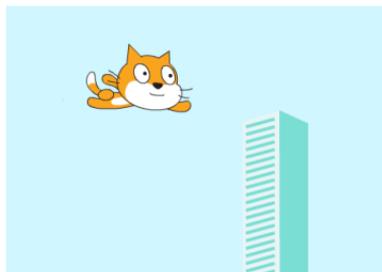**x** is the position on the Stage from left to right.

y = 180

x = -240   x = 240

y = -180

Switch Looks

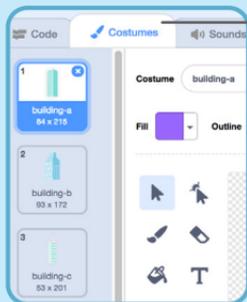Add variety to your scenery.
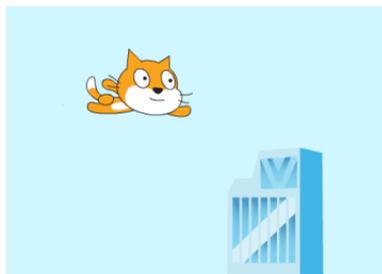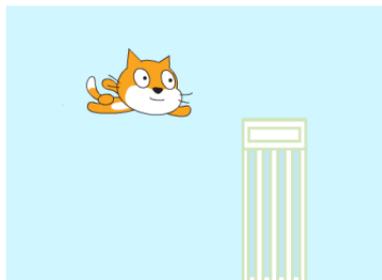
scratch

Switch Looks

scratch.mit.edu
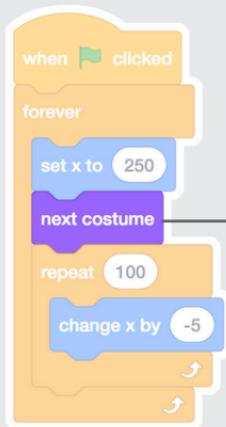
GET READY

Click to select the **Buildings** sprite.

Then, click the **Costumes** tab to see different costumes.

ADD THIS CODE

Click the **Code** tab.

```
when 🏳 clicked
forever
  set x to 250
  next costume
  repeat 100
    change x by -5
```

Add this block to switch costumes.
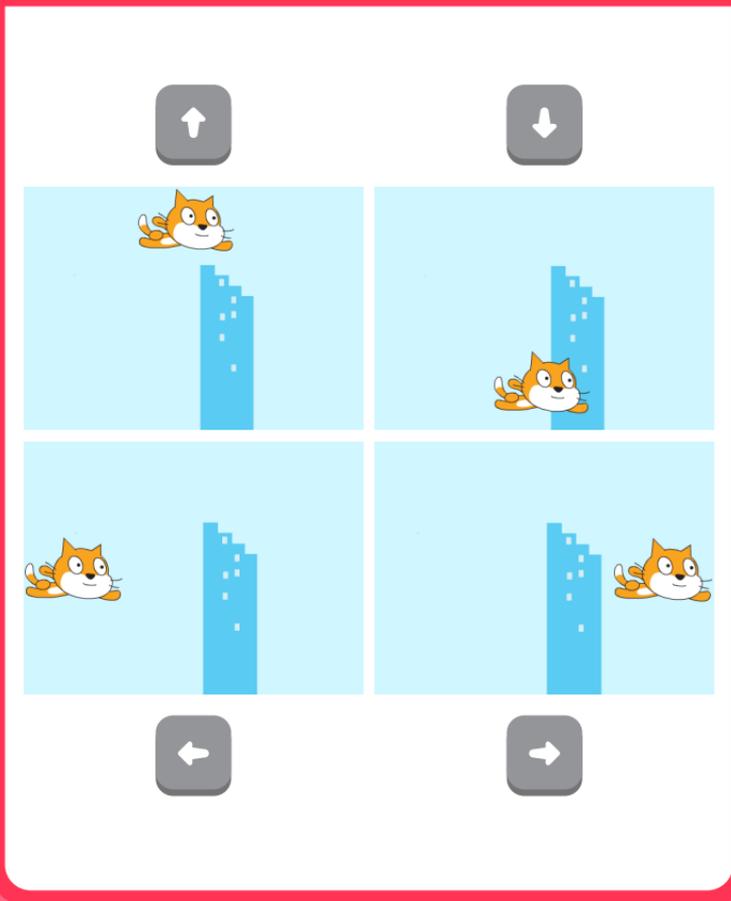
TRY IT

Click the green flag to start

Make It Interactive
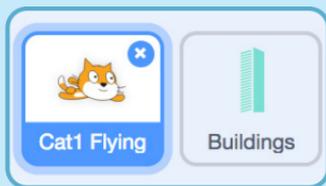
Make your character move
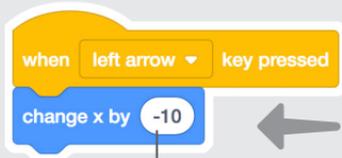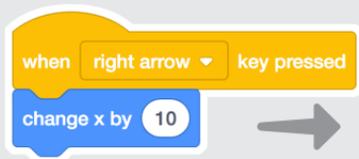when you press a key.

scratch

Make It Interactive

GET READY

Click to select your flying sprite.

Cat1 Flying   Buildings

ADD THIS CODE

Change x
Move your character *side to side.*

when [right arrow ▾] key pressed
change x by (10)

➡️

when [left arrow ▾] key pressed
change x by (-10)

⬅️

Type a minus sign to move *left.*

Change y
Move your character *up and down.*

when [up arrow ▾] key pressed
change y by (10)

⬆️

when [down arrow ▾] key pressed
change y by (-10)
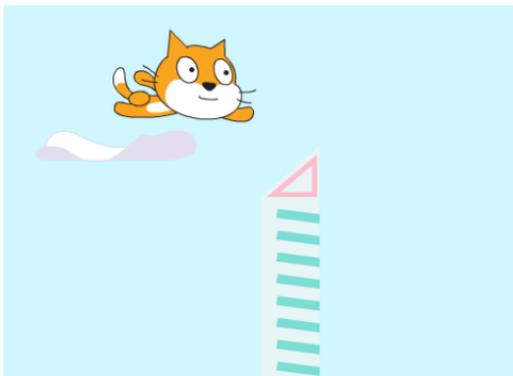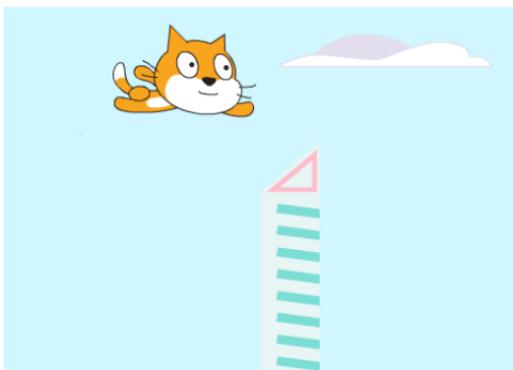
⬇️
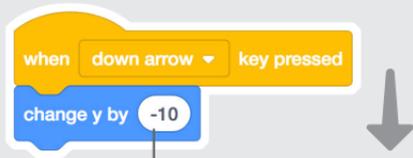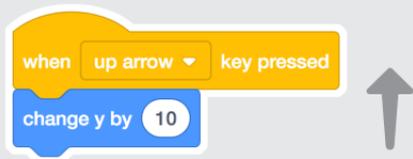
Type a minus sign to move *down.*

TRY IT

Press the arrow keys on your keyboard to move your character around.

Floating Clouds

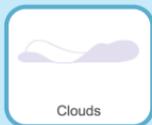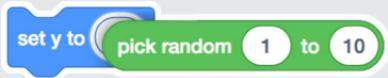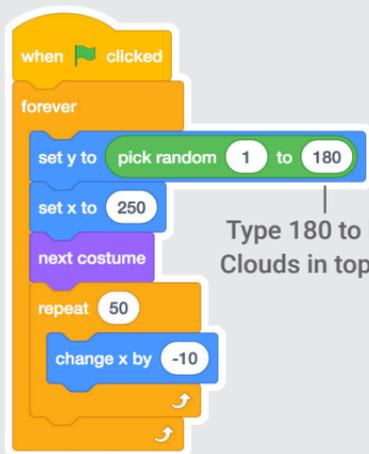Make clouds float by in the sky!

scratch

Floating Clouds

GET READY

Choose Clouds from the library.

Clouds

ADD THIS CODE

```
when 🏳 clicked
forever
  set y to (pick random 1 to 180)
  set x to 250
  next costume
  repeat 50
    change x by -10
```

Drag the **pick random** block into the **set y to** block.

```
set y to (pick random 1 to 10)
```

Type 180 to keep Clouds in top half.

TIP

y is the position on the Stage from top to bottom.

```
        y = 180
          |
x = -240 —+— x = 240
          |
        y = -180
```
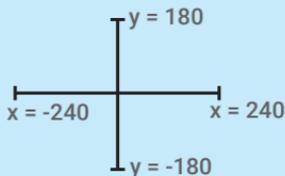
Flying Hearts

Add hearts or other floating
objects to collect.
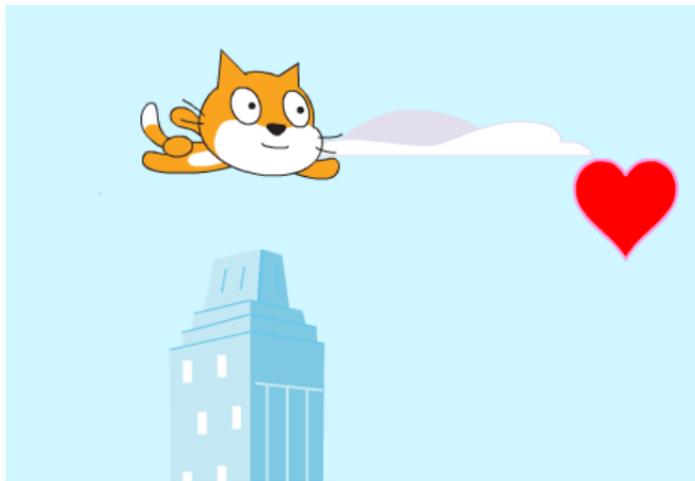
SCRATCH

Flying Hearts

scratch.mit.edu

Choose a sprite, such as Heart.
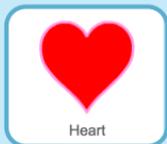
Heart

ADD THIS CODE
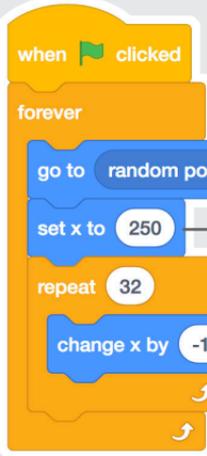
```
when 🏁 clicked
forever
    go to  random position ▼        — Moves the sprite up and down
    set x to  250                    — Sets your sprite's position at the far
                                       right of the stage
    repeat  32
        change x by  -15             — Moves the sprite across the stage
```
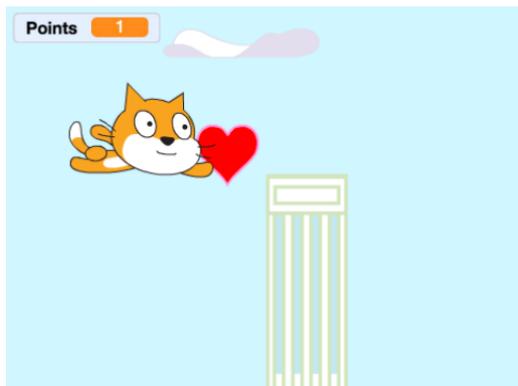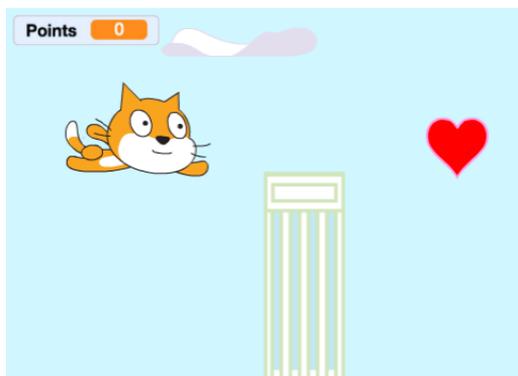
TRY IT

Click the green flag to start

Collect Points
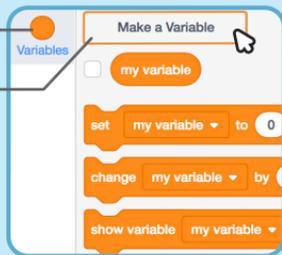
Add a point each time you
touch a heart or other object.

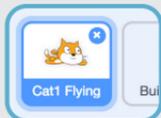scratch

Collect Points

scratch.mit.edu

GET READY

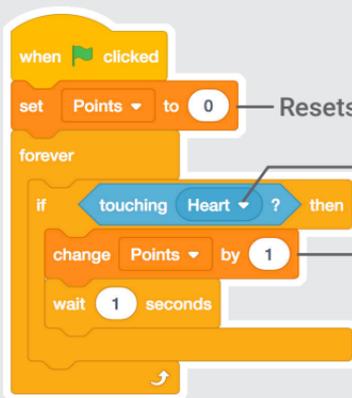Choose **Variable**

Click the **Make a Variable** button.

Variables — Make a Variable

my variable

set my variable to 0

change my variable by

show variable my variable

New Variable

New variable name:

Points

More Options

Cancel | OK

Name this variable **points** and then click OK.

ADD THIS CODE

Cat1 Flying

Select your flying sprite.

when 🚩 clicked

set Points to 0 — Resets points at the start

forever

if touching Heart ? then — Choose Heart from the menu

change Points by 1 — Add a point

wait 1 seconds

TRY IT

Click the green flag to start