Using Costumes Worksheet

1. Delete the cat sprite and find the sprite called “ballerina-a”. It is in the “people” folder.

2. Now that you have a new sprite, click on “costumes” then “import”. Import 2 new costumes: “ballerina-b” and “ballerina-c”. Your sprite should have 3 costumes now. Below, draw a stick figure of what each costume looks like.

   Ballerina-A  Ballerina-B  Ballerina-C

3. Now, write a script so that when you press the up arrow, the sprite GLIDES up then GLIDES back down. You will want to use the following blocks (you can change the numbers):

   ![blocks](image)

   Test your script to make sure it works (the ballerina should end up where she started), then draw your script below.

4. Now, change your script so that as the ballerina jumps, the costumes also change to make it LOOK LIKE she’s jumping. You will need to use the block. Make sure the ballerina ends up in the same position and with the same costume she started with. Draw your new script below.
5. With the rest of class time, animate at least 2 other sprites doing different activities. Many of the sprites already have different costumes you can import, or you can draw your own. For each animation, write what sprite you used, describe what the sprite does, and draw your script.
   a. First animation
      i. What sprite did you use?

      ii. What can you make the sprite do?

      iii. Draw the script that makes the sprite perform that activity/animation.

   b. Second animation
      i. What sprite did you use?

      ii. What can you make the sprite do?

      iii. Draw the script that makes the sprite perform that activity/animation.