Using Costumes 2 Worksheet

Name:____________________________

1. Delete the cat sprite and find the sprite called “boy4-walking-a”. It is in the “people” folder.

2. Now that you have a new sprite, click on “costumes” then “import”. Import ALL 4 other costumes for this sprite: “boy4-walking-b” all the way to “boy4-walking-e”. Your sprite should have 5 costumes now. Below, draw a stick figure of what each costume looks like.

   A   B   C   D   E

3. Now, write scripts so that when you press the right arrow, the sprite moves to the right and when you press the left arrow it moves to the left. You will want to use the following blocks (you can change the numbers):

   ![Blocks](image)

   Test your script to make sure it works (the sprite should be able to move right and left and turn to face the right direction then draw your script below.

4. Now, add to your scripts so that as the sprite moves, the costumes also change to make it LOOK LIKE it’s walking. You may want to use the next costume block, but there are other ways to do this, too. Draw your new scripts below.
5. Add a new sprite of a bat. (There are two bats to choose from in the “Animals” folder.) Once you have your bat sprite, import its other costume. (You can leave your other sprite on the stage or delete it.)

6. Write scripts for your new bat sprite so that:
   a. You can move the bat up, down, left, or right by pressing different keys.
   b. The bat turns to face in whatever direction it’s moving.
   c. The bat’s wings flap as it moves.

Write your scripts for the flying bat below.