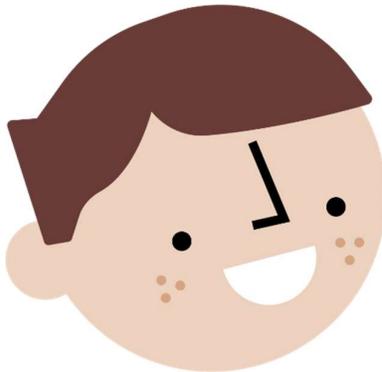




Projects

MAKE HIPPOS FLY!

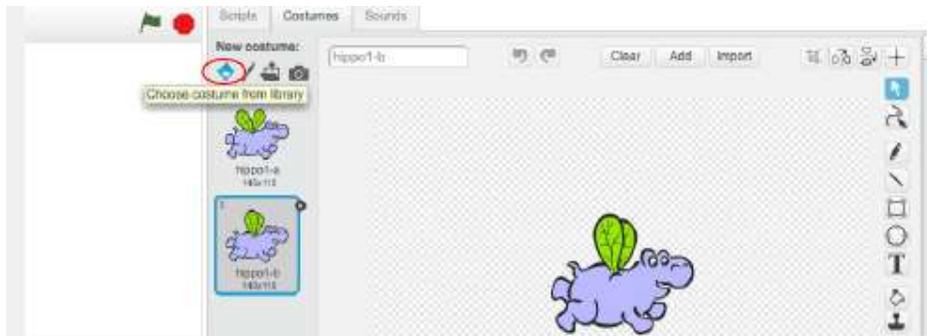


MAKE SOME ANIMATED FLYING HIPPOS!

GET STARTED:

1. Open a new Scratch project. Click on the cat under **Sprites** and go to the **Costumes** tab. Click the first icon under **New costume** to choose a costume from the library.

2. Find the *flying hippo*. There are two: select one of them and click **OK**. Then add another costume the same way, and select the other flying hippo. Delete the two cat costumes by clicking on the little **x**.



CODE TO MAKE THE HIPPO FLY:

1. Go to the **Scripts** tab and add the following scripts to your sprite. This code makes the wings flap:



These blocks make the hippo move around:





Projects

ADD A BACKGROUND:

In the bottom left-hand corner, you'll see the Stage. Click the first icon under new backdrop to choose a backdrop from the library. If you prefer, you can draw your background by clicking on the paintbrush icon instead.



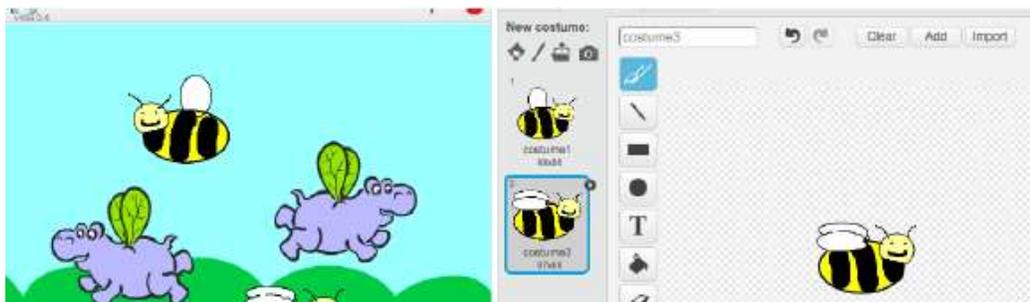
MAKE MORE THINGS FLY:

1. Click on the **duplicate** icon next to the scissors, and then click your sprite. Now there are two of them! Duplicate it as many times as you like. You can use the **scissors** button to delete sprites.



2. Once you've duplicated the hippo, you can change the costumes on the new sprite if you want. Why not try drawing your own costume

Top tip: you can **duplicate** a costume too! This makes it easy to draw two that are nearly the same.



Why not turn your animation into a game?



At York Pi Jam we provide coding and digital making activities for children and adults to participate in. We are also volunteers of the Raspberry Pi Foundation (UK Registered Charity 1129409)