


## 4) Create Your Own Animation Using Costumes


Open a new Scratch program and delete the cat.

1) Choose a background for your stage (setting)

- Select the open button  and find a sprite that has at least two images that look similar. Bring one of them into your program.

2) Once you have chosen your sprite, select the “Costumes” tab




 and **IMPORT** the second sprite into the tab.

- Bring the  block into your script area. Double click on this block to see how it changes your sprite.
- Now, create a program where your sprite is moving across the screen using two or more costumes.

Using - **MOTION** (forward, backward, turning)

**LOOKS** (changing costumes, changing effects, speaking/thinking)

**CONTROL** (wait, green flag, repeating)

3) Import several backgrounds and build a script where your background changes every 2 seconds. Make sure you select your stage  Hint:  

**\*SAVE YOUR ANIMATION INTO YOUR SCRATCH FOLDER\***

### EXTRA CHALLENGE:

1) Now try creating a second animation with another sprite (try and find a sprite with at least three different ‘looks’ (costumes)).

2) Create an animated sprite using the ‘paint a new sprite’ button. Hint:

