

1. Create a new program

From the start screen, choose 'new', name your program - (making sure the 'create empty program' box). *Portrait orientation for this activity will be fine*

2. Object overview

When you have named your program and tapped OK this will take you into the overview page. Firstly, press the '+' button (bottom left). On the new object menu, choose Media Library.



3. Media Library

Under 'Animals' choose either of the two bird images in flight, after this downloads name your object and this will take you to the scripts page.



4. Add Looks

We now need to include another picture in the object's looks which illustrates the movement. Tap back once and this will show the 3 parts of the object where we can begin to code.

Scripts: the script/behaviour of your object
Looks: the looks of your object
Sounds: the sounds of your object

Tap 'Looks' and then '+' to add another look from the media library (this time the other image of the bird in flight). This will then be automatically downloaded into the Looks category.

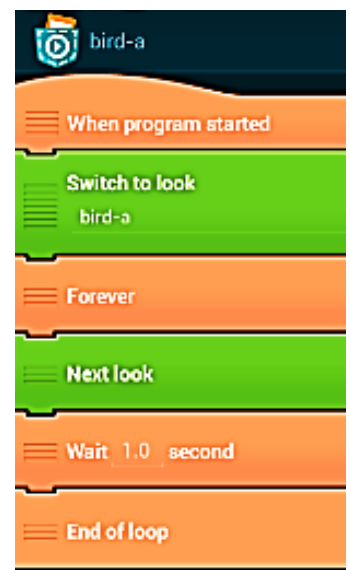
(If you wish to rename it, press and hold the brick and a menu will appear)

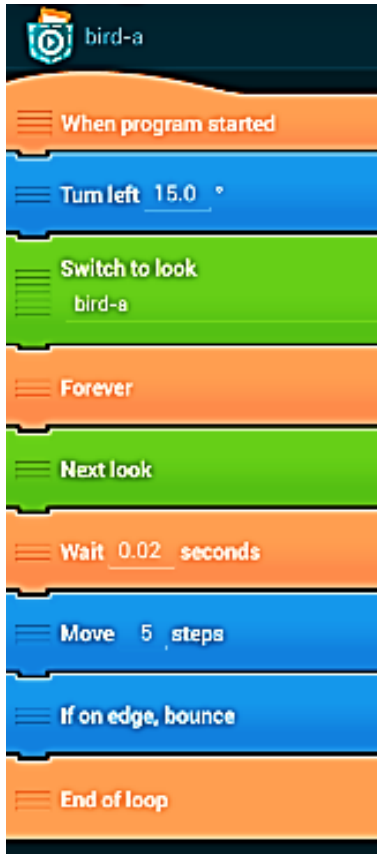
5. Object scripts - Switch looks

Insert the following bricks into the script in order to continually change the object's look after a certain time.

- **Control = When Program started**
- **Looks = Switch to look** (*this brick will automatically have the first look of your object as its option*)
- **Control = Forever** (*This will create the 'end of loop' brick on the bottom*)
- **Looks = Next look**
- **Control = Wait 1.0 second**
- **(end of loop will automatically appear)**

(It is not necessary to place the 'Switch to look' brick into the script to make this program work. However, it is useful visually to have both looks represented within the code).





6. Formula editor and movement

If you press play at this point you will find that your bird will be hovering on the spot, in the centre, rather slowly.

To add movement, place these bricks into the script (they must be underneath the '**Forever**' brick).

Motion = Move 10 steps

Motion = If on edge, bounce

(This will margin the stage by bouncing if on edge)

You may wish to add a '**Turn left**' or '**Turn right**' brick ABOVE the '**Forever**' brick so it will fly in different directions.

To speed up the animation, tap on the brick '**Wait 1.0 second**' and change the value by going into the formula editor - and see the difference!