

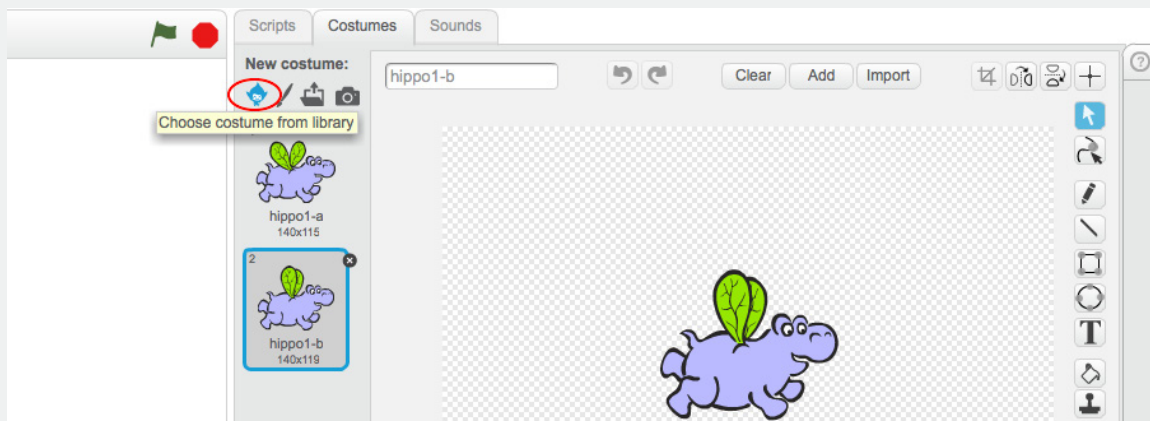


Make hippos fly!

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**.



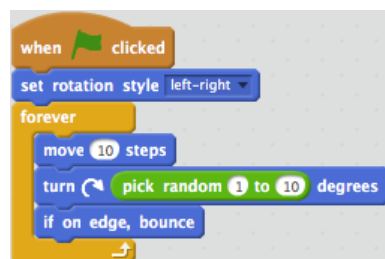
Code to make the hippo fly

- 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:

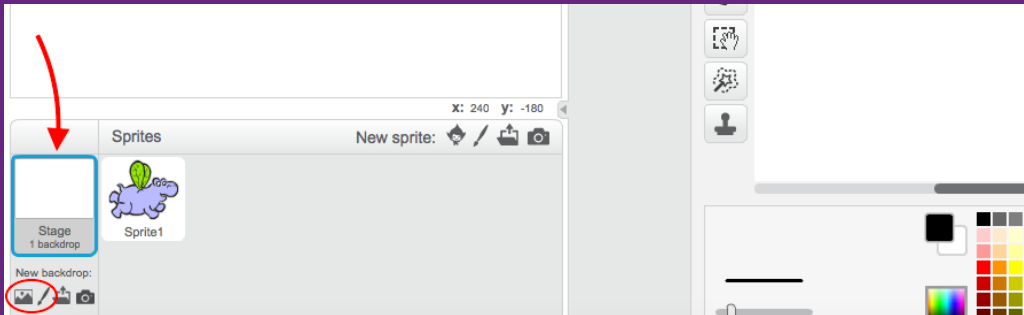


Click on the green flag to see your animation!



Add a background

- 1 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 own background by clicking on the **paintbrush** icon instead.



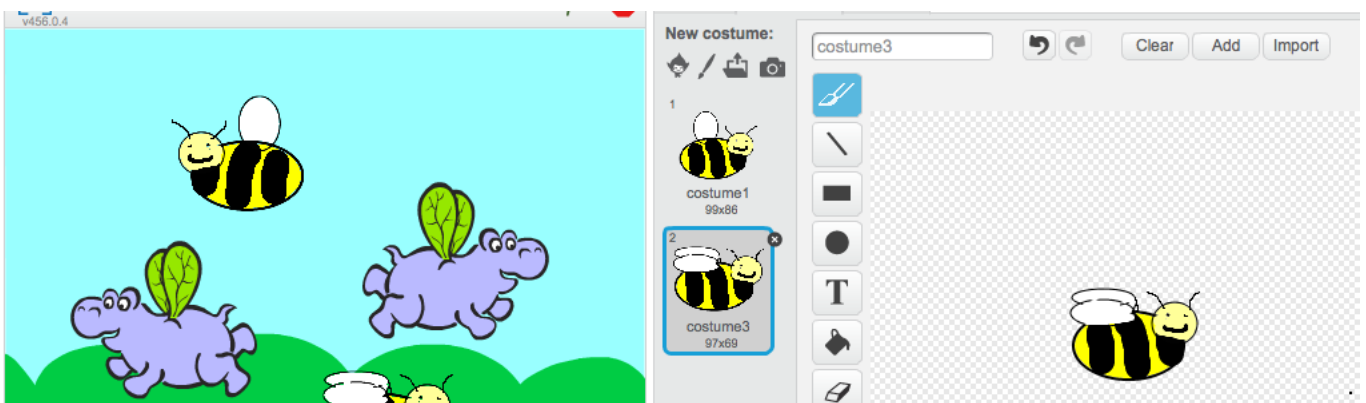
Make more things fly!

- 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 costumes?

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? Visit dojo.soy/sp-scratch-begin to find out how with the Beginner Scratch Sushi Cards, and earn yourself a digital badge too! To see this card online or print out more, go to dojo.soy/sp-sushi-scratch



CoderDojo

Find us on social media



/CoderDojo



@coderdojo



@CoderDojo