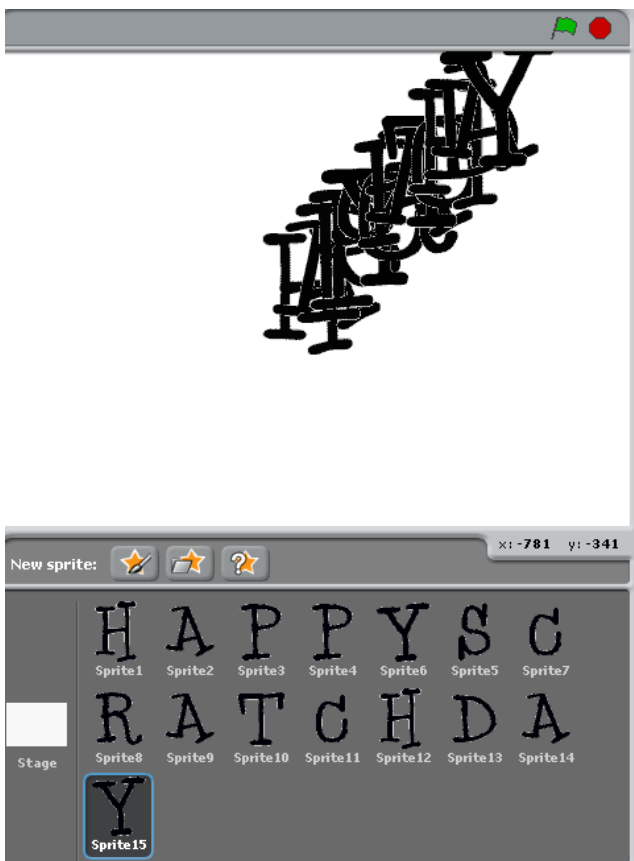


ANIMATED SCRATCH GREETINGS CARD

Delete the Scratch cat.

Choose a new Sprite from file – select Letters...choose your alphabet!

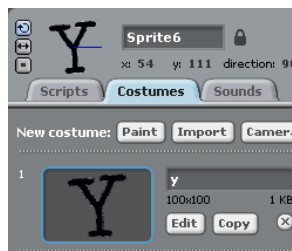


Here's all my letters, I've selected the letters to spell out Happy Scratch Day, and put them all on the stage.

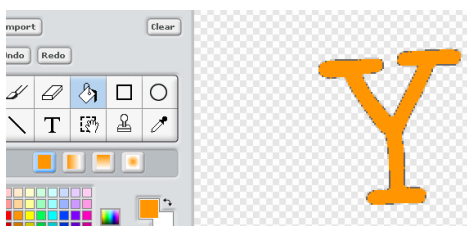
Now I need to add code to them.

I think I will code just one letter then copy the code to the other letters and tweak it a bit for each letter.

Hopefully, that will speed up my work!



I'd like each letter to be the Scratch orange colour so I need to edit them.

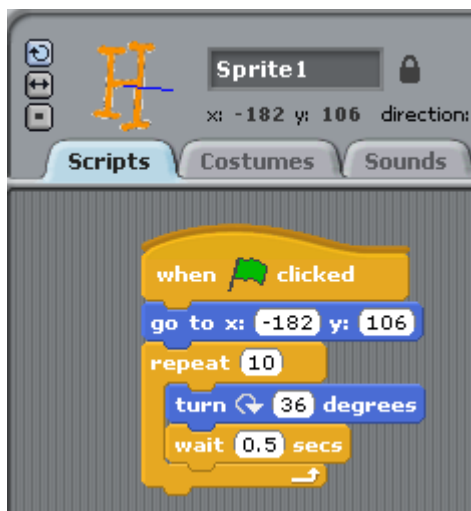


Use the paint pot tool to colour the letters.



Arrange your letters on the Stage. Now we can add some code to make them move!

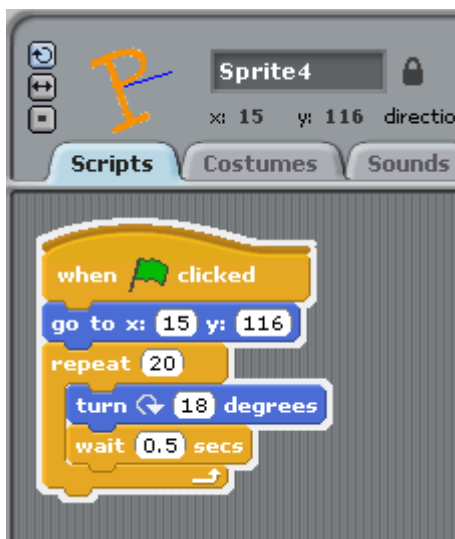
This is the code I've put on the first letter.



When the green flag is clicked the letter will go to its start position.

Then it will turn 36 degrees clockwise for 10 times – in other words it will turn a full circle!

Now I can copy this code to the other letters and just change the start position of each letter.

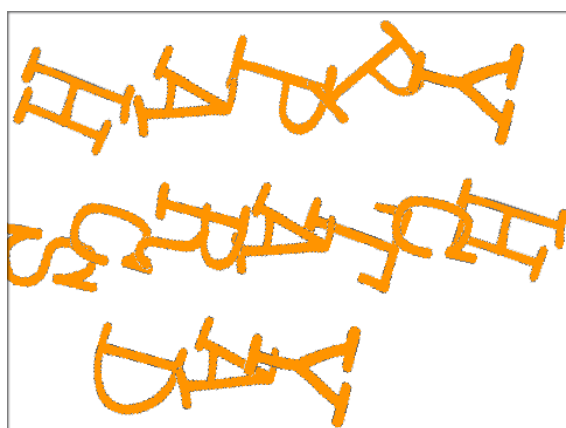


On the second P of *Happy* I changed the code slightly. This letter will also turn a full circle but it will do it in 20 steps of 18 degrees.

It will take twice as long to turn a full circle as the first three letters.

DON'T FORGET TO EDIT THE *go to x: ?? y: ??* code block or else all your letters will pile into the same spot on the Stage!

Now test your code! You should see the letters all turning in a full circle.



EXTN TASKS:

Why not try changing one or two to turn anti-clockwise?

Change the repeat to 5 and the degrees to 72.

Change the repeat to 2 and the degrees to 180.

What happens if you change the position of the wait code block?