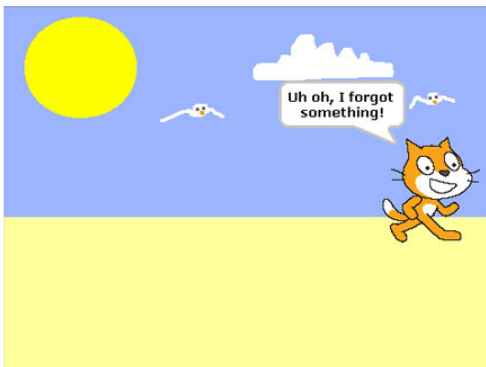


Creating an animation of the water cycle

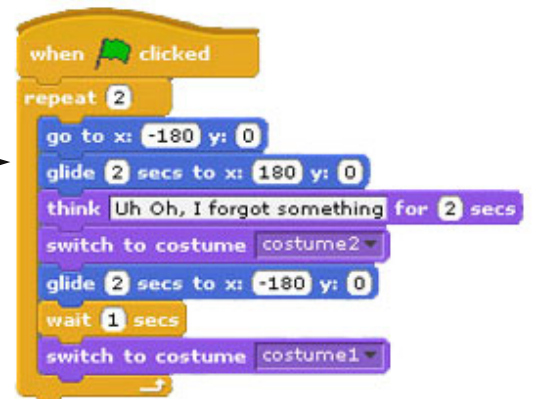
Lesson 1: Introduction to Scratch

Your task:

- Create a new sprite either by choosing one from the gallery or drawing one yourself.
- Create a stage for your sprite to move around on. Again you can choose one from the gallery or you can draw your own.
- Once you have both a sprite and a stage you can start making your sprite do things.
- Look at the image on the right. It shows the blocks palette which you will find on the top-left of your screen in Scratch. This is where you can choose what you want your sprite to do.
- Play around with the different functions in the blocks palette to try and get your sprite moving, spinning, speaking, changing costumes....it's up to you.
- Remember, the sprites will only do what you program them to do....you are the programmer!



The code to make your sprite move like in the example you saw earlier looks like this →



Challenge

Can you create a new sprite and program it to perform 3 different actions? If you manage to do this, then why not create a second or a third sprite and program them to do something at the same time as your first sprite?