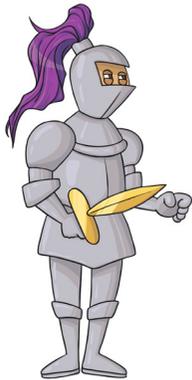


Animating a Scene

Open the 'Haunted Castle 1 - Pupil Starter' in Scratch and save it as your own unique filename. This will be an ongoing project that you can return to and build up over several lessons. Add sprites appropriate to the haunted castle scene and animate them to make them move in different ways. Use the animation ideas below to help you:

The Knight



```
when green flag clicked
  go to x: -158 y: -88
  set size to 130 %
  play sound scream-male1
  repeat 3
    change x by 10
```

1. Use the 'go to' block to set a starting point for the sprite. Drag the sprite where you want it to start before selecting the block and the values of 'x' and 'y' will change automatically.
2. Use the 'repeat' block and change 'x' by your chosen amount.
3. You could set the size of the character and play a sound here if you wish.

The Bat



```
when green flag clicked
  set size to 30 %
  go to x: 207 y: 146
  play sound crickets
  repeat 50
    change x by -15
    change y by -10
    next costume
    change size by 2
  wait 0.05 secs
```

1. Set the size of the sprite and use the 'go to' block to define its starting point.
2. Use a 'repeat' block. Inside, change 'x' and 'y' by your choice of values.
3. Use the 'next costume' block to make the bat appear to flap its wings. Change the size by a small amount to make it gradually bigger. Wait for a very short time in between so it doesn't all happen too quickly to see.

The Ghost



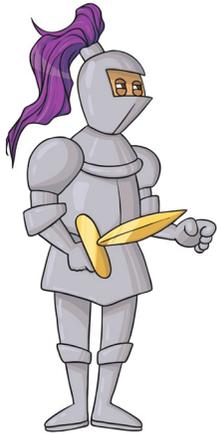
```
when green flag clicked
  go to x: -137 y: 106
  set size to 50 %
  play sound rattle
  glide 1 secs to x: -183 y: 56
  play sound rattle
  glide 1 secs to x: -86 y: -25
  play sound rattle
  glide 1 secs to x: -6 y: 62
  play sound screech until done
```

1. Use the 'go to' and 'set size' blocks again.
 2. Drag the sprite where you want it to move to, then select the 'glide' block to make it move to that point.
 3. Play a sound to accompany the movement.
 4. Repeat the same process to glide in three or four directions.
- Next Steps: If you are ready to develop your code further, there are lots of ideas for the next steps. You could add more sounds or your own new sprites!

Animating a Scene

Open the 'Haunted Castle 1 - Pupil Starter' in Scratch and save it as your own unique filename. This will be an ongoing project that you can return to and build up over several lessons. Add sprites appropriate to the haunted castle scene and animate them to make them move in different ways. Use the animation ideas below to help you:

The Knight



```
repeat 3
  change x by 10
```

Can you make the knight appear on the left of the scene and appear to move quickly across from left to right?

Tip: Use the 'repeat' block in your code. Set a starting point using the 'go to' block. You could also set the size of the sprite and play a sound effect as it moves.

The Bat



```
repeat 50
  change x by -15
  change y by -10
  next costume
  wait 0.05 secs
```

Can you make the bat appear in the top right corner of the scene and fly towards the bottom left?

Tip: Use the 'repeat' block and change both 'x' and 'y' values.

Next, try coding rapid costume changes by using the 'next costume' block to make the bat appear to flap its wings. You might want to add a 'wait' block to stop everything happening too quickly to see!

You could experiment with the speed of movement by changing the values for x and y. Finally, try setting the size of the bat at the beginning to make it smaller and increase the size gradually inside the 'repeat' block.

The Ghost



```
play sound rattle
glide 1 secs to x: -183 y: 56
play sound rattle
glide 1 secs to x: -86 y: -25
play sound rattle
glide 1 secs to x: -6 y: 62
play sound screech until done
```

Can you make the ghost appear to glide down the stairs and over the heads of the two characters?

Tip: Set a starting point for it to appear by using the 'go to' block then use a series of 'glide' blocks. In between, play a sound to accompany the movement.

Next, you could try setting the size of the ghost at the start and change it as it moves.

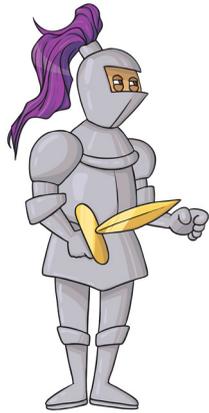
Next Steps: If you are ready to develop your code further, there are lots of ideas for the next steps. You could add sound effects for each sprite. Add your own ideas and sprites too!



Animating a Scene

Open the 'Haunted Castle 1 - Pupil Starter' in Scratch and save it as your own unique filename. This will be an ongoing project that you can return to and build up over several lessons. Add sprites appropriate to the haunted castle scene and animate them to make them move in different ways. Use the ideas below to help you:

The Knight



Can you make the knight appear on the left of the scene and appear to move quickly across from left to right?

Tip: Use the 'repeat' block.

The Bat



Can you make the bat appear in the top right corner of the scene and fly towards the bottom left? Tip: Use the 'repeat' block.

Next, try coding rapid costume changes to make the bat appear to flap its wings.

The Ghost



Can you make the ghost appear to glide down the stairs and over the heads of the two characters?

Tip: Use the 'glide' block.

If you are ready to develop your code further, there are lots of ideas for the next steps. You could add:

- Sounds effects for each sprite.
- Change the size of a sprite before or during its movement.
- A starting point can be defined using the 'go to' block.
- Add your own ideas and sprites too!