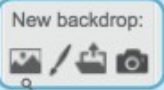





# Choose a Character

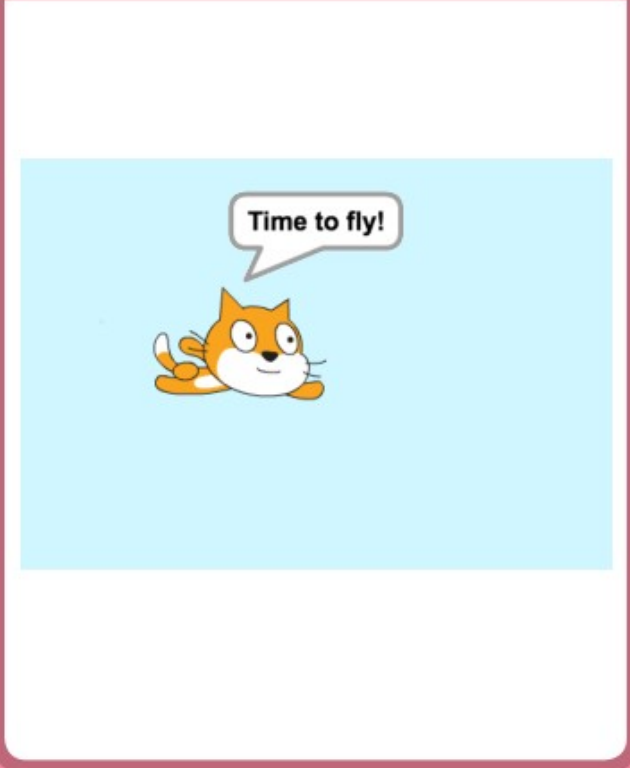
scratch.mit.edu/fly

## GET READY


New backdrop:  Choose a backdrop.  blue sky2

New sprite:  Choose a sprite from the **Flying** theme.  Cat1 Flying

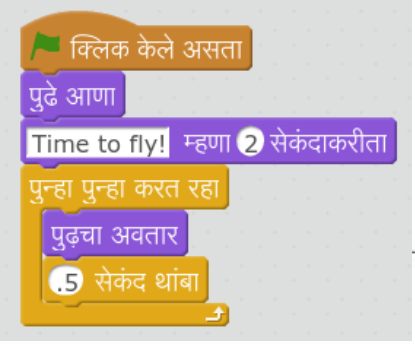
Choose a character to fly.



Make It Fly **1** SCRATCH

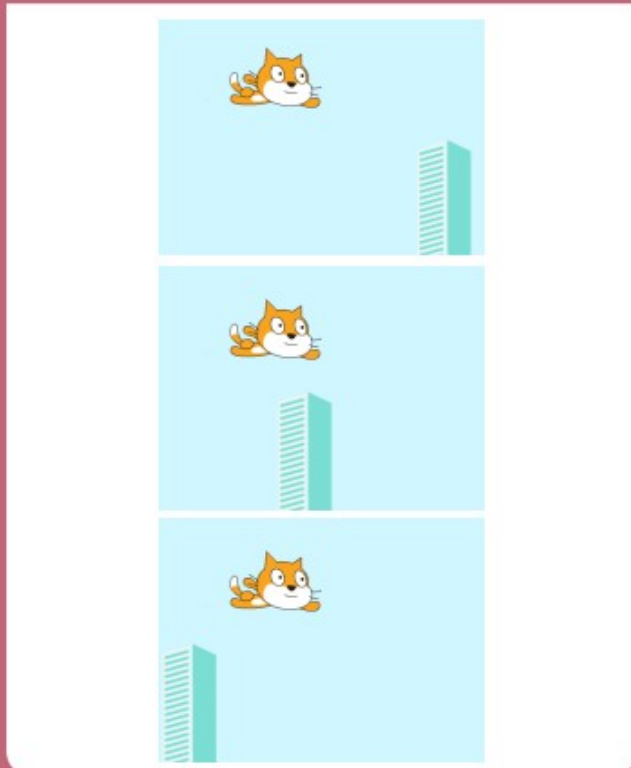
Click the green flag to start 

Type what you want your sprite to say.



# Start Flying

Move the scenery so your character looks like it's flying.



Make It Fly

2



# Start Flying

[scratch.mit.edu/fly](http://scratch.mit.edu/fly)

## GET READY

New sprite:



Choose a sprite to fly by, such as Buildings.



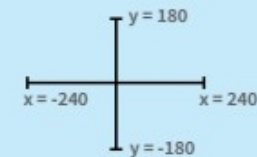
```
when green flag clicked  
  repeat (10) times  
    move 250 pixels right  
    wait 100 ms  
    move -5 pixels left
```

Start from the right end of the stage.

Type a negative number to move left.

## TIP

x is the position on the Stage from left to right.

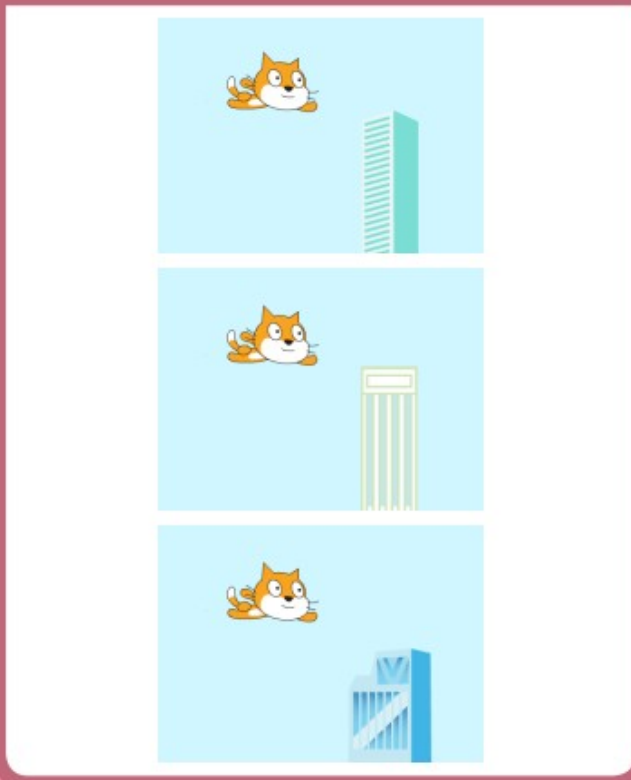


# Switch Looks

# Switch Looks

[scratch.mit.edu/fly](http://scratch.mit.edu/fly)

Add variety to your scenery.



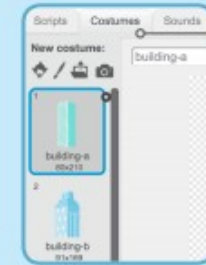
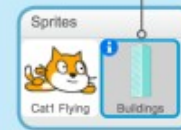
Make It Fly

3



## GET READY

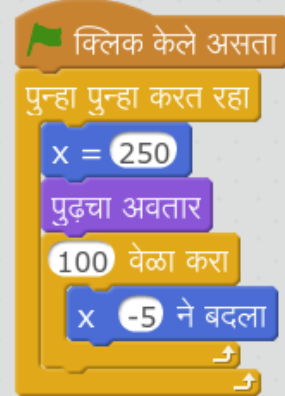
Click to select the Buildings sprite.



Then, click the Costumes tab to see different costumes.



Click the Scripts t



Add this block to switch costumes.

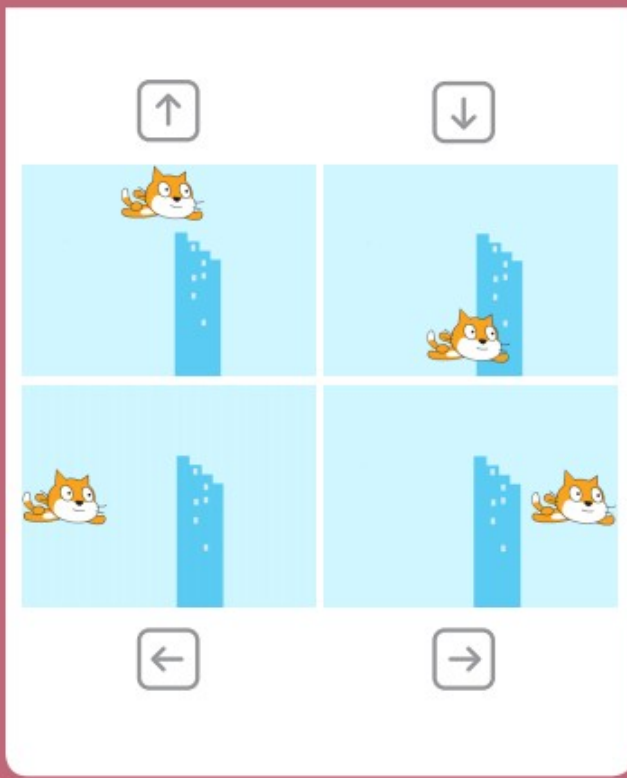
## TRY IT

Click the green flag to start



# Make It Interactive

Make your character move when you press a key.



Make It Fly

4



# Make It Interactive

[scratch.mit.edu/fly](http://scratch.mit.edu/fly)

## GET READY

Click to select your flying sprite.



## ADD THIS CODE

वरचा बाण बटण दाबले असता

y 10 ने बदला

उजवा बाण बटण दाबले असता

x 10 ने बदला

बाण खाली बटण दाबले असता

y -10 ने बदला

डावा बाण बटण दाबले असता

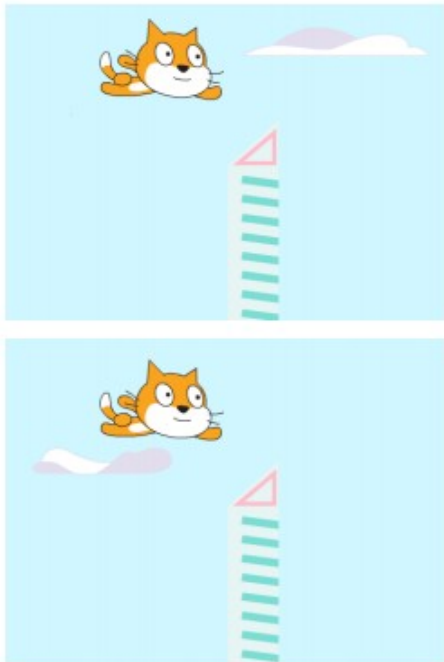
x -10 ने बदला

## TRY IT

Press the arrow keys on your keyboard to make your character move.

# Floating Clouds

Make clouds float by in the sky!



Make It Fly

5



# Floating Clouds

[scratch.mit.edu/fly](http://scratch.mit.edu/fly)

## GET READY



Choose Clouds from the library.



## ADD 1

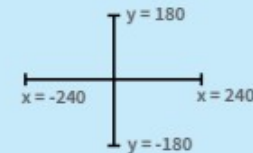


Drag the **pick random** block into the **set y to** block.

```
when green flag clicked  
  repeat (10) times  
    set y to (pick random 1 to 10)  
    set x to 250  
    move cat sprite down 80 pixels  
    set x to (x - 6)
```

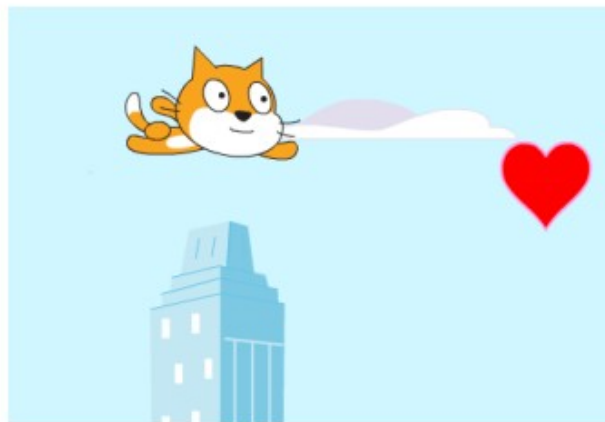
## TIP

y is the position on the Stage from top to bottom.



# Flying Hearts

Add hearts or other floating objects to collect.



Make It Fly

6



# Flying Hearts

[scratch.mit.edu/fly](http://scratch.mit.edu/fly)

## GET READY

New sprite: Choose a sprite, such as Heart.



## ADD THIS CODE

```
go to mouse-pointer  
mouse-pointer  
random position
```

Choose random position from the menu.

```
क्लिक केले असता  
पुन्हा पुन्हा करत रहा  
random position कडे जा  
x = 250  
35 वेळा करा  
x -15 ने बदला
```

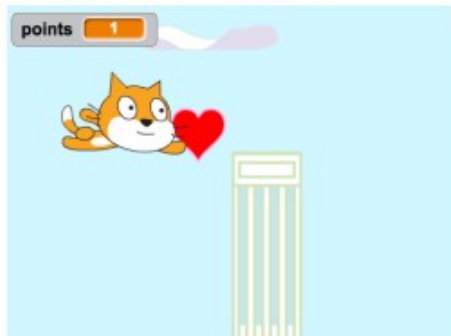
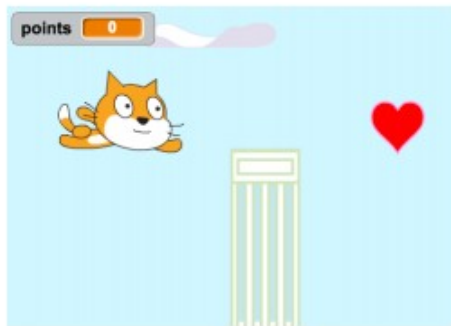
## TRY IT

Click the green flag to start



# Collect Points

Add a point each time you touch a heart or other object.



Make It Fly

7




# Collect Points

[scratch.mit.edu/fly](http://scratch.mit.edu/fly)

## GET READY

Choose Data

Click the **Make a Variable** button.



New Variable

Variable name:

For all sprites  For this sprite only

OK Cancel

Name this variable **points** and then click OK.



Select your flying sprite.

```
when green flag clicked click to set points to 0 repeat (forever) loop { if Heart touched then points + 1 wait 1 seconds }
```

## TRY IT

Click the green flag to start

