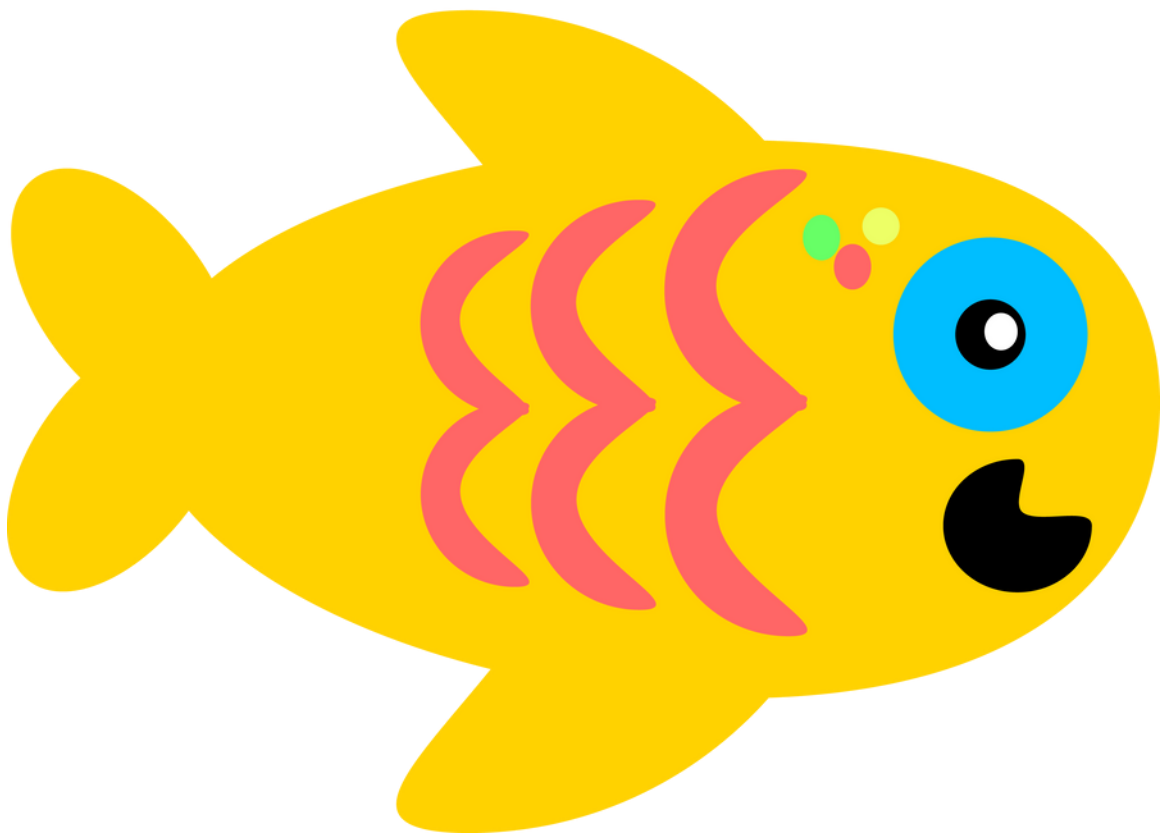
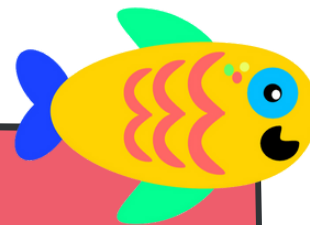




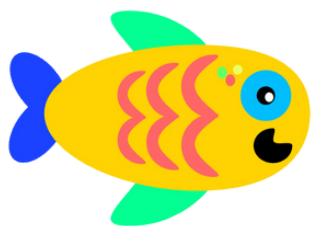
COLOUR ANIMATIONS



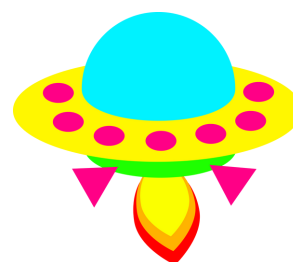


GET STARTED

OPEN YOUR OWN SCRATCH PROJECT
SCRATCH.MIT.EDU
AND CHOOSE A SPRITE



OR

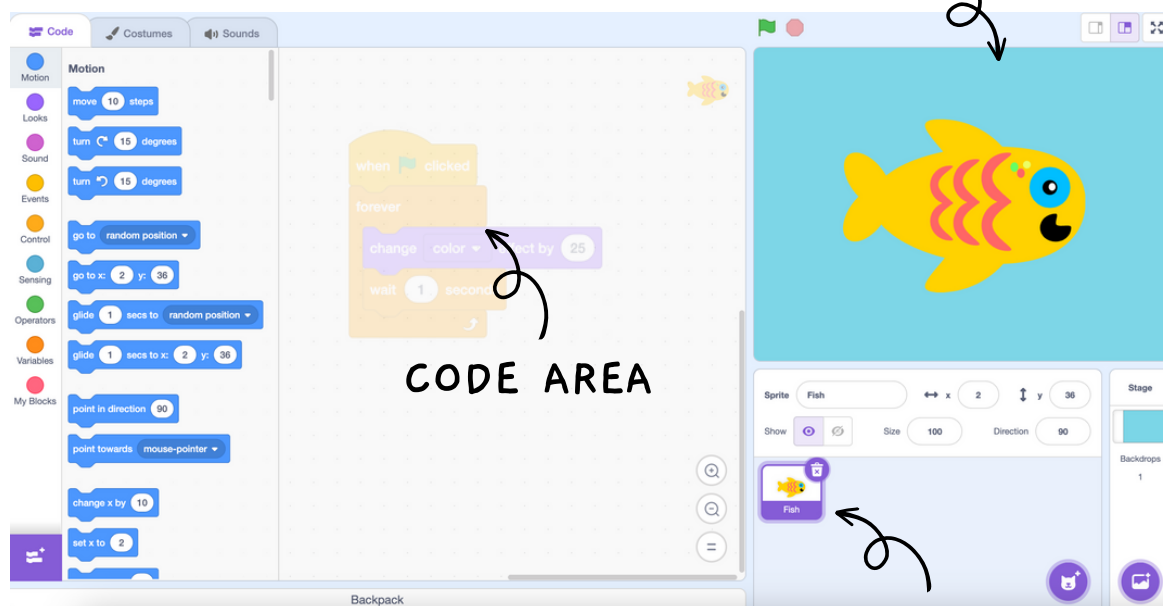


USE OUR STARFISH:
FLIPCOMPUTING.COM/ANIMATE-FISH

CLICK ON YOUR CHOSEN SPRITE

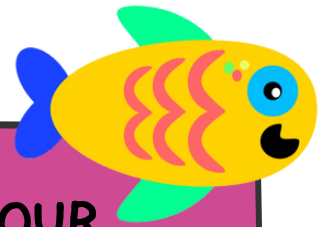
CODE TAB

THE STAGE



CODE AREA

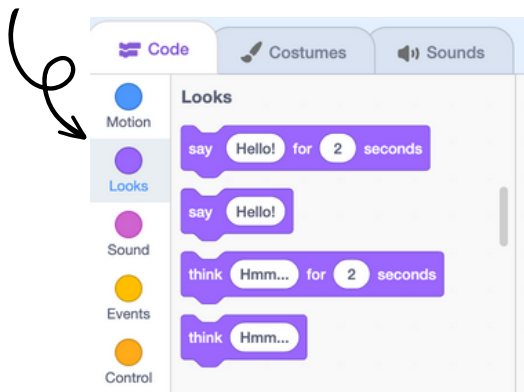
YOUR SPRITE



COLOUR ANIMATIONS - CHANGE COLOUR

STEP 1

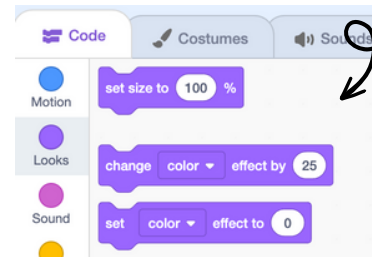
CLICK ON THE PURPLE 'LOOKS' CATEGORY



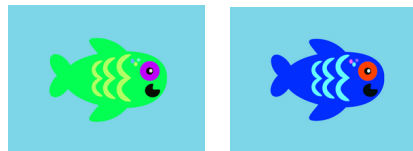
LOOKS BLOCKS CONTROL A SPRITE'S APPEARANCE

STEP 2

SCROLL DOWN AND CLICK ON THE 'CHANGE COLOR EFFECT' BLOCK A FEW TIMES

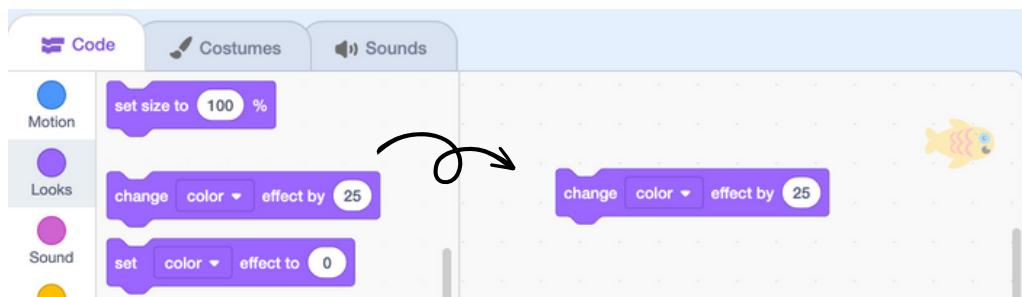


EACH TIME YOU CLICK LOOK AT THE STAGE

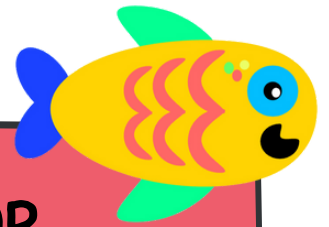


STEP 3

DRAW THE 'CHANGE COLOR EFFECT' BLOCK TO THE CODE AREA



YOU HAVE STARTED A CODE SCRIPT

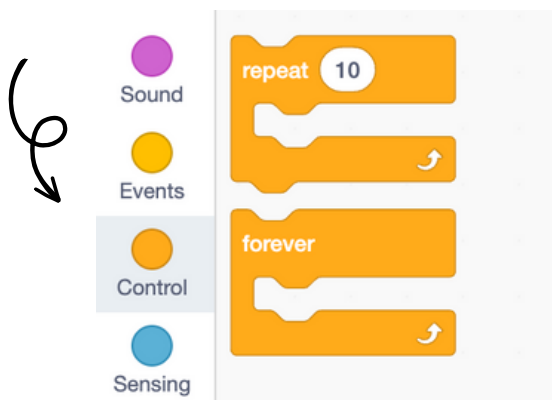


COLOUR ANIMATIONS - LOOP

STEP 4

SCRATCH HAS 'C BLOCKS' THAT FIT OTHER BLOCKS INSIDE

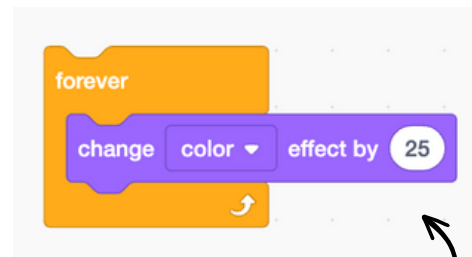
CLICK ON THE 'CONTROL' CATEGORY TO SEE SOME 'C BLOCKS'



STEP 5

DRAW A 'FOREVER' BLOCK TO THE CODE AREA

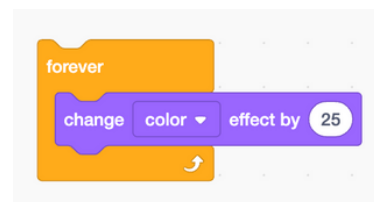
PUT THE MOUTH OF THE C BLOCK OVER THE CHANGE COLOR EFFECT BLOCK



SCRATCH BLOCKS FIT TOGETHER LIKE A JIGSAW

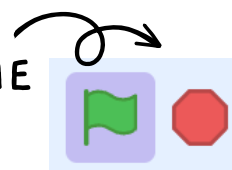
STEP 6

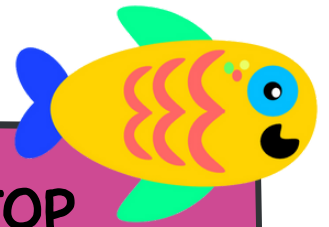
CLICK ON THE FOREVER BLOCK TO WATCH THE FISH CHANGE COLOR



BLOCKS INSIDE A FOREVER LOOP RUN FOREVER!

CLICK ON THE STOP SIGN ABOVE THE STAGE TO STOP THE SCRIPT

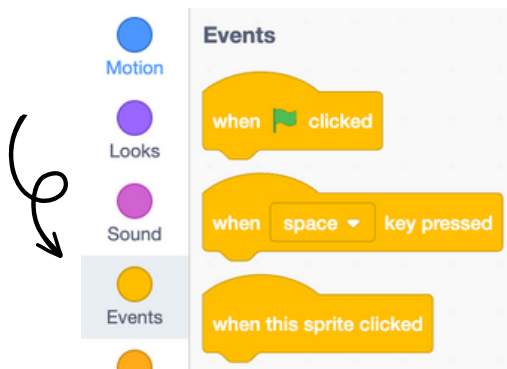




COLOUR ANIMATIONS - START/STOP

STEP 7

CLICK ON THE 'EVENTS' CATEGORY

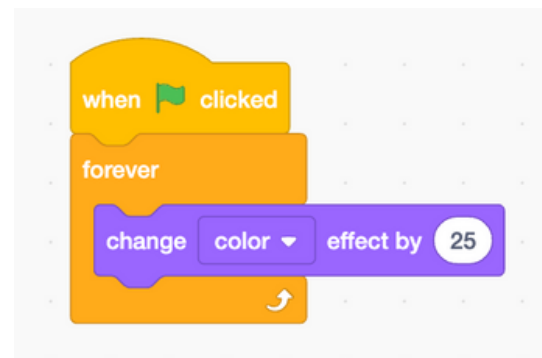


EVENT BLOCKS WITH BUMPS ON TOP ARE CALLED 'HAT BLOCKS'. THEY START SCRIPTS

STEP 8

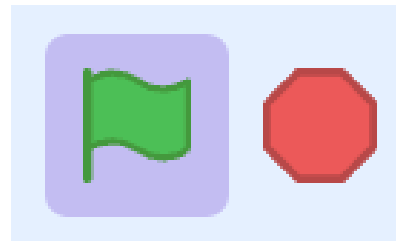
DRAW A 'WHEN FLAG CLICKED' BLOCK TO THE CODE AREA

PUT THE BLOCK ON TOP OF THE FOREVER BLOCK



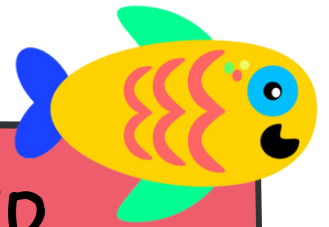
STEP 9

CLICK ON THE GREEN FLAG ABOVE THE STAGE TO START THE SCRIPT



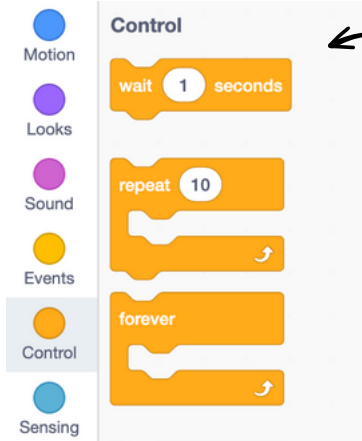
CLICK ON THE STOP SIGN ABOVE THE STAGE TO STOP THE SCRIPT





COLOUR ANIMATIONS - SPEED

STEP 10



CLICK ON THE 'CONTROL' CATEGORY AND FIND THE 'WAIT' BLOCK

THE WAIT BLOCK PAUSES THE SCRIPT

STEP 11

DRAW A 'WAIT' BLOCK TO THE CODE AREA

PUT THE WAIT BLOCK INSIDE THE FOREVER BLOCK



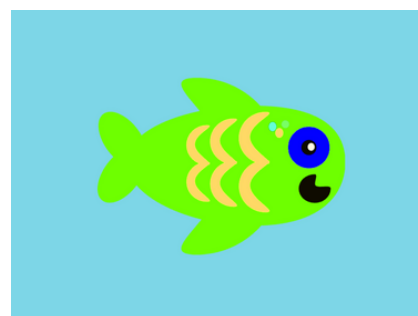
TIP: WHEN YOU HOVER OVER BLOCKS THEY MOVE TO MAKE A SPACE

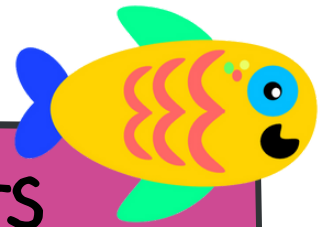
STEP 12

CLICK ON THE GREEN FLAG TO RUN THE SCRIPT



LOOK AT THE STAGE TO SEE YOUR FISH SLOWLY CHANGING COLOR

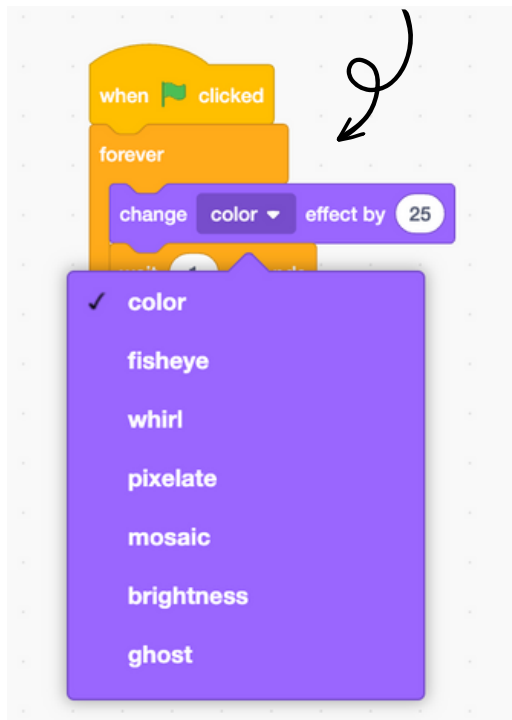




COLOUR ANIMATIONS - EFFECTS

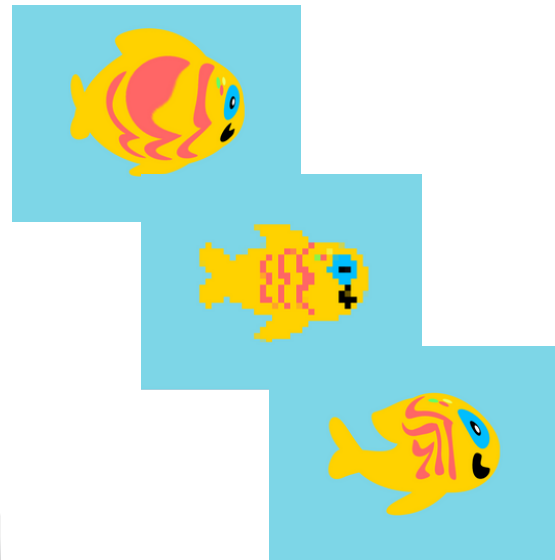
STEP 13

CLICK ON THE SMALL ARROW NEXT TO 'COLOR'



STEP 14

SELECT AN EFFECT FROM THE LIST THEN PRESS THE GREEN FLAG



PRESS THE STOP SIGN THEN TRY A DIFFERENT EFFECT

STEP 15

CHANGE THE NUMBERS IN THE 'CHANGE COLOR EFFECT' AND 'WAIT' BLOCKS TO FIND YOUR FAVOURITE PATTERN

