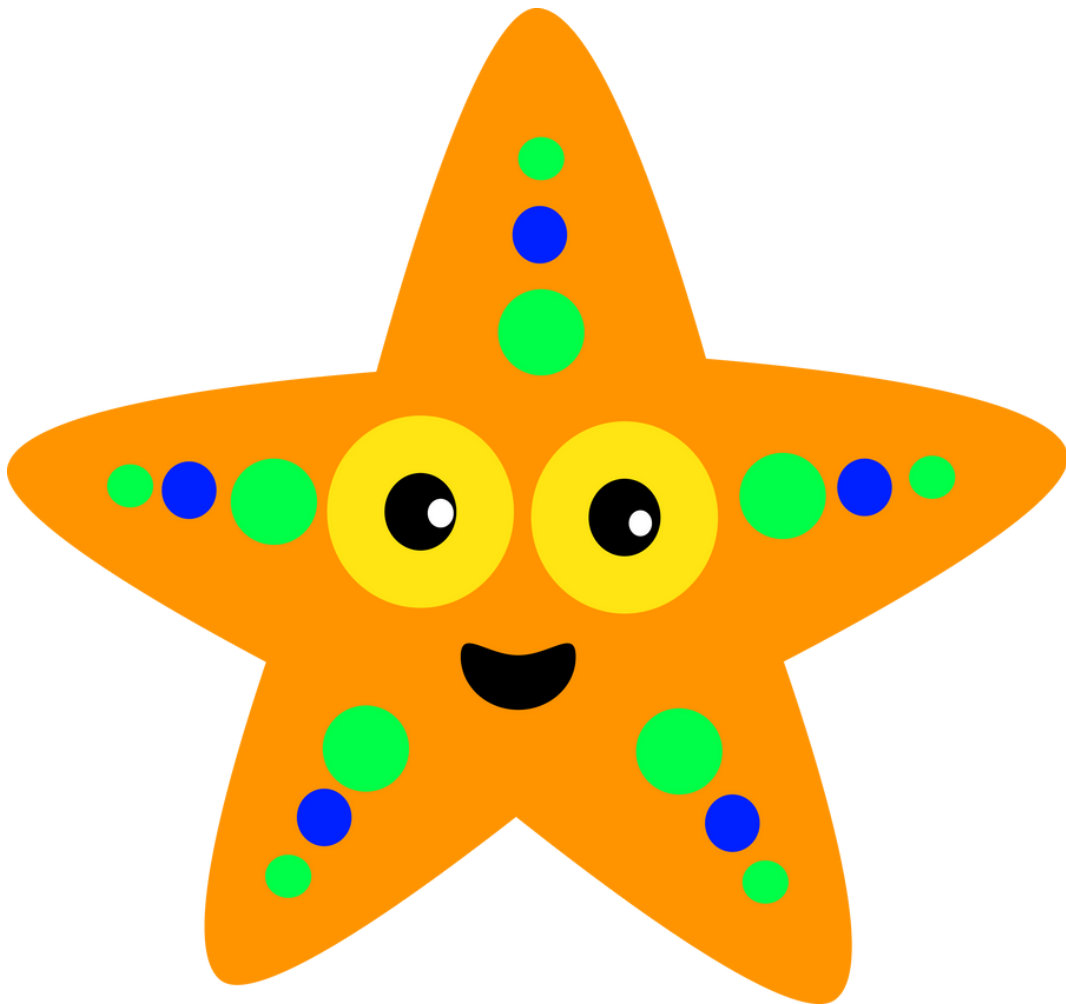




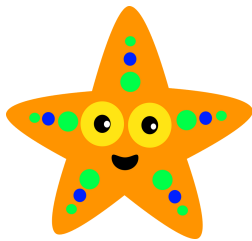
SPIN ANIMATIONS





GET STARTED

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

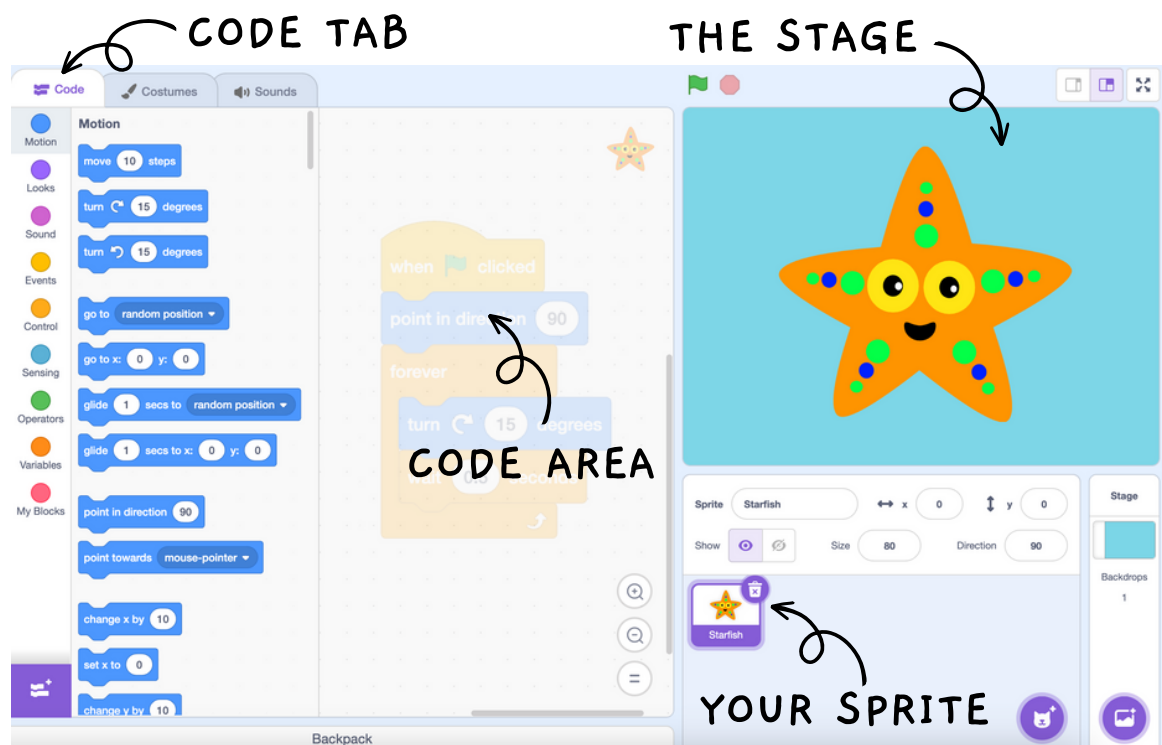


OR



USE OUR STARFISH:
FLIPCOMPUTING.COM/ANIMATE-STARFISH

CLICK ON YOUR CHOSEN SPRITE



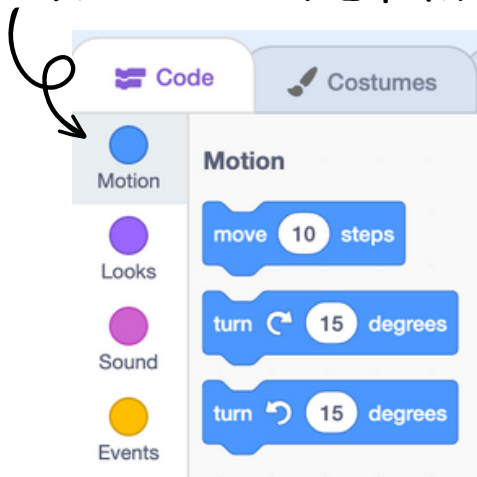
The screenshot shows the Scratch IDE interface. On the left is the 'Code' tab, which is highlighted with an arrow and the label 'CODE TAB'. The code area contains a script starting with 'when clicked', followed by 'point in direction 90', a 'forever' loop containing 'turn 15 degrees', and 'point in direction 90'. An arrow points to the 'point in direction 90' block within the loop, labeled 'CODE AREA'. On the right is the 'Stage' area, which is highlighted with an arrow and the label 'THE STAGE'. It shows a blue background with the orange starfish sprite. Below the stage is the 'Sprite' area, which is highlighted with an arrow and the label 'YOUR SPRITE'. It shows the 'Starfish' sprite selected, with its size set to 80 and direction to 90.



SPIN ANIMATIONS - TURN

STEP 1

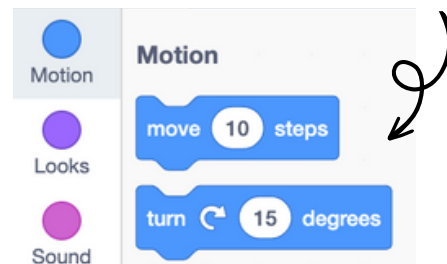
CLICK ON THE BLUE 'MOTION' CATEGORY



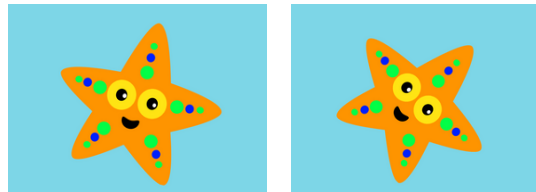
MOTION BLOCKS CONTROL A SPRITE'S MOVEMENT

STEP 2

CLICK ON THE TURN BLOCK A FEW TIMES

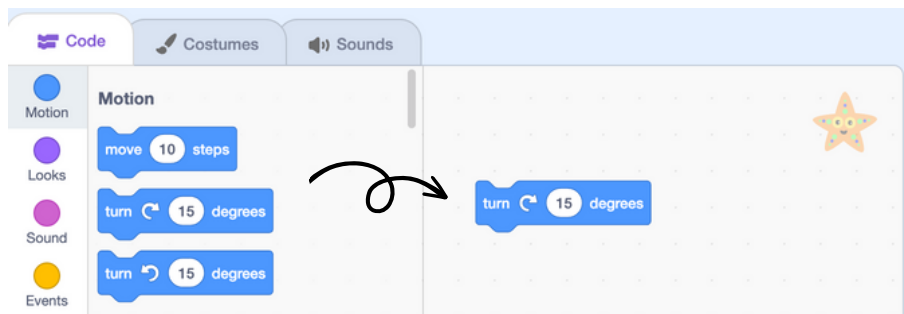


EACH TIME YOU CLICK LOOK AT THE STAGE



STEP 3

DRAW THE 'TURN' BLOCK TO THE CODE AREA



YOU HAVE STARTED A CODE SCRIPT

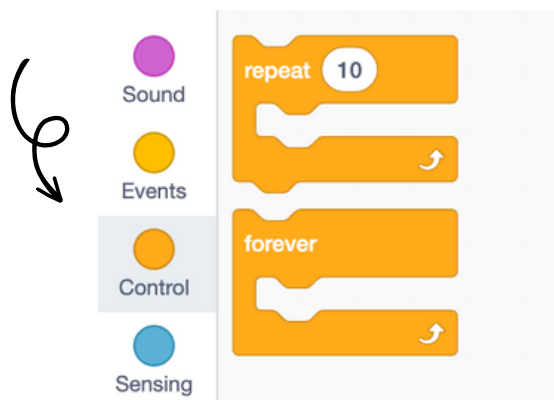


SPIN ANIMATIONS - LOOP

STEP 4

SCRATCH HAS 'C BLOCKS' THAT FIT OTHER BLOCKS INSIDE

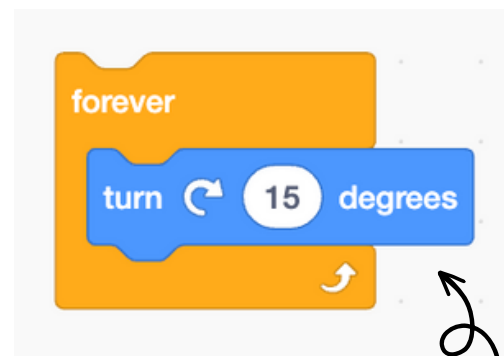
CLICK ON THE 'CONTROL' CATEGORY TO SEE SOME 'C BLOCKS'



STEP 5

DRAG A 'FOREVER' BLOCK TO THE CODE AREA

PUT THE MOUTH OF THE C BLOCK OVER THE TURN BLOCK



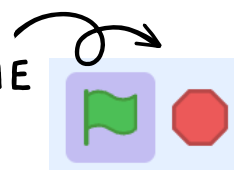
SCRATCH BLOCKS FIT TOGETHER LIKE A JIGSAW

STEP 6

CLICK ON THE FOREVER BLOCK TO WATCH THE STARFISH SPIN

BLOCKS INSIDE A FOREVER LOOP RUN FOREVER!

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

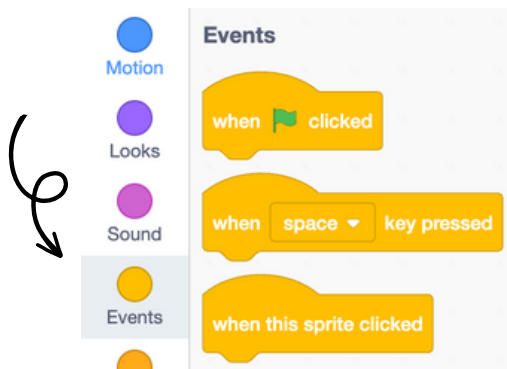




SPIN ANIMATIONS - START/STOP

STEP 7

CLICK ON THE 'EVENTS' CATEGORY

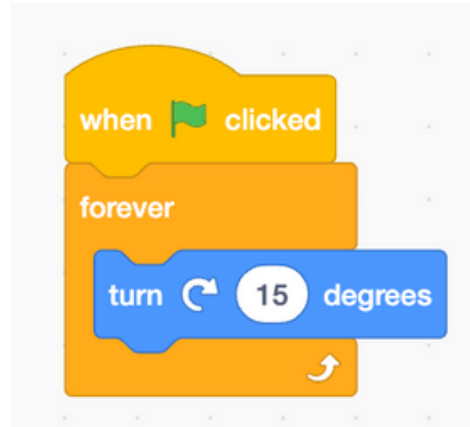


EVENT BLOCKS WITH BUMPS ON TOP ARE CALLED 'HAT BLOCKS'. THEY START SCRIPTS

STEP 8

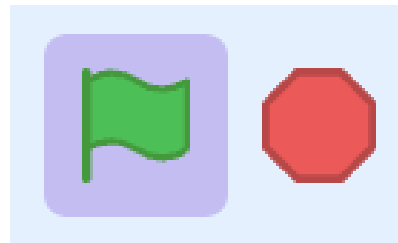
DRAW A 'WHEN FLAG CLICKED' BLOCK TO THE CODE AREA

PUT THE BLOCK ON TOP OF THE FOREVER BLOCK



STEP 9

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



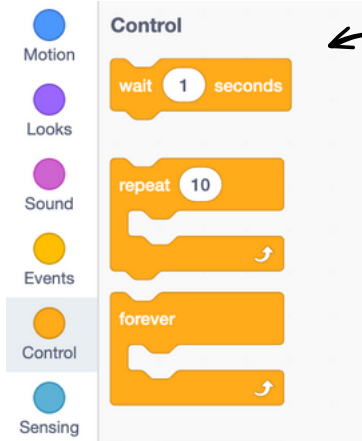
CLICK ON THE STOP SIGN ABOVE THE STAGE TO STOP THE SCRIPT





SPIN ANIMATIONS - SPEED

STEP 10



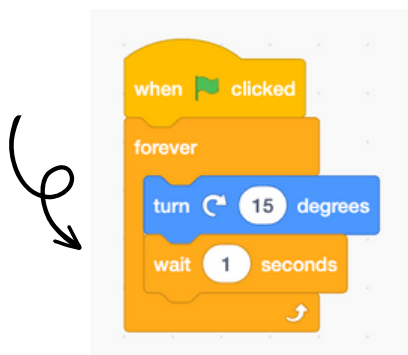
CLICK ON THE 'CONTROL' AND FIND THE 'WAIT' BLOCK

THE WAIT BLOCK PAUSES THE SCRIPT

STEP 11

DRAW A 'WAIT' BLOCK TO THE CODE AREA

PUT THE WAIT BLOCK INSIDE THE FOREVER BLOCK



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 STARFISH SLOWLY SPINNING





SPIN ANIMATIONS - DESIGN

STEP 13

ADD A FINAL BLOCK TO
FROM THE 'MOTION'
CATEGORY

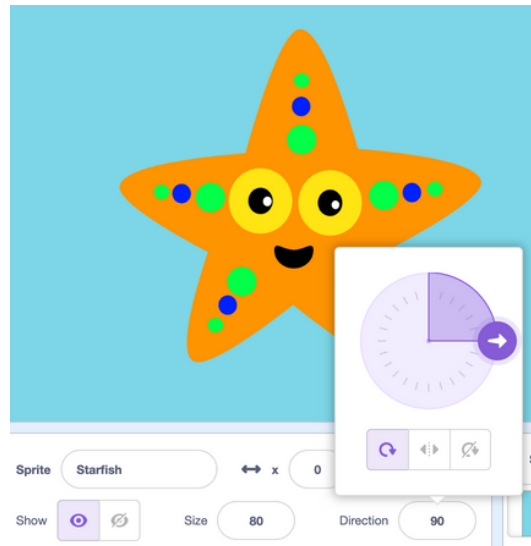
DRAG THE 'POINT IN
DIRECTION 90' BLOCK
TO THE CODE AREA



```
when clicked
point in direction 90
forever
  turn 15 degrees
  wait 1 seconds
```

STEP 14

WHEN THE STARFISH IS
POINTING IN DIRECTION
90 IT IS THE RIGHT
WAY UP



STEP 15

CHANGE THE NUMBERS IN THE 'TURN' AND
'WAIT' BLOCKS TO CHOOSE YOUR SPIN STYLE

```
when clicked
point in direction 90
forever
  turn 90 degrees
  wait 2 seconds
```

```
when clicked
point in direction 90
forever
  turn 5 degrees
  wait 0.5 seconds
```

```
when clicked
point in direction 90
forever
  turn 1 degrees
  wait 0.2 seconds
```

