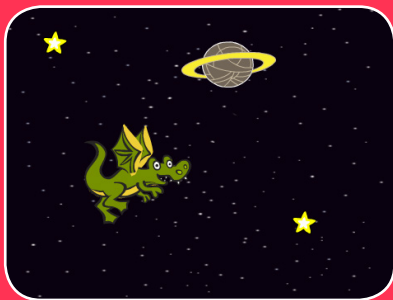
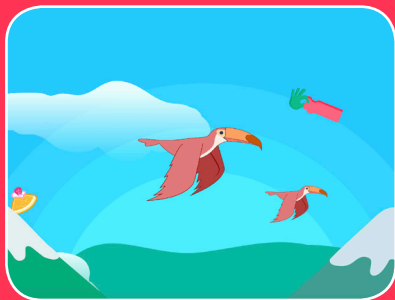
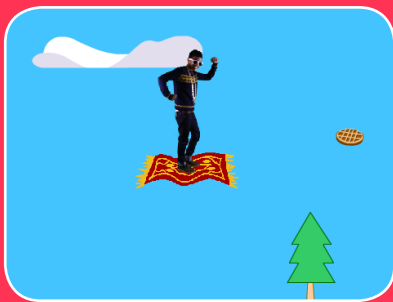
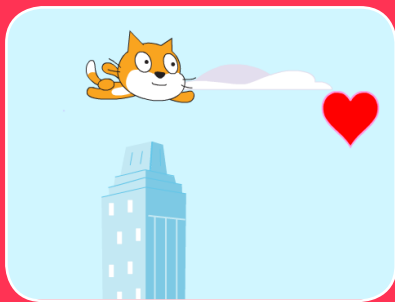


Make it Fly Cards



Choose any character and make it fly!

Make it Fly Cards

Use these cards in this order:

- 1. Choose a Character**
- 2. Start Flying**
- 3. Switch Looks**
- 4. Make it Interactive**
- 5. Floating Clouds**
- 6. Flying Hearts**
- 7. Collect Points**

Choose a Character

Choose a character to fly.



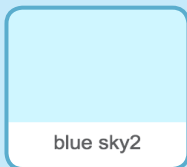
Choose a Character

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GET READY



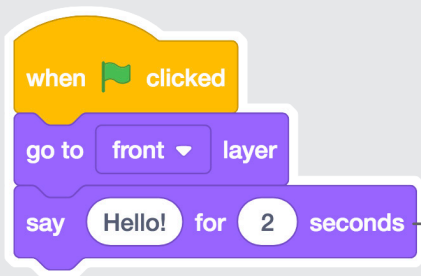
Choose a backdrop.



Choose a sprite from
the **Flying** theme.



ADD THIS CODE



Type what you want
your sprite to say.

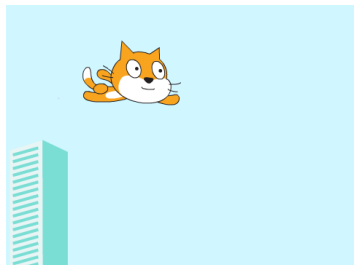
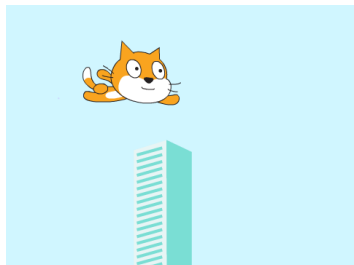
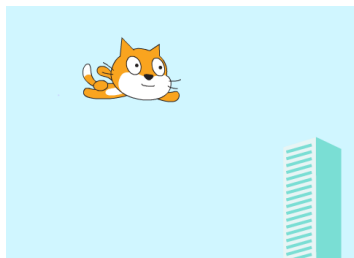
TRY IT

Click the green flag to start



Start Flying

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



Start Flying

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GET READY



Choose a sprite to fly by,
such as Buildings.



ADD THIS CODE

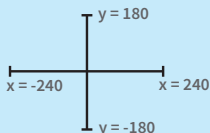


Start from the right
end of the stage.

Type a negative
number to move left.

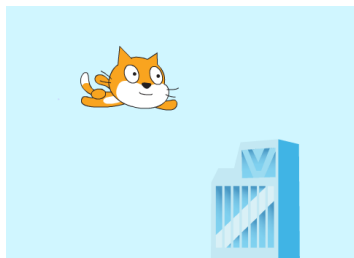
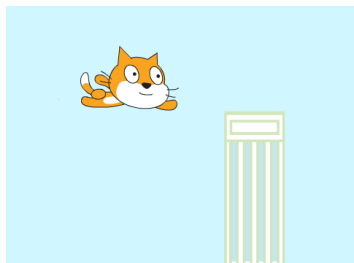
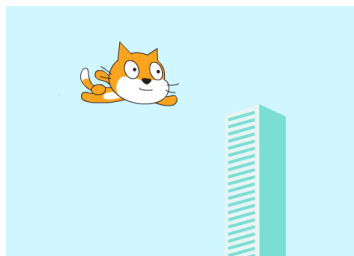
TIP

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



Switch Looks

Add variety to your scenery.

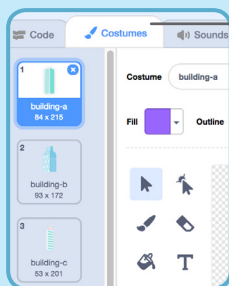
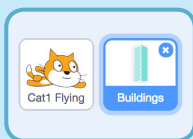


Switch Looks

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GET READY

Click to select the **Buildings** sprite.

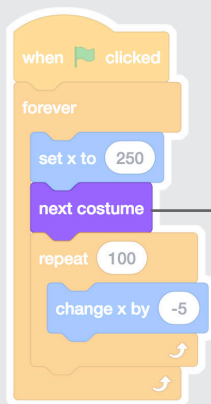


Then, click the **Costumes** tab to see different costumes.

ADD THIS CODE



Click the **Code** tab.



Add this block to switch costumes.

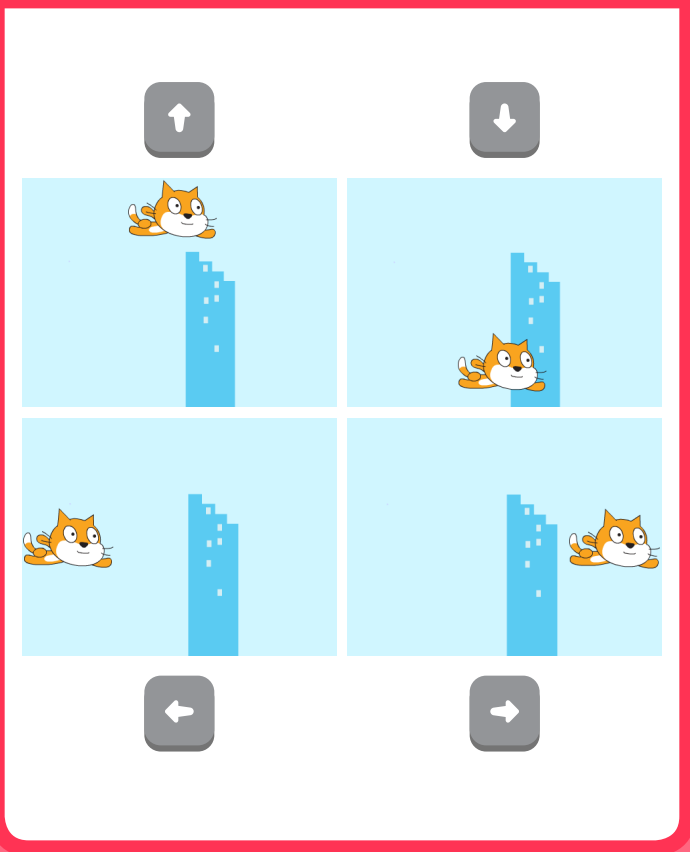
TRY IT

Click the green flag to start



Make It Interactive

Make your character move
when you press a key.

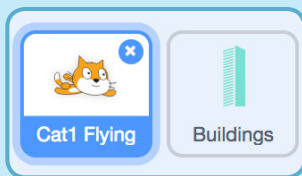


Make It Interactive

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GET READY

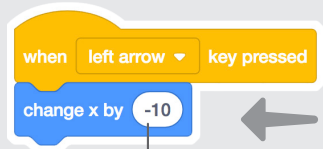
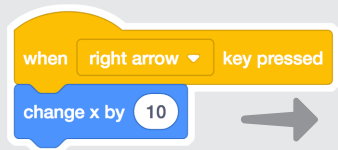
Click to select your flying sprite.



ADD THIS CODE

Change x

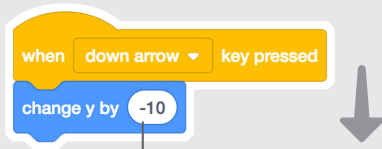
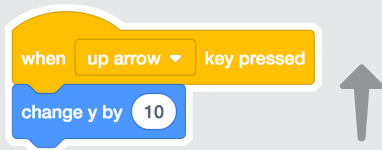
Move your character *side to side*.



Type a minus sign to move *left*.

Change y

Move your character *up and down*.



Type a minus sign to move *down*.

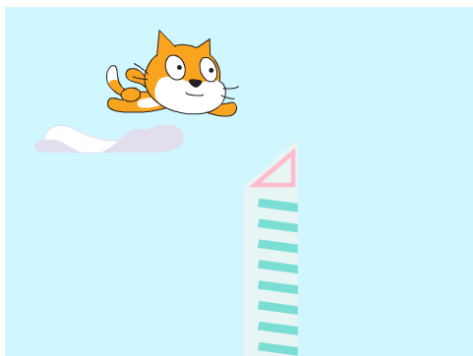
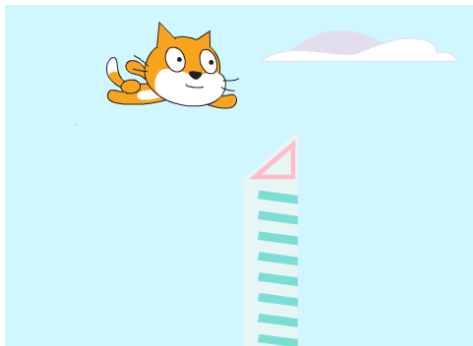
TRY IT



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

Floating Clouds

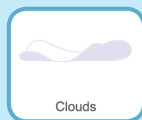
Make clouds float by in the sky!



Floating Clouds

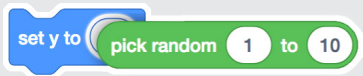
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GET READY

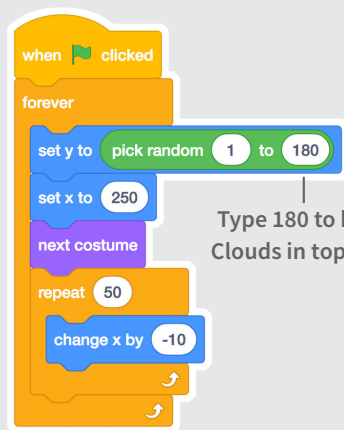


Choose Clouds from the library.

ADD THIS CODE



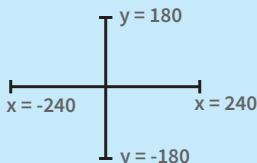
Drag the **pick random** block into the **set y to** block.



Type 180 to keep Clouds in top half.

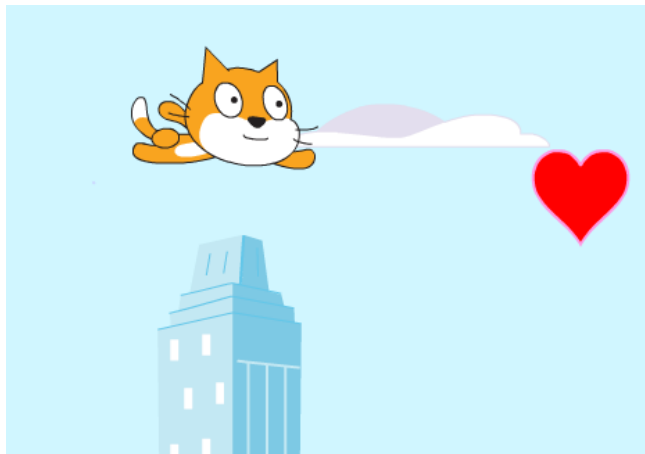
TIP

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



Flying Hearts

Add hearts or other floating objects to collect.



Flying Hearts

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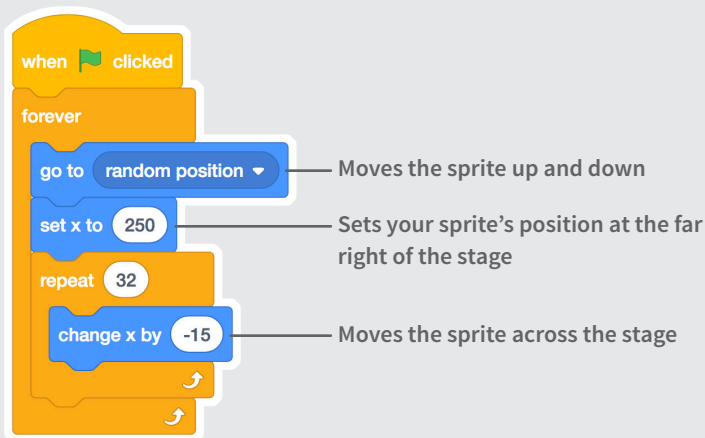
GET READY



Choose a sprite, such as Heart.



ADD THIS CODE



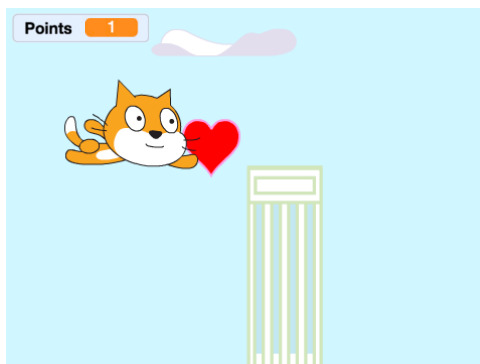
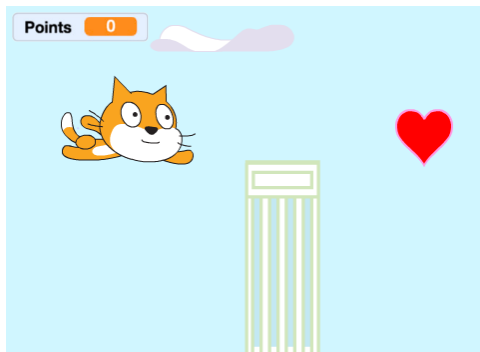
TRY IT

Click the green flag to start



Collect Points

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



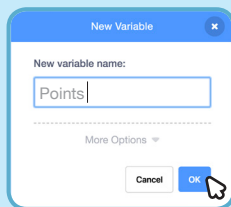
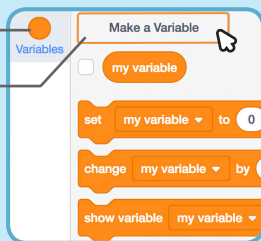
Collect Points

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GET READY

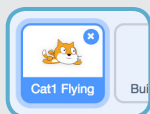
Choose **Variable**

Click the **Make a Variable**

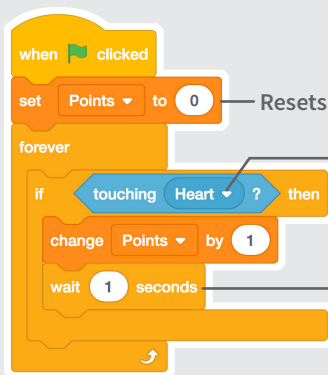


Name this variable **points** and then click OK.

ADD THIS CODE



Select your flying sprite.



Resets points at the start.

Choose Heart from the menu.

Add a point.

TRY IT

Click the green flag to start

