**Scratch Looks and Costumes Challenges**

**You will be learning how to control how sprites look. By the end of the sheet ALL students will be able to animate sprites by changing costumes. MOST students will also be able to use instructions from the Looks menu. Some students will be changing looks in a controlled and precise way.**

**Objectives: F should complete tasks 1 to 4. S should also attempt tasks 5 to 7. C should complete tasks 1 to 7 and some of 8 to 11. E should complete ALL tasks.**

**Changing costumes is a powerful way to alter the way a sprite looks. Click on the Costumes tab to see what costumes are available for your sprite: the cat sprite has two costumes. New costumes can be added by copying, pasting and editing.**

**The  toolbox also contains tools that you can use to change the way sprites look. Just drag the instructions you need into the programme area and join them together!**

In the programme area, there have already been placed some instructions from other toolboxes for you to use when needed:

|  |  |  |  |
| --- | --- | --- | --- |
|  | This is a powerful Control instruction called a loop. Any instructions placed inside it are repeated – forever. |  | This is another loop that repeats instructions a certain number of times. |

**Here are the tasks, they start easy and then get harder (tick off each one you’ve done as you go)**

1. Use one of the loops in the Scripts area to make a programme that makes the cat look like he is **running on the spot**.
2. Adjust the time delay to speed him up.
3. Add into your loop the instruction to **make the cat change colour as well** 
4. See what happens when you change the variables for this instruction. Experiment with this.

**Next… a new programme…**

1. Make a programme that makes the cat grow larger over 10 gradual steps. Use
2. After the cat has grown larger. Make him grow smaller again over 10 gradual steps.
3. Now make him grow gradually larger, then gradually smaller – forever.

**And another new programme…**

1. Make the cat appear to walk from the far left of the x-axis to the far right.
2. Make him walk across the screen from left to right forever (use )

**Finally…**

1. Make a new costume for the cat, to make it look like he’s jumping or rolling or dancing etc. (use an existing costume, copy then edit). Make the cat move around the screen switching costumes to make him look like he’s having a good time. (You could even try make him say “meow” ).
2. Now try something of your own… Experiment.