

DINO DANCE ANIMATION IN

SCRATCH



SPRITE(S):

WORDS WE'LL LEARN:



Dinoaur1



Dinosaur2



Dinosaur3

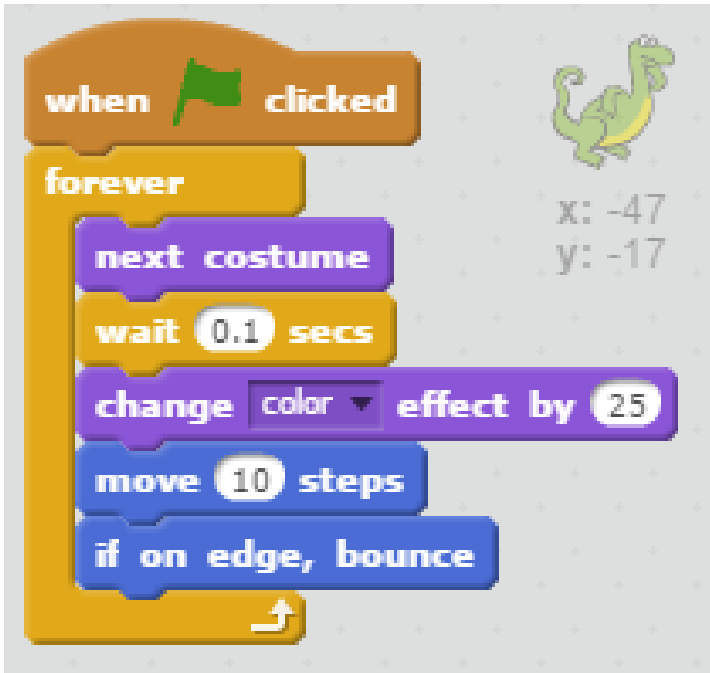
- **EVENTS**
- **SIMPLE LOOPS**
- **COSTUMES**



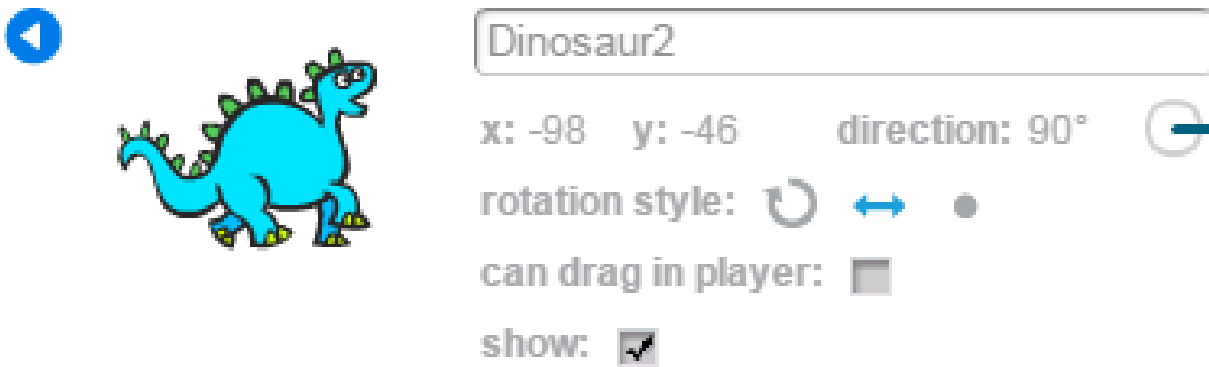
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SCRIPTS:



A Scratch script for a dinosaur character. The script starts with a "when green flag clicked" block, followed by a "forever" loop containing the following blocks: "next costume", "wait 0.1 secs", "change color effect by 25", "move 10 steps", and "if on edge, bounce". To the right of the script, a small green dinosaur character is shown with its coordinates: x: -47 and y: -17.



The Scratch character inspector for a character named "Dinosaur2". It shows a blue Stegosaurus-like dinosaur. The inspector includes the following settings: x: -98, y: -46, direction: 90°, rotation style: "continuous" (indicated by a circular arrow icon), can drag in player: unchecked, and show: checked (indicated by a checkmark icon).

