SCRATCH

Costumes!

☐ Open a new file by clicking on the [New] button.

☐ Open up a new sprite by clicking on the [📁] button.

☐ In the "people" folder select a character by double clicking on it. The example below will show what it looks like if you selected "ballerina-a".

ballerina-a

Make sure that there are at least two pictures of the character you choose!

☐ Now that you have a new character (called a new "sprite") Click on the "Costumes" tab and click "Import"
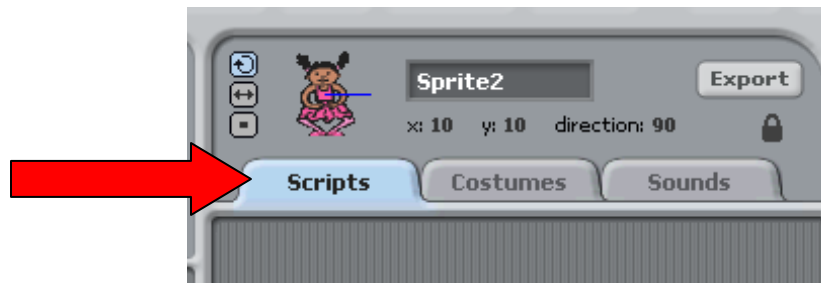
Sprite2   Export
x: 10   y: 10   direction: 90

Scripts   Costumes   Sounds

New costume: Paint   Import ⬅

1   ballerina-a
102x169   7 KB
Edit   Copy

☐ After you click on "Import" double click on one of the other pictures of your character and you should have 2 "costumes".

Name _____

Costumes! (Continued...)

☐ Go back to working with the puzzle pieces by clicking on the "Scripts" tab.

☐ What do you think this will do? Why?

☐ Try it! What did it do? Why does it look like this?

☐ Try to fix it! Explain what you have to do to make it look better!

☐ Do you like how it looks now? What would you change to make it look better? Try it!

☐ In a few days you're going to use pictures of YOU in Scratch! Write down three poses you want to use in your program so that you're ready to have your photo taken.
- o 1:
- o 2:
- o 3: