



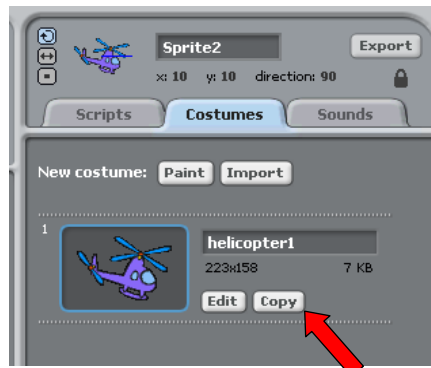
SCRATCH

A Flying Helicopter! Oh my!

- Open a new file by clicking on the  button.
- Open up a new sprite by clicking on the  button.
- In the “transportation” folder double click on the helicopter1



- Get your helicopter flying up and down.
 - When you press the up arrow make the helicopter move up
 - When you press the down arrow make the helicopter move down
- Get your helicopter flying left and right.
 - When you press the left arrow make the helicopter move left
 - When you press the right arrow make the helicopter move right
- The helicopter might look a little funny flying left while it faces right. Make a new costume for the helicopter where it faces the correct way.
 - Click on the “Costumes” tab and then hit “copy”



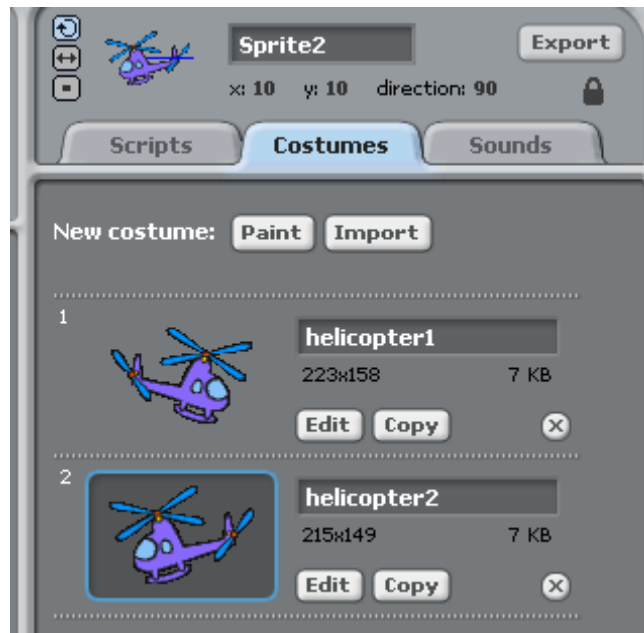
- Click edit and then flip the picture of the helicopter with this pieces:

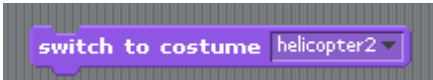


Name _____

A Flying Helicopter! Oh my! (Continued...)

- Now you should have 2 costumes for your helicopter like the picture below:



- Use the new “costume” of the helicopter when the helicopter flies left.
- What does this piece do?
A Scratch 'switch to costume' block with a dropdown menu set to 'helicopter2'. The block is purple and has a small arrow pointing down next to the dropdown text.
- Challenge! Come up with a way that the helicopter program could be cooler and try to make it work!