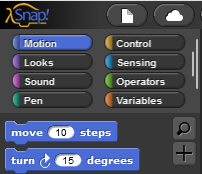
# **Scenario 2 - Time to bring your sprite to life**

You have a dog and you want it to move. To make it move, you need to write your first program.

Look at the leftmost side of the interface. There you will find different blocks, which are divided into several categories: Motion, Looks, Sounds, Pen, Control, Sensing, Operations, and Variables.



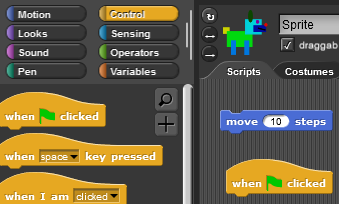
These blocks are colour-coded, which means that for example all the motion blocks are written on blue blocks.

To make your dog move forward, you first have to drag-and-drop the blocks from the left part of the interface to the Scripts section:



If you now double-click the C:\Users\cerarsp\Downloads\C4G_dog_goes_home script pic.png block, the dog will move for 10 steps.

You probably don’t want to double-click the blocks all the time, therefore click on Control category and drag-and-drop C:\Users\cerarsp\Downloads\C4G_dog_goes_home script pic(1).png into the Scripts section:



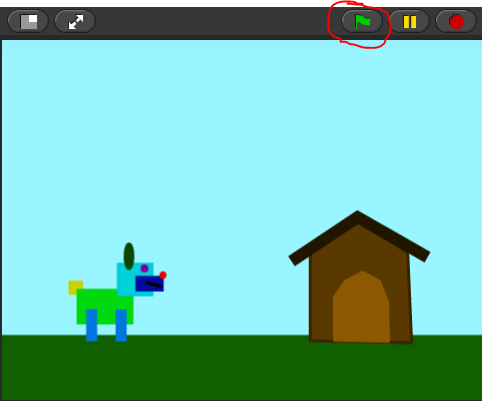
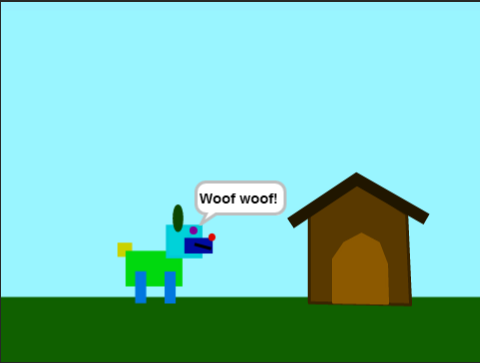
These blocks work as bricks, which means that you can be put together to build a sequence of commands. If for example you put togetherC:\Users\cerarsp\Downloads\C4G_dog_goes_home script pic(2).png, your dog will wait for you to click on green flag on top of the stage and will then move 10 steps. You can change the number of steps dog makes by simply writing a different number in the white space provided. Try it out!

# Barking

If you want your dog to bark like in comics, you have to click on Looks category and chooseC:\Users\cerarsp\Downloads\C4G_dog_goes_home script pic(3).png. Drag-and-drop this blocks to your scripts and add it to the code you have already put together, and replace “Hello!” with “Woof woof!”



Now click on the green flag (circled with red) and this should happen:

🡪

When you click on the green flag, the dog moves 50 steps, and says “Woof woof!”

Try to write a program that will lead your dog from the left part of the stage to the doghouse on the right side of the stage and bark after every move. When it reaches the house, it barks “I’m home”. Use blocks:

C:\Users\cerarsp\Downloads\C4G_dog_goes_home script pic(1).png

C:\Users\cerarsp\Downloads\C4G_dog_goes_home script pic.png

C:\Users\cerarsp\Downloads\C4G_dog_goes_home script pic(3).png

Tip 1: you can move your dog to a selected position on stage by drag-and-dropping it

Tip 2: If you want your dog to start on the same position every single time you click on green flag, use C:\Users\cerarsp\Downloads\C4G_dog_goes_home script pic(6).png. You can choose your own x and y position by writing a different number in the white spaces.

Possible solution:

