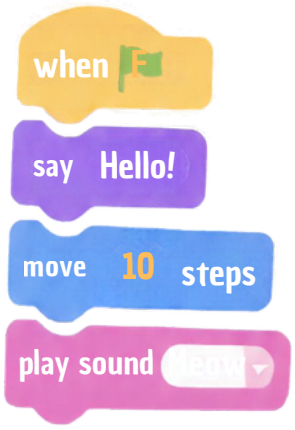
LESSON 3:

MEET THE SPRITE

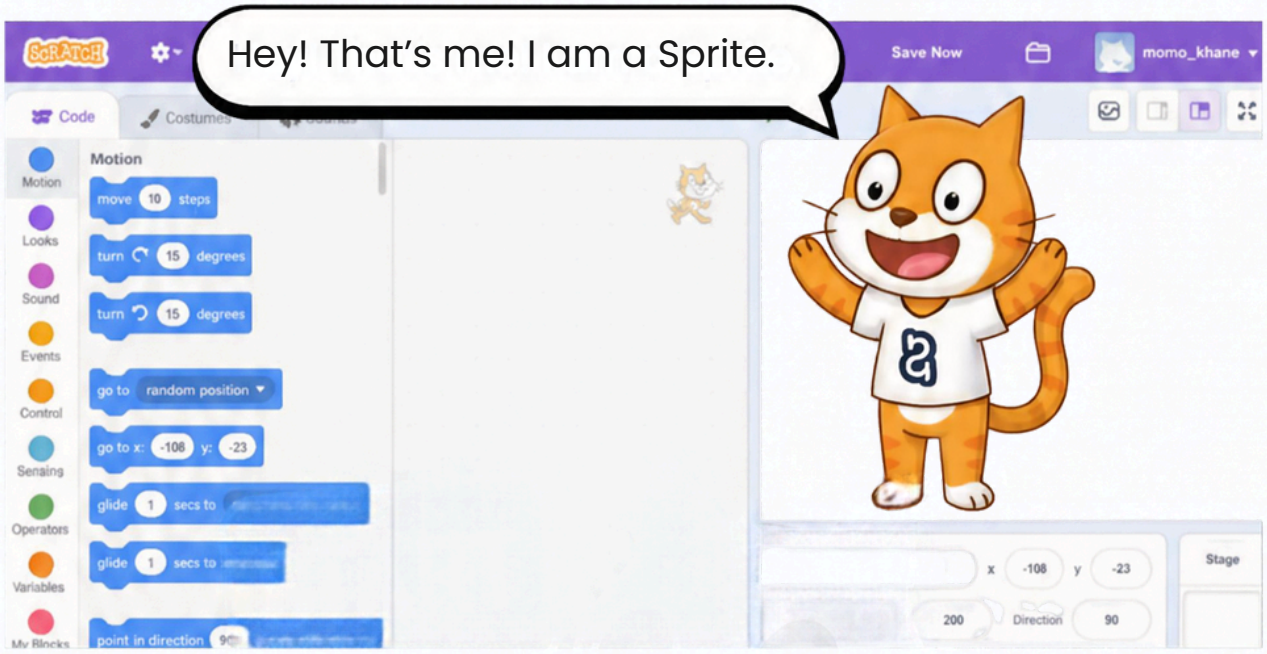




SCRATCH WORLD









A Sprite is a character or object that we can control using code.

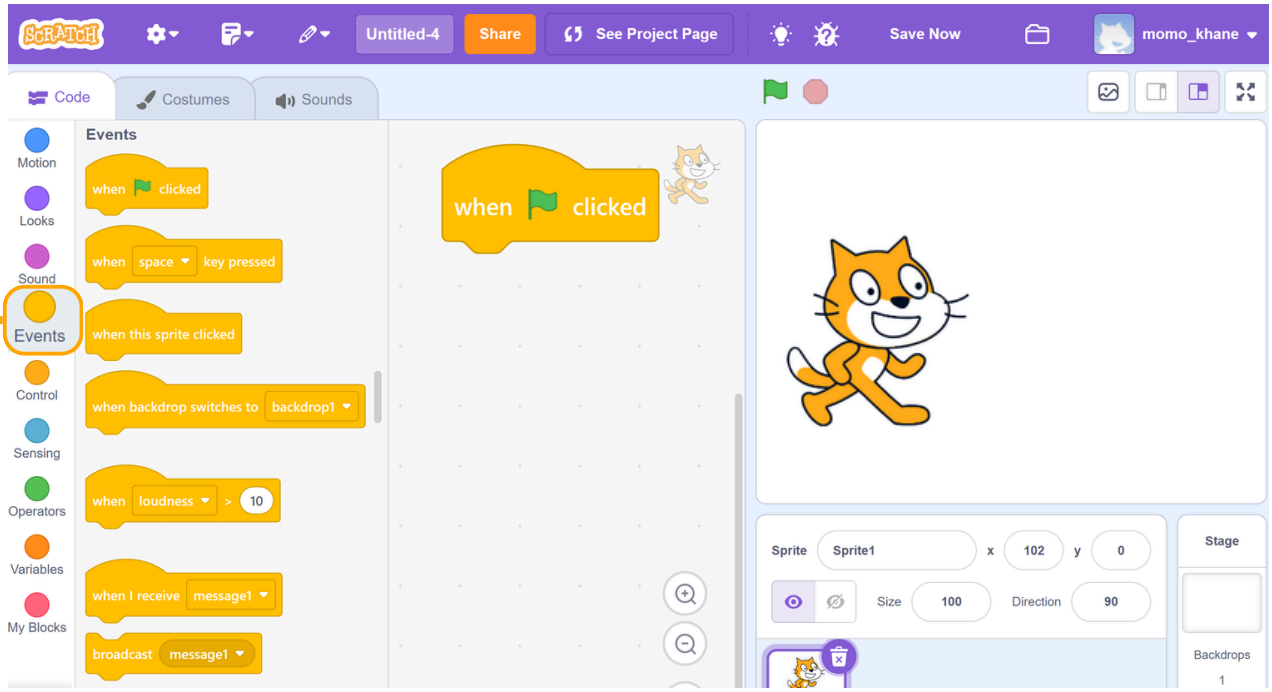


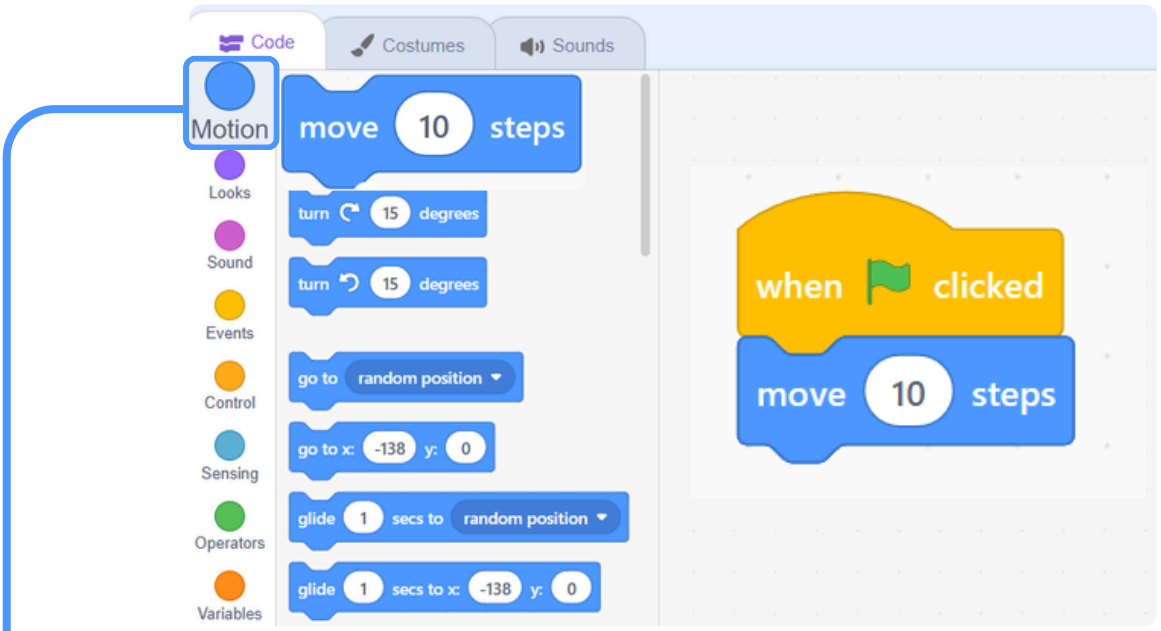
Note: A sprite can move, talk, dance, make sounds, and do many other things.



Let's Try It!

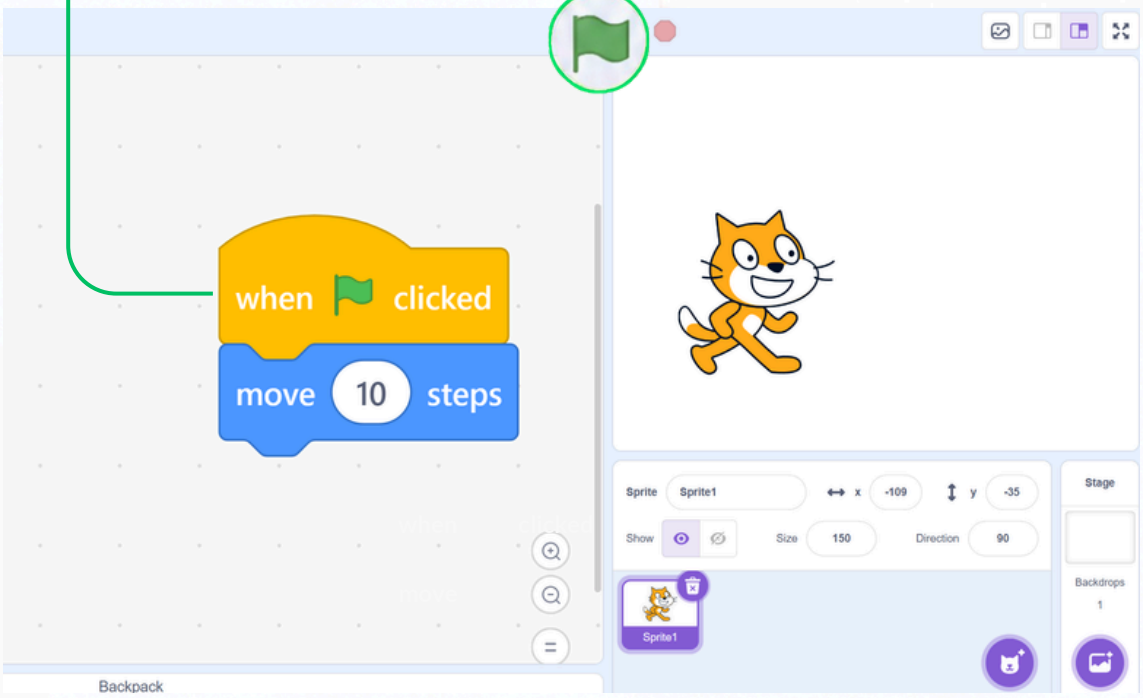
Go on the event section and drag green flag block





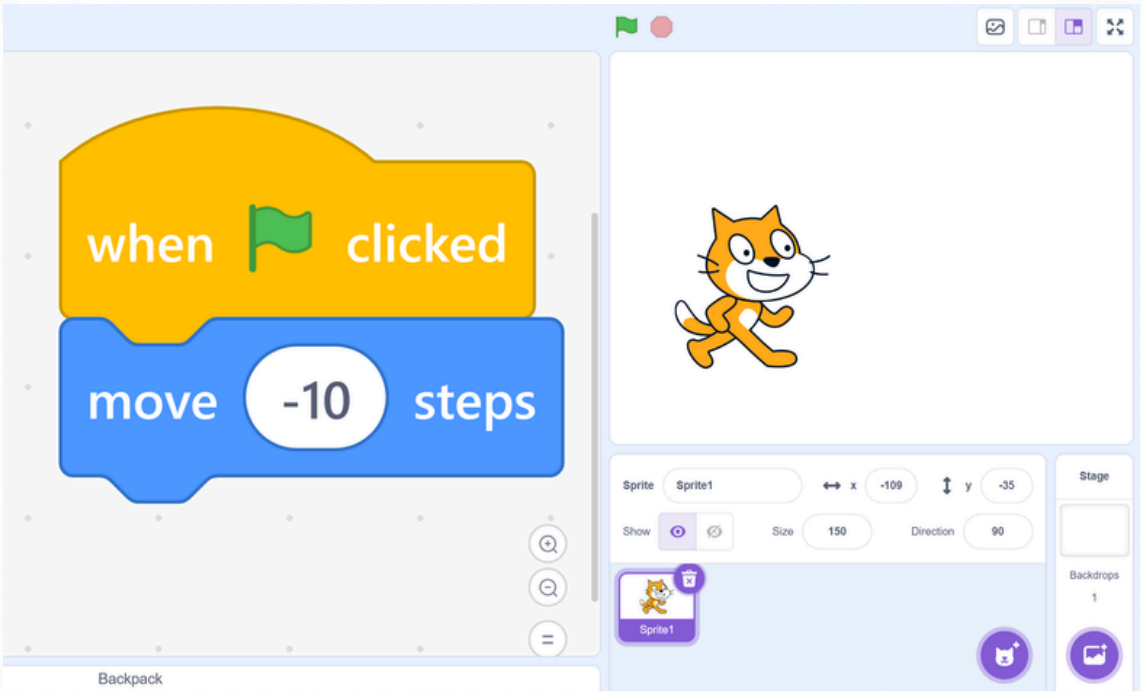
Drag the move 10 steps block from the Motion category and snap it together right under the Green Flag block.

Now, when you click on the green flag it will start moving.



Back

Click the green flag—watch your sprite take 10 steps forward! Want to bring it back? Just use -10 steps!



What did just happened ?

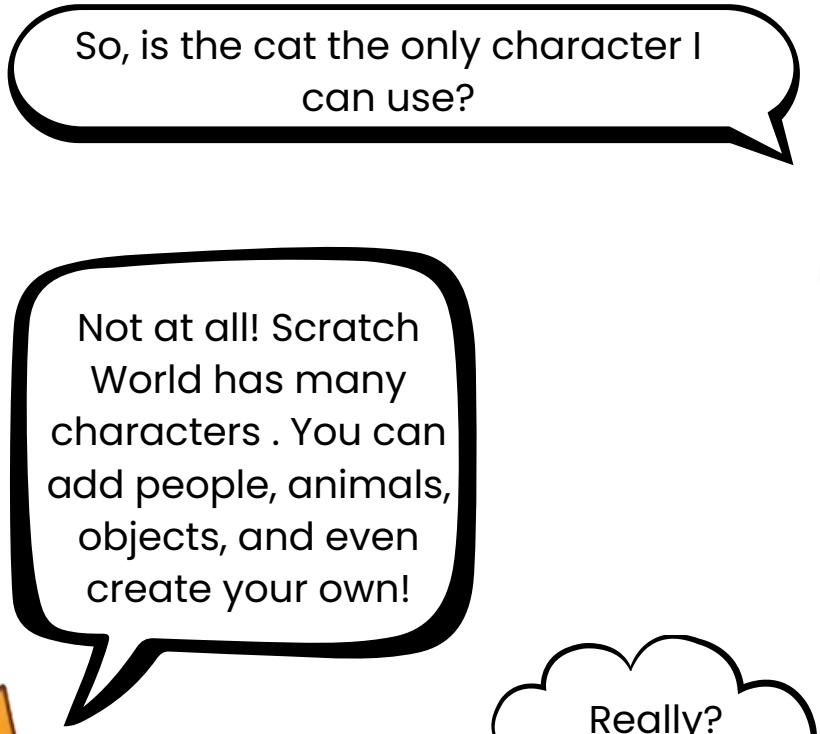


Mina had given the cat two instructions:

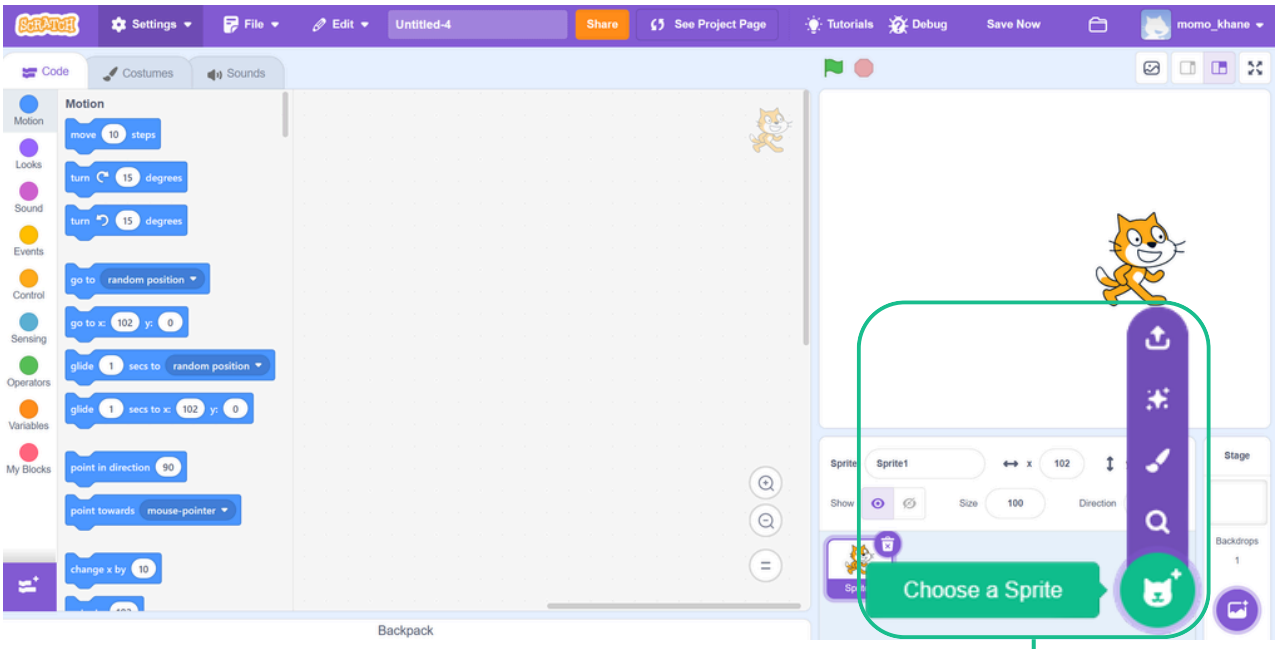
- **When green flag clicked** → Start the program.
- **Move 10 steps** → Move the cat forward.

By putting blocks together, Mina created a simple program!

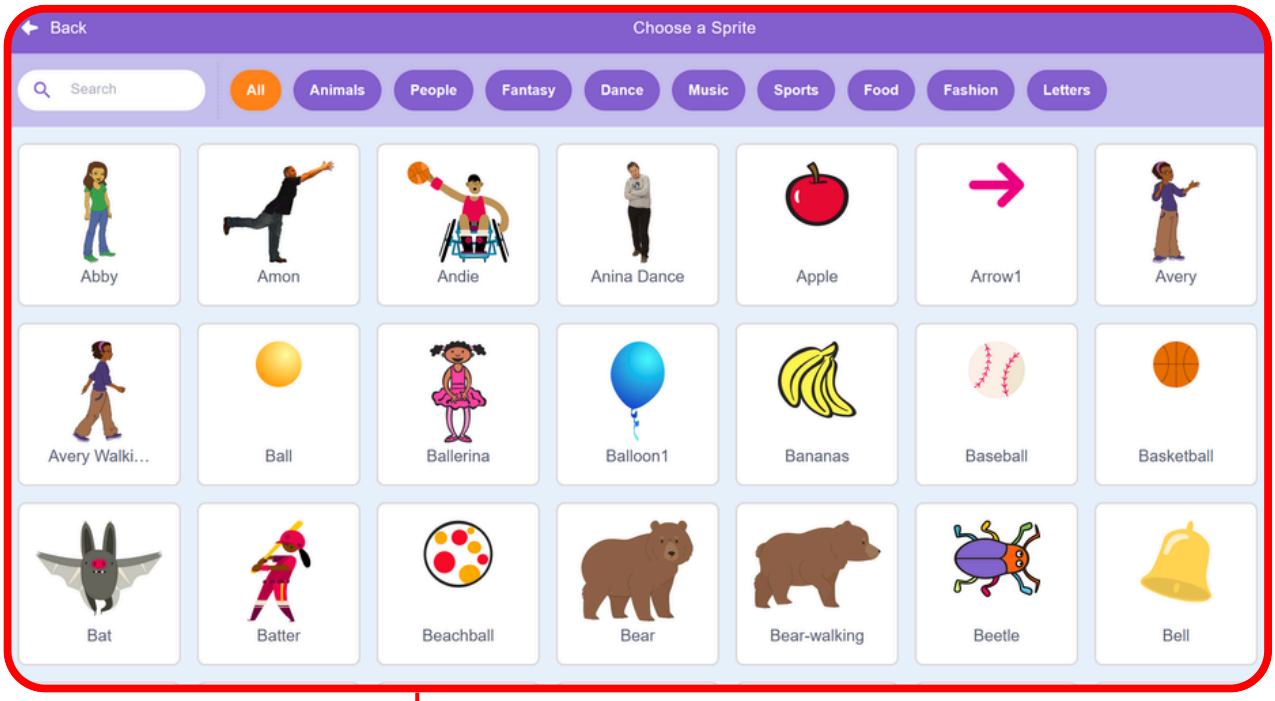
Can We Add More Sprites?



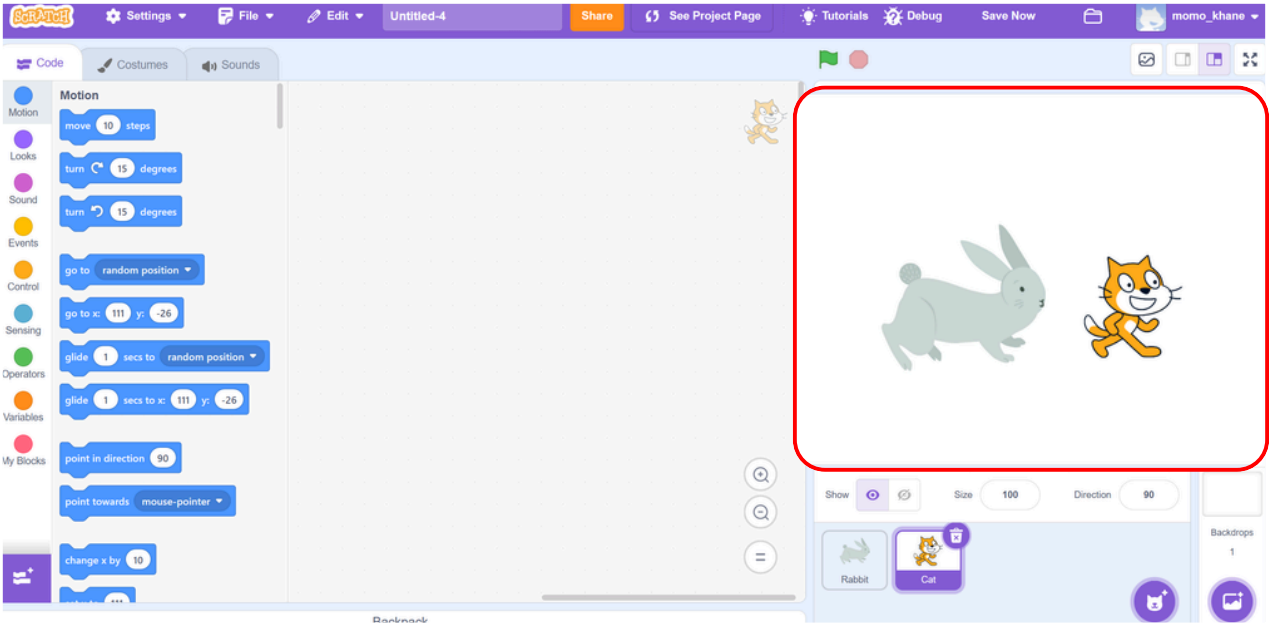
Add a New Sprite



Find the Choose a Sprite button. And Click it.



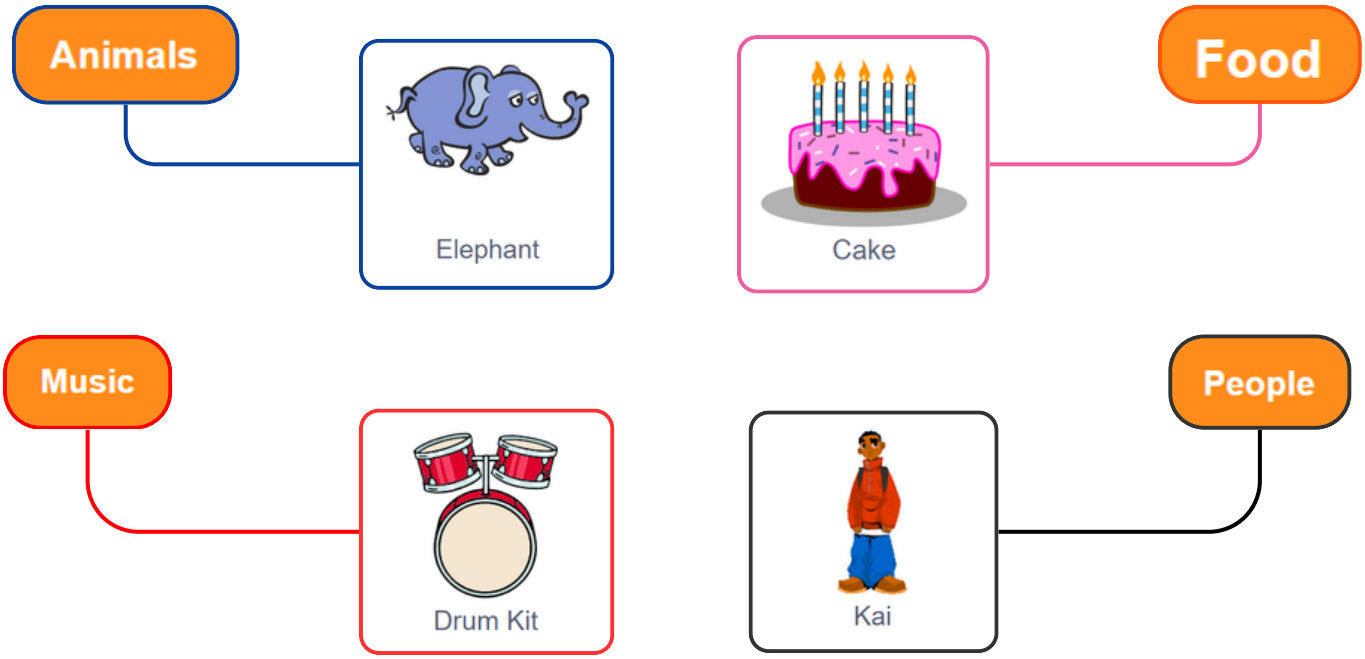
Browse through the different sprites.
Click on any sprite you like to bring it onto the Stage.

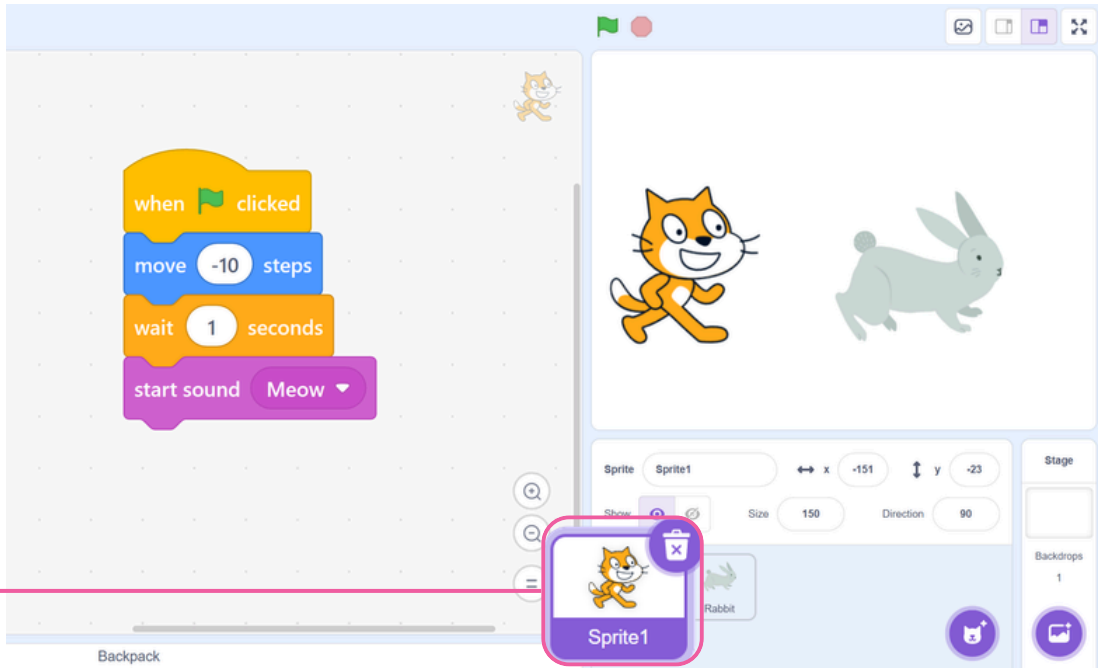


Try It Yourself

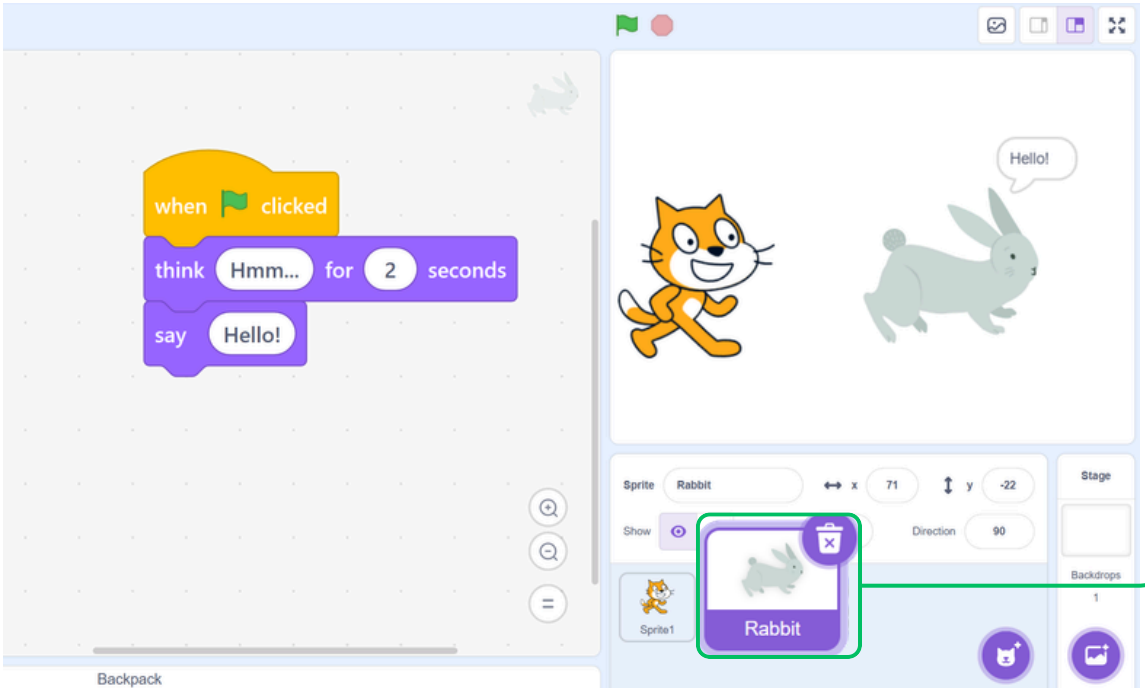
Choose two more sprites and add them to your Scratch World.

You can choose:





Every sprite has its own Code Area!
Choose a sprite and give it its own special instructions. Different sprites, different code, different magic! just click on sprite



Challenge

Can you make your new sprite move too?

Hint:
- When green flag clicked
- Move 10 steps

What happens when you click the green flag?

_____

_____

_____

What you learned



Today, you learned:
1. What a Sprite is
2. How to control a sprite using code
3. How to use the green flag
4. How to add a new sprite to the Stage



After you reflect on these questions, talk to your friends and share your thoughts.