

City Builder **Walking**

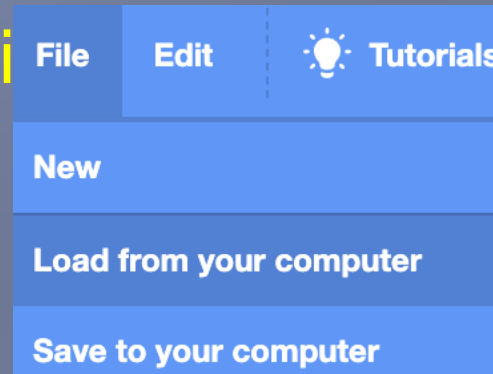


Scratch 3 Coding Activity

Follow this activity to use animation to make your City Builder appear to **walk**.

Getting Started

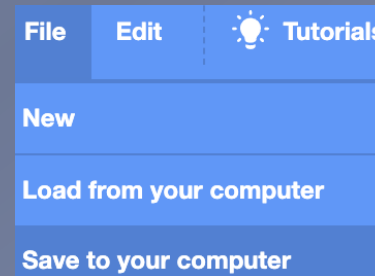
- Begin with the “City Builder Moving” Project
- **Be sure to load** your completed “City Builder Moving” project.
 - Chose **Fi**



- Click the correct file then click **Open**.

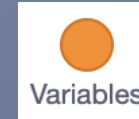
Save City Builder Walking Project

- *Save the new project before you begin*
- Save City Builder Walking
 - Chose **File** then **Save to your computer**.
 - Change the name (starting with your last name) to
 - *YourLastName City Builder Walking.sb3*
 - **Example** *Patrick City Builder Walking.sb3*
 - Click **Save**.

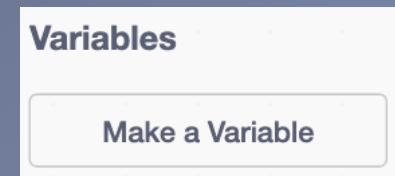


Create a variable

- Go to the Variables Section



- Click the Make Variable button



- Create a Walk variable

A screenshot of the "New Variable" dialog box in Scratch. It has a purple header with the text "New Variable". Below the header, it says "New variable name:" followed by a text input field containing the word "Walk". At the bottom, there are two radio button options: "For all sprites" (which is selected) and "For this".

New Variable

New variable name:

Walk

☒ For all sprites ☐ For this

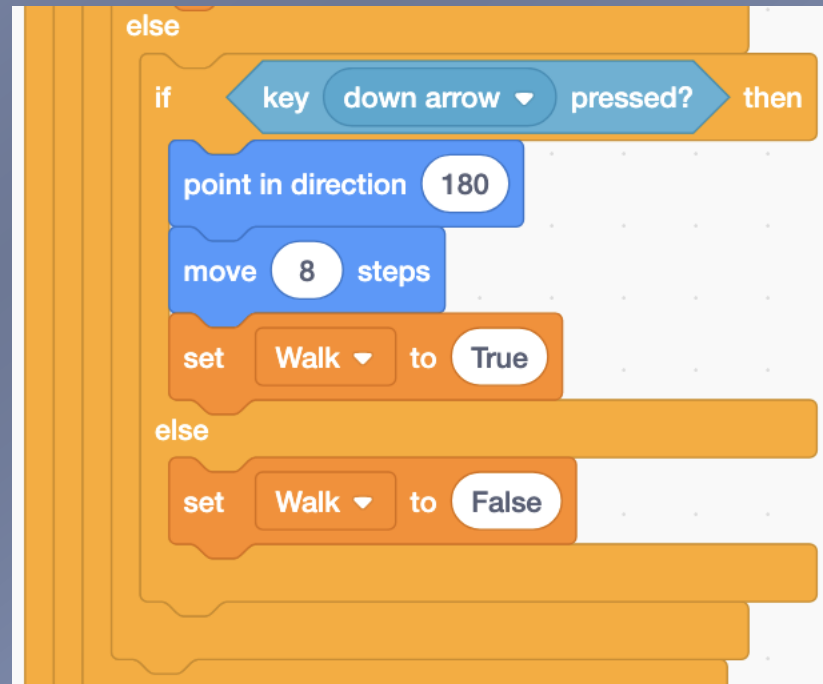
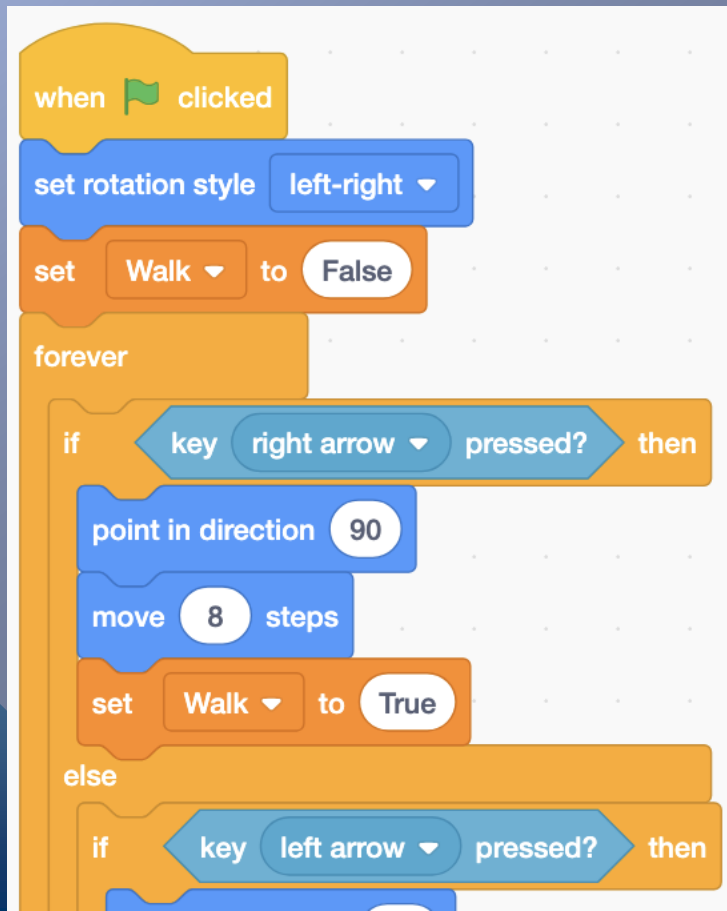
Code Walking Options

- Drag blocks to look like this.
- Place Variable = 50 block as shown
- Add “Walk” variable
- Change to True or False
- “switch costume to” your costume that is standing still



Set Walk to True/False

- Set to false at beginning and end.
- Set to true when arrows pressed.

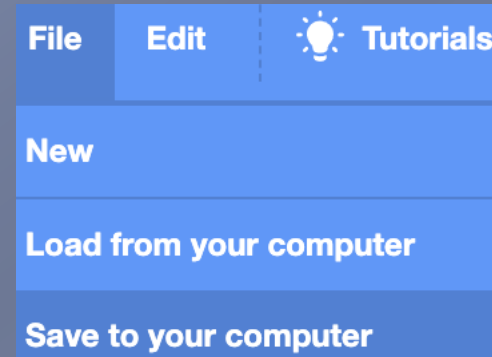


Test Code



Time to Save

- Save your project
 - Chose **File** then **Save to your computer**.



- Click on the name that you saved earlier
- Click **Save** then click **Replace**.

