

Person **Walking**



Ruth Patrick Science Education Center

University of South Carolina Aiken

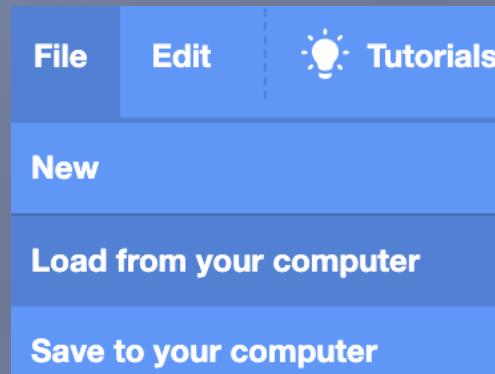
Infusing a love for Science, Technology, Engineering and Math

Scratch 3 Coding Activity

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

Getting Started

- Begin with the “Person Moving” Project
- **Be sure to load** your completed “Person Moving” project.
 - Chose **File** then **Load from your computer**.



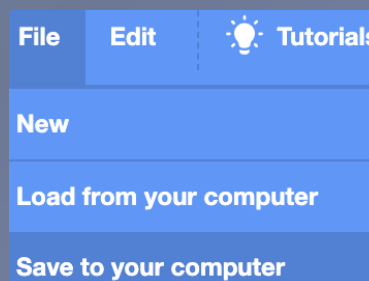
- Click the correct file then click **Open**.



Save Person Walking Project

- *Save the new project before you begin*
- Save Person Walking

– Chose **File** then **Save to your computer**.



– Change the name (starting with your last name) to

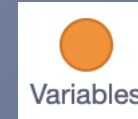
- *Patrick Person Walking.sb3*

– Click **Save**.

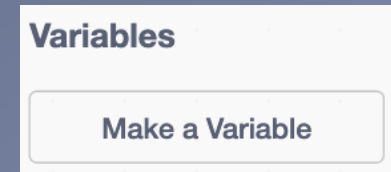


Create a variable

- Go to the Variables Section



- Click the Make Variable button



- Create a Walk variable

A screenshot of the "New Variable" dialog box. It has a purple header with the text "New Variable". Below the header, the text "New variable name:" is 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:

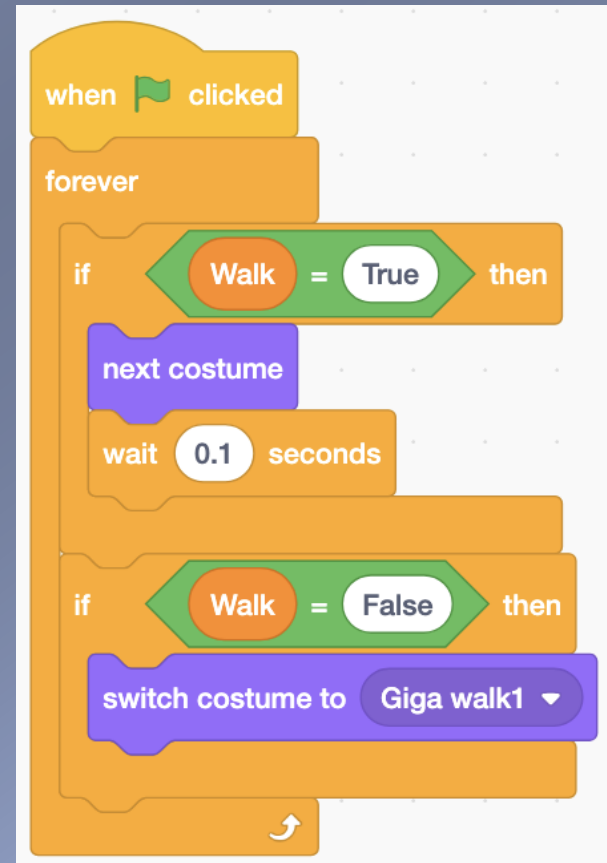
Walk

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.

```
when green flag clicked
  set rotation style to left-right
  set Walk to False
  forever loop
    if key right arrow pressed? then
      point in direction 90
      move 8 steps
      set Walk to True
    else
      if key left arrow pressed? then
```

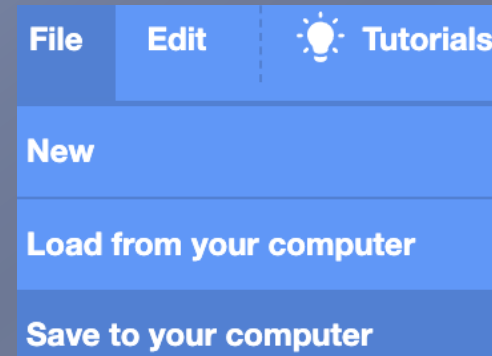
```
else
  if key down arrow pressed? then
    point in direction 180
    move 8 steps
    set Walk to True
  else
    set Walk to False
```

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**.

