Animate a Name Cards



Animate the letters of your name, initials, or favorite word.

scratch.mit.edu



Set of 7 cards

Animate a Name Cards

Try these cards in any order:

- Color Clicker
- Spin
- Play a Sound
- Dancing Letter
- Change Size
- Press a Key
- Glide Around

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Set of 7 cards

Color Clicker

Make a letter change color when you click it.









Color Clicker



GET READY



Choose a letter from the Sprite Library.









To see just the letter sprites, click the **Letters** category at the top of the Sprite Library.

ADD THIS CODE



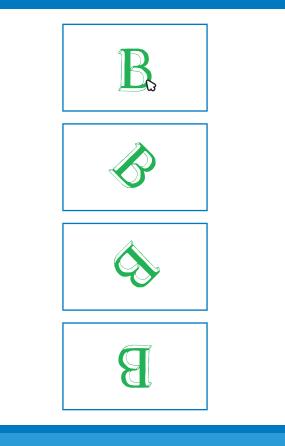
TRY IT

Click your letter.





Make a letter turn when you click it.









GET READY





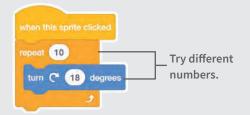
Go to the Sprite Library.





Choose a letter sprite.

ADD THIS CODE



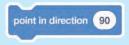
TRY IT

Click your letter.



TIP

Click this block to reset the sprite's direction.



Play a Sound

Click a letter to play a sound.







Play a Sound scratch.mit.edu

GET READY



Go to the Sprite Library.



Click the **Letters** category.



Choose a letter sprite.



Choose a backdrop.





Click the **Sounds** tab.



Choose a sound.

ADD THIS CODE



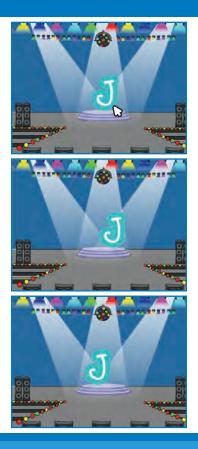
Click the Code tab.





Dancing Letter

Make a letter move to the beat.





Dancing Letter

GET READY



Choose a backdrop.





Choose a letter from the Sprite Library.

SC E



Click the **Extensions** button (at the bottom left).

Then click **Music** to add the music blocks.

Music Play instruments and drun

ADD THIS CODE





Change Size

Make a letter get bigger and then smaller.

Ę	
E	
E	





GET READY



Go to the Sprite Library.

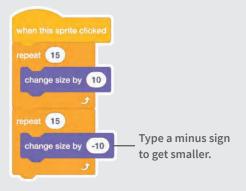






Choose a letter sprite.

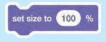
ADD THIS CODE





TIP

Click this block to reset the size.



Press a Key

Press a key to make your letter change.













GET READY

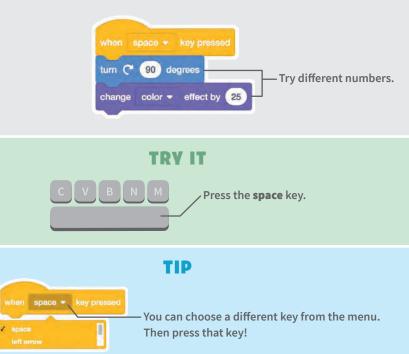








ADD THIS CODE



Glide Around

Make a letter glide smoothly from place to place.



Animate a Name



7

Glide Around scratch.mit.edu

GET READY









ADD THIS CODE







Click your letter to start.

G. ↔ x 40 \$ y -130

TIP

When you move a sprite, you can see the numbers for **x** and **y** update.

x is the position from left to right.y is the position up and down.