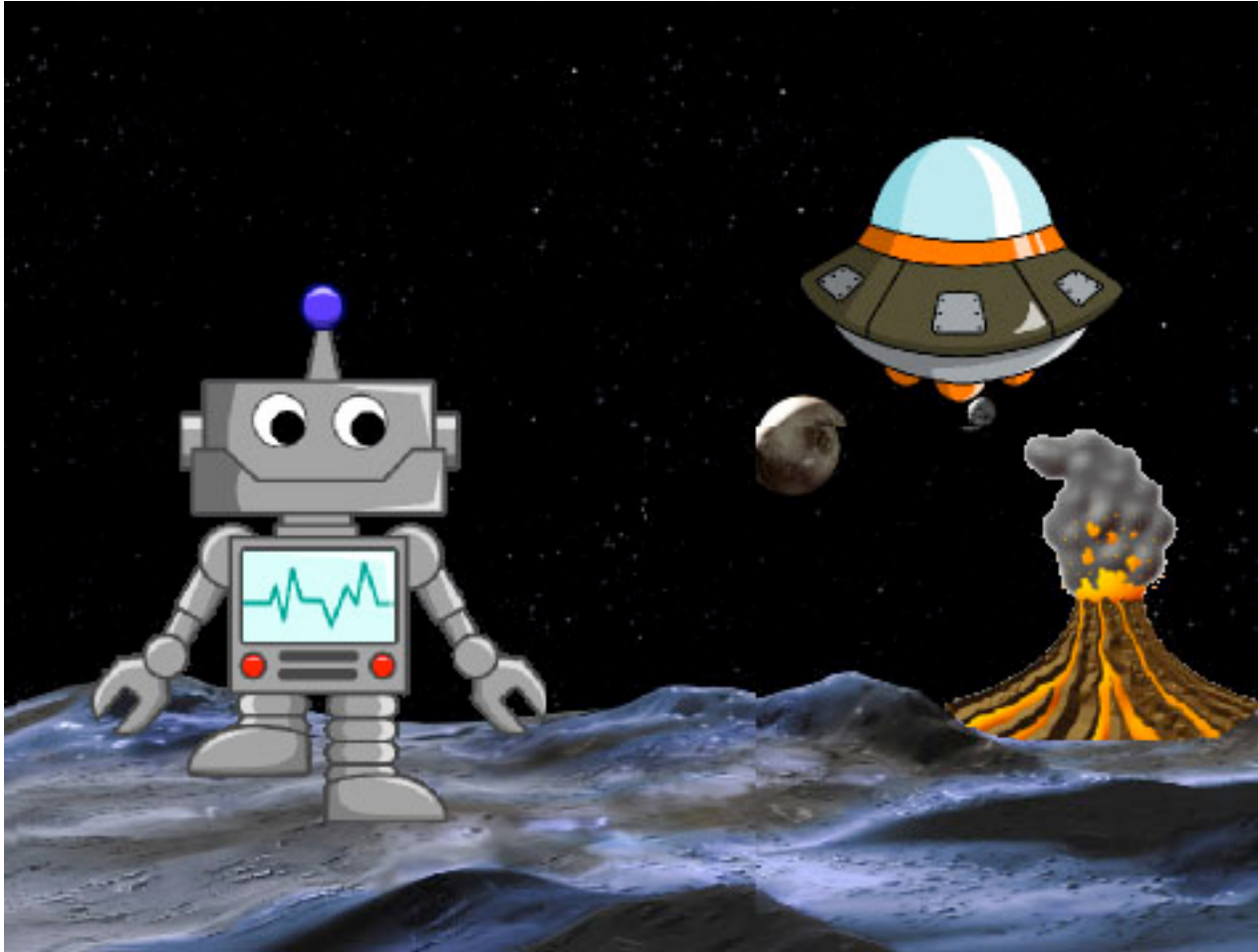


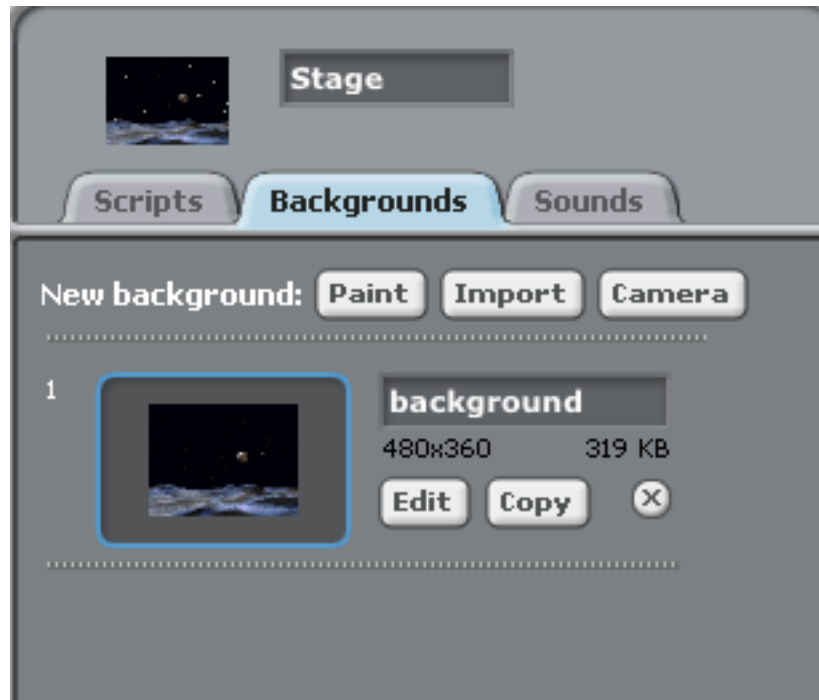
# Create a Space Animation using Scratch



*Note: all images in this workshop were downloaded ahead of time. They are not included in this specific download.*

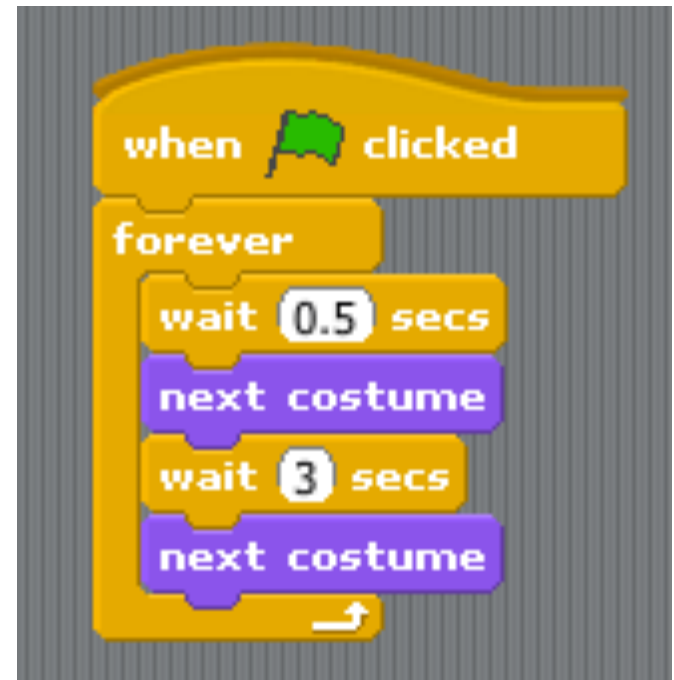
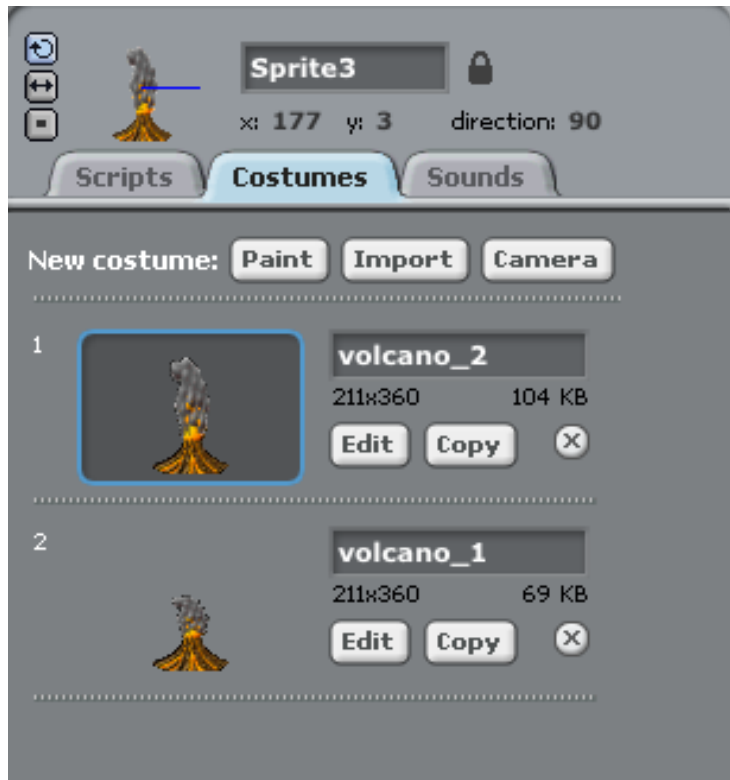
# Set the background image

1. Click **Import**
2. Browse files and locate “background.jpg” from our downloaded images
3. Click **OK**



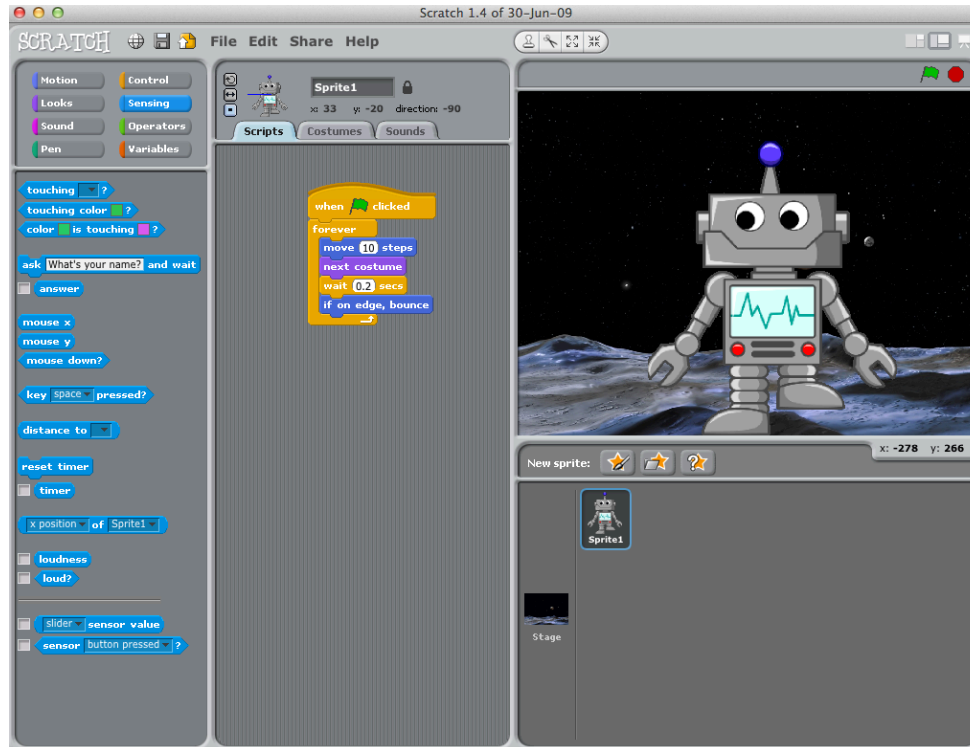
# Add an exploding volcanic crater

1. Create a new sprite (import), choose “volcano\_1.png” from the desktop
2. Add a second costume using “volcano\_2.png”.
3. Write a script to flip between the two costumes



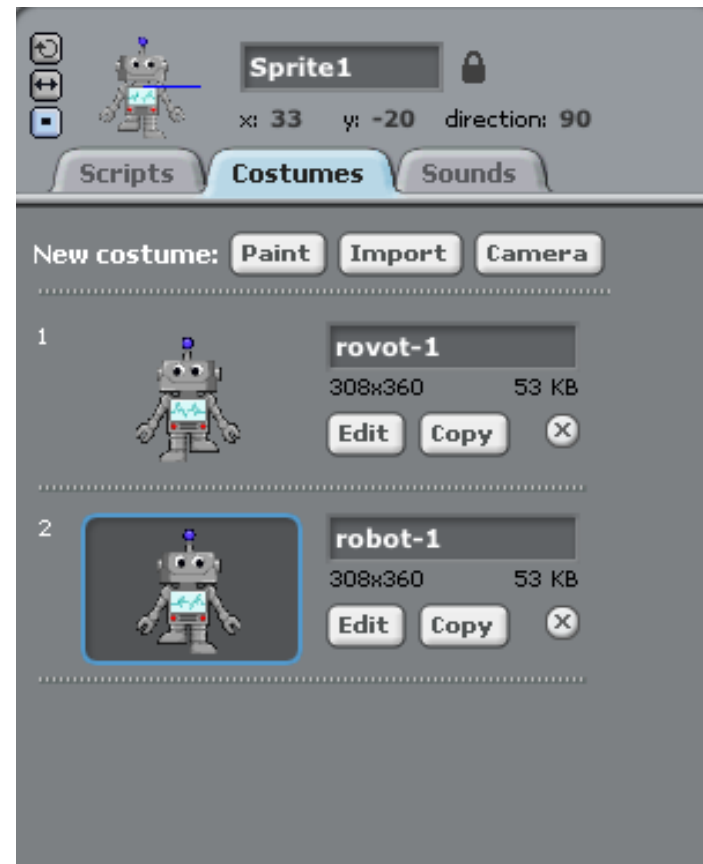
# Add a Robot from Space!

1. Create a new sprite (import)
2. Choose “robot-1.png” from our downloaded images
3. Adjust the size of the robot, either bigger or smaller



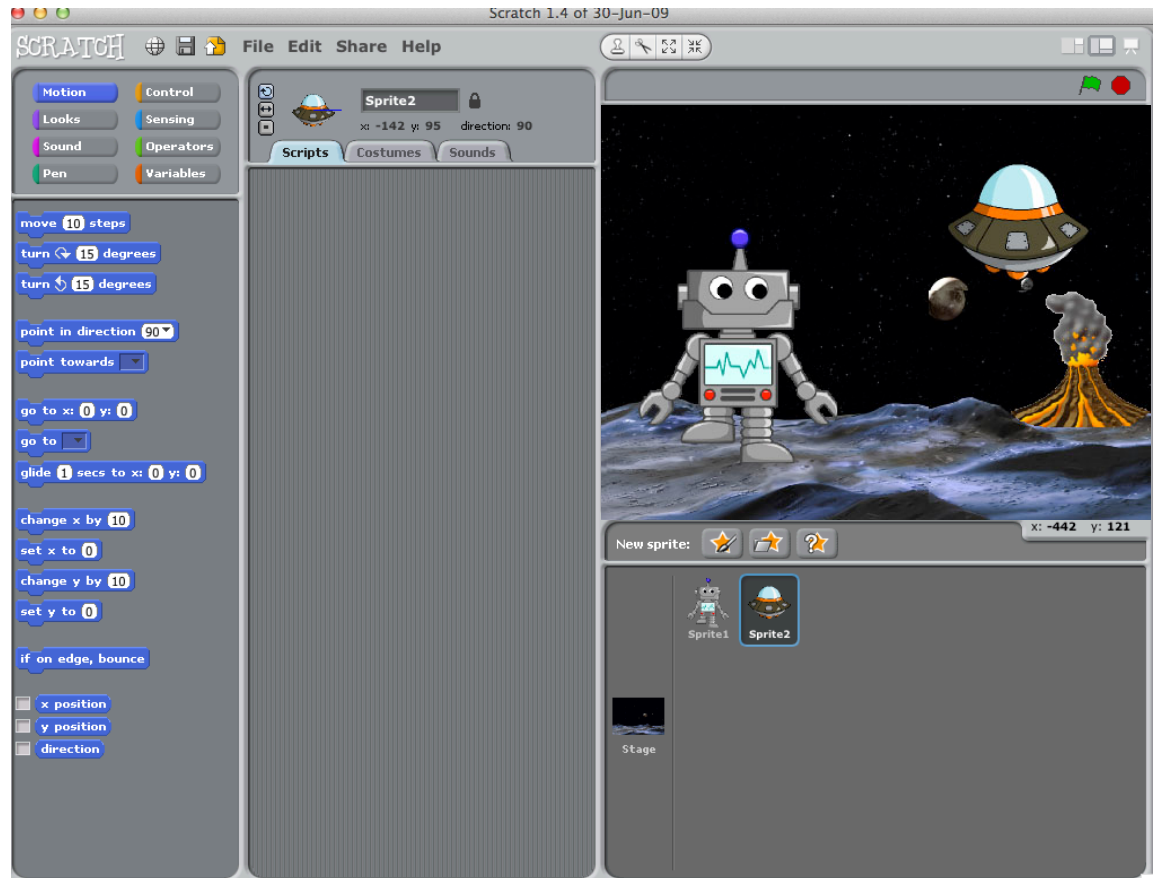
# Add a Robot from Space!

1. Write a script to make the robot walk across the screen
2. Note: Don't forget to stop him from flipping upside down once he bounces off a side!



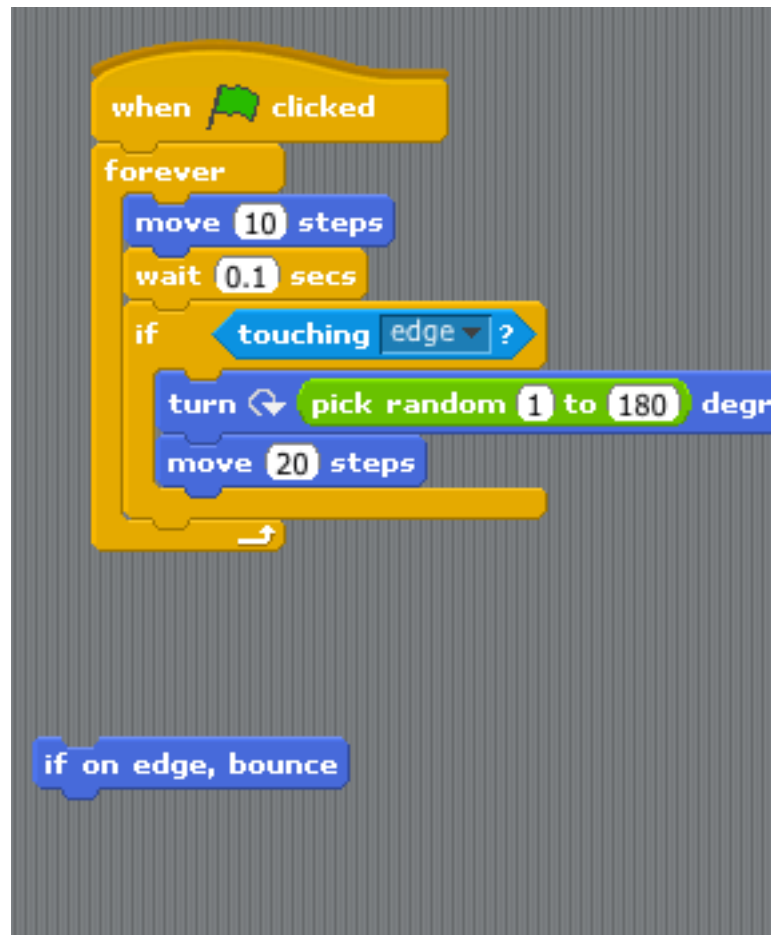
# Add a flying saucer

1. Create a new sprite
2. Choose “flying-saucer” from our downloaded images
3. Make him smaller/bigger as needed



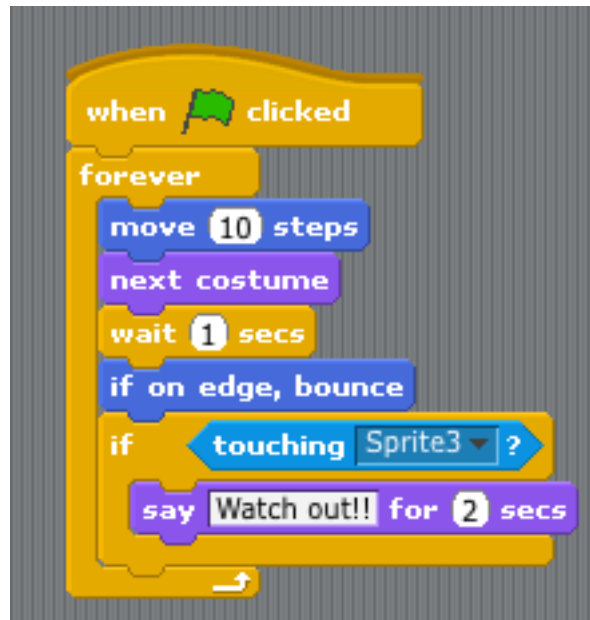
# Add a flying saucer

1. Write a script to make the saucer fly all around the screen randomly



# Robot yells at saucer

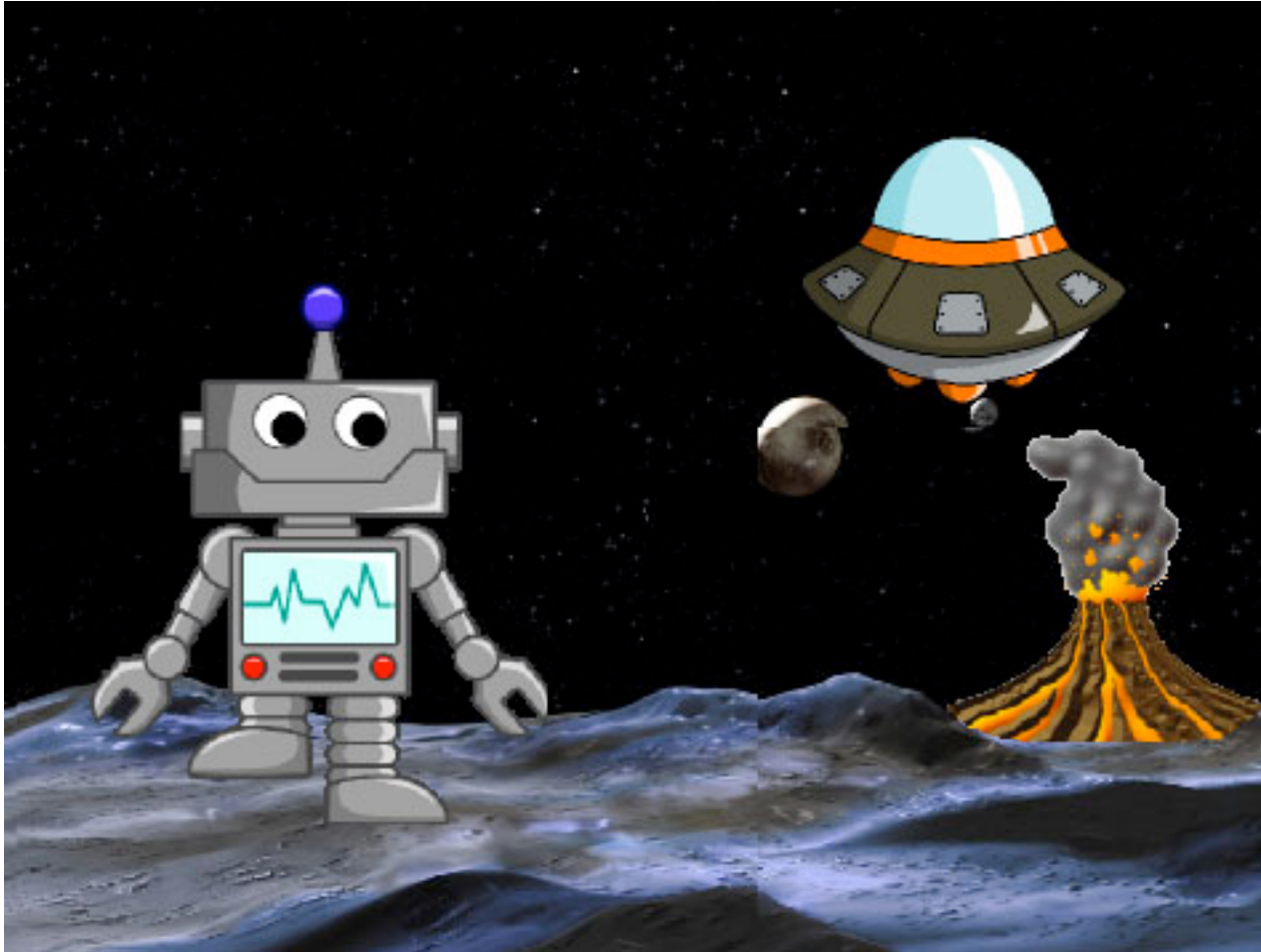
1. Select the robot sprite
2. Write a script to make the robot interact with the saucer





# Done!

Press play and enjoy your new Animation



# Try adding more features!

- Add a title
- Add another crater
- Add a second spaceship or robot
- Edit the color of your sprites (Costumes -> Edit)
- Make the robot turn colors when he walks near the crater
- Make the saucer appear and disappear when he changes direction