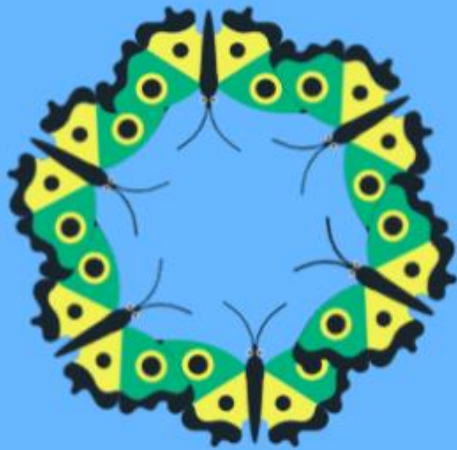


Synchronised Butterfly

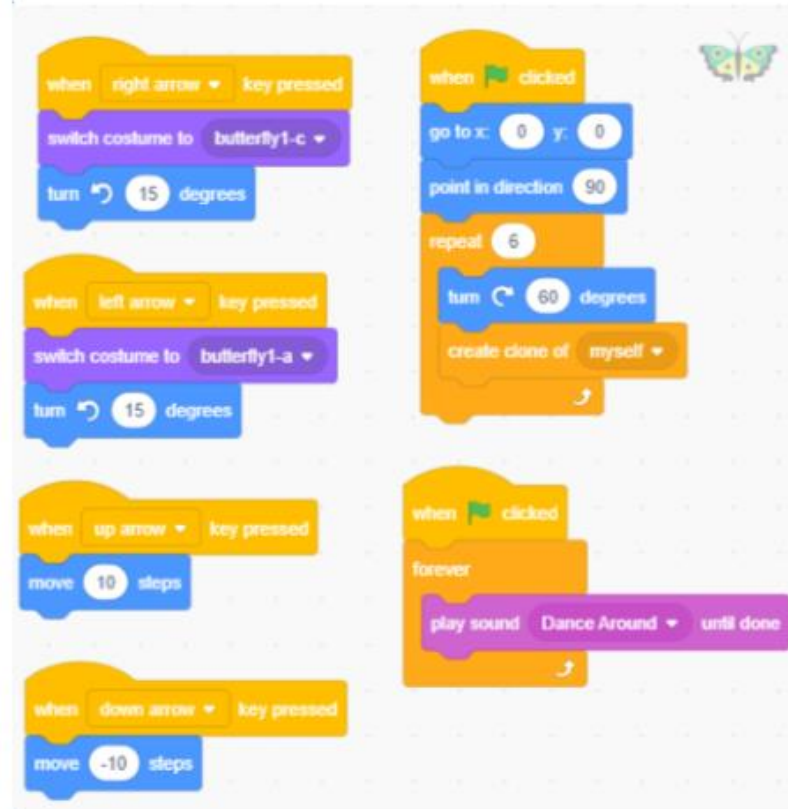
Code an interactive animated butterfly



WHAT YOU LEARNT

- Review of moving up, down, turning and loops
- How to draw your own background
- How to clone a sprite

BUTTERFLY



The code is organized into four columns of blocks:

- Column 1 (Left Arrow):**
 - when left arrow key pressed
 - switch costume to butterfly1-a
 - turn 15 degrees
- Column 2 (Right Arrow):**
 - when right arrow key pressed
 - switch costume to butterfly1-c
 - turn 15 degrees
- Column 3 (Up Arrow):**
 - when up arrow key pressed
 - move 10 steps
- Column 4 (Down Arrow):**
 - when down arrow key pressed
 - move -10 steps

Click Events:

- When clicked:** go to x: 0 y: 0, point in direction 90, repeat 6 times: turn 60 degrees, create clone of myself.
- When clicked:** forever loop containing play sound Dance Around until done.

Challenge: use cloning to create a new animation

Can you use the code block create clone to create a new animation?

You could try animating a dance routine, or how about a snow storm? Let your imagination go and see what you can create!